

UN SDG Bingo

There are many ways to use BINGO in your classroom and it is easy to do this both with real and virtual boards. In this exercise you will use BINGO to expand your students' thinking about the SDGs as a conversation starter about how different students think about them. In addition to this principle, this activity also supports Learning Through Thinking and Learning Through Dialogue and Interaction.

Expected Outcomes – students will:

- Be able to match specific issues with the UN SDG's
- Be able to demonstrate active listening behaviours
- Be able to explain another person's perspective
- Be able to explain how their understanding of an SDG changed
- Be able to discuss their feelings about the process they experienced

Timing

The timing of this activity is dependent on many factors: experience, classroom culture, and how you implement it, etc., the minimum amount of time you should plan for this method is 45 minutes.

Material

- Small UN SDG cards: each card has the picture and name of the SDG
- Digital BINGO Board with questions that are answered by the UN SDG
- Board or large graph paper and writing materials
- Blank paper and crayons/markers/pencils for drawing reflections at the end

Prepare yourself!

Create a list of questions for bingo boards such as:

Is the drinking water clean?, Where can we buy fresh vegetables?, Is there a school in your neighborhood?, How many trees are being cut down every year?, I'm new to this country and need help., Are they running away from war?, Can they walk around the city?, When will only electric cars be sold?, Where is the wind farm?, Do boys and girls get to go to school?, Do we get to vote?, Is public transportation easy to use?, Are there roads in our town?, How do we learn about sustainability?, Are women serving in the government?, How many fish are in the sea?, Which animals are endangered?, Does everyone have a job?, Is it safe to play outside?, Can we invent new things?, Do you reuse things in new ways?, How far is the grocery store?, How can we all be a part of our neighborhood?, Can we all see the doctor?, Do you have to buy your school books?, Does everyone have a home?, Where have you seen solar farms?, Are girls going to school? and Are there wheelchair ramps in our city?.

You can use a site like bingobaker.com to make your cards. With this site you can play online or print out the cards

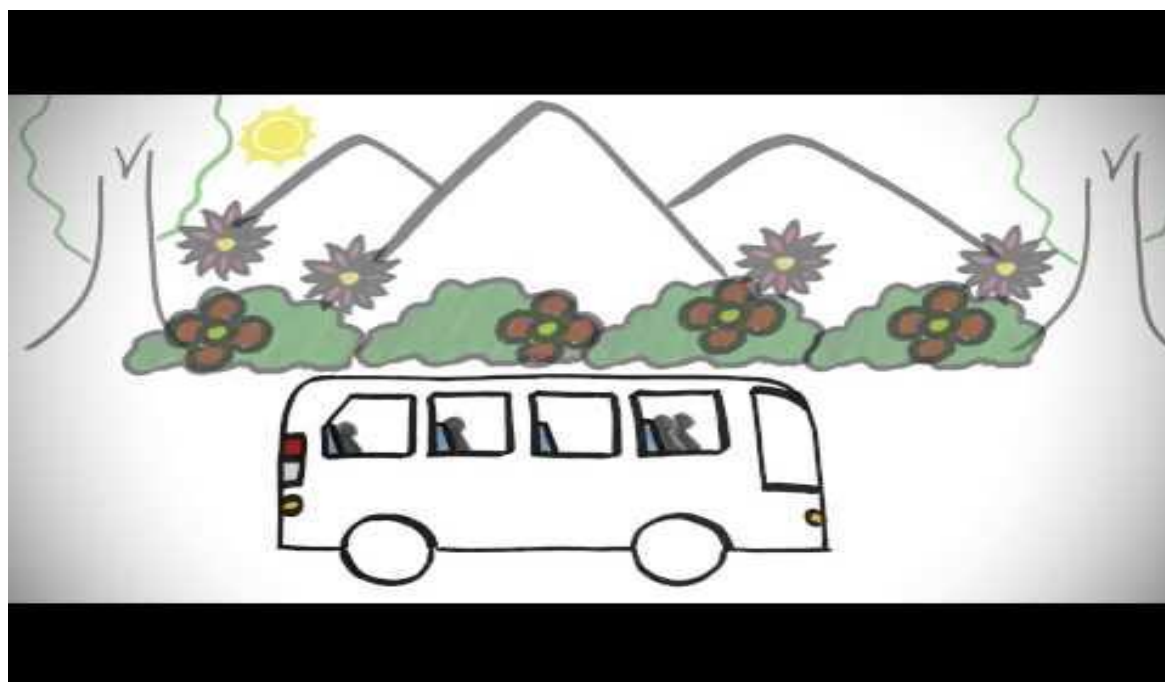
Print and cut out sets of this image of the SDG's, you need enough sets for each student <https://www.un.org/fr/sustainable-development-goals>

Have the set of questions ready to call out.

Step-by-step or course

1 Input

Share a short movie with your students to introduce the UN SDGs, this is a nice one, it is in English, [The Road to the SDGs: A discussion with students](#)



Next introduce the students to the UN SDG poster. In this downloadable <https://www.un.org/sustainabledevelopment/news/communications-material/>

There are several versions of the SDG icons for your use (scroll down to page 40)

2 Play BINGO

Hand out the bingo boards to your students (or play on devices). Give each student a set of cut out icons to use on their board.

Here is a bingo board made with the above questions for your use:

<https://bingobaker.com/view/5636342>

Call out the questions from your list and when a student has the question, they find the SDG icon cut out that the question addresses and covers it. (Some questions may be covered by more than one icon!). Once a child has a line of icons, they call out BINGO.

Use the winning BINGO line to review what that student decided and open a conversation...perhaps a different student chose a different icon for that question.

This is a great opportunity for an open discussion when the students can practice actively listening to one another and presenting their thoughts as well.

Tip: if you want to take time to open a dialogue, you can find interesting methods in Learning Through Thinking to make students explore different perspectives.

*Make note of the questions that generated diverse answers from the students.

4 Reflection

Collect the questions from the students for which they chose different icons to cover. List the different icons (SDGs) that were used for that question on a board or piece of paper.

You will use a Think, Pair, Share format.

1. Ask them each to choose one question and to think about the different SDGs that the class chose for it. Do they agree with them all? Some? Why or why not?
2. In pairs, each student has a turn to explain their thinking to each other, while their partner listens quietly.
3. Bring the students back together and ask a few pairs to share their conversation.
 - a. How did it go listening to each other and not interrupting?
 - b. What did you hear from your partner that was different from what you had thought?

Some final reflection ideas:

1. Did your own thinking about the questions change when you heard your classmates speak? How did it change?
 - a. Draw a picture of yourself that shows how your thinking changed.
2. Which SDG are you feeling strongly about?
 - a. Place that icon in the middle of a blank piece of paper and draw all the things you have been thinking and hearing about that. Connect them to that SDG.