

SDG Mosaic (Personae Version)

SDG is a collaborative game, based on 16 Sustainable Development Goals (sdgs.un.org/goals). The SDGs were developed by people around the world. SDGs are all important global priorities: but some may be similar, others different; some may be our priorities and others not.

In SDG Mosaic, teams of 4-6 assemble a mosaic of cards by placing similar cards to the right, left, top, or bottom of each other; cards that are not similar do not touch each other. This version includes the first 16 SDGs, plus the 8 [EcoTypes personae](#). Personae are idealized characters representing each EcoType and one possible SDG priority. They are different too!

SDG Mosaic helps us explore the EcoTypes possibility that “many care, just differently”: that different people (personae) can work together toward different but related priorities (SDGs). There is no one right way to assemble the mosaic. Once you have played all SDG and EcoTypes personae cards your mosaic is complete! Basic rules and a partial SDG mosaic are below.

1. Shuffle SDG and personae cards separately, and place them face down in the middle.
2. The first team member reveals the topmost SDG card. Discuss: what does it mean? Is it one of your personal priorities?
3. Go around and play/discuss other cards. After 2 SDG cards, play 1 personae card.
4. As you play, propose where to place it on your unfolding mosaic. Not all SDGs are similar, and not all personae prioritize all SDGs! And it's ok to have multiple mosaics.
5. You can rearrange your mosaic(s) as you go, but make sure to honor difference!
6. When done, look at your mosaic together. What did SDG Mosaic teach you? Discuss.



For more information on the SDGs and EcoTypes, see ecotypes.us.