



Finalist of the Open Innovation Malmö

Roll the Goal

Tinka Valentijn and Michelle ten Pas
Masterstudents, Finland and Denmark

When we saw this Open Innovation Call, we enthusiastically brainstormed together and the idea of Roll the Goal was born.

As master students passionate about creating impact through new ideas, we have worked with education and sustainable development before.

We recognized that people often say that education is the way to change the world, but this talk is not often enough turned into actionable learning materials. The power of this Open Innovation Day is to bring new ideas to the surface, connect people, and make it really happen. Because talking is nice, but doing is better.

Game description:

DK: "Roll the Goal" er et terningespil, der udnytter det faktum, at børn elsker spil og historier, til at undervise børn om de bæredygtige udviklingsmål (SDG) og motivere dem til at bidrage til en mere bæredygtig verden. Spillet lader børn forbinde SDG'erne til den virkelige verden. Ved at kaste et sæt terninger med forskellige symboler, stimuleres børnene til at skabe deres egne historier i forbindelse med SDG'erne. Ved at dele deres historier med jævnaldrende, diskutere i et klasseværelse og undersøge de virkelige situationer, får børnene en bedre forståelse af, hvad SDG'erne handler om, og hvordan de kan handle på dem. For lærere er det et omkostningseffektivt, nemt og informativt læringsspil, der kan bruges i deres daglige aktiviteter i klasseværelserne, da det kan bruges på mange forskellige måder.

UK: Children love games. Children love stories. "Roll the Goal" use these elements to teach children about the Sustainable Development Goals (SDGs) and motivate them to contribute to a more sustainable world. The game let children connect the SDGs to the real world context. By rolling a set of dice with different symbols, children are stimulated to create their own stories linked to the SDGs. Through sharing their stories with peers, discussing in a classroom setting and researching on the real-life situations, children get a better understanding of what the SDGs are about and how they can act on them. For teachers, it is a cost-efficient, easy-to-use and informative add-on to their daily classroom activities that can be used in many different settings.

About the call: The challenge of the Open Innovation 2030 Agenda Call in Malmö was to design the 17 Sustainable Development Goals for the sustainable school of tomorrow. The goal was through innovative ways to highlight and raise awareness about the Sustainable Development Goals (SDGs) in existing and new school environments, supporting sustainability as an educational idea. The call searched for functional, informative, playful and cost-efficient innovations inviting children in different ages to learn more about the SDGs and how they can be assessed in daily life to support the transition to a more sustainable society