

# SDG Mosaic (SDG Only Version)

SDG is a collaborative game, based on 16 Sustainable Development Goals ([sdgs.un.org/goals](https://sdgs.un.org/goals)). The SDGs were developed by people around the world. SDGs are about all sorts of global priorities: some may be similar, others different; some may be our priorities and others not. The SDGs help us explore the EcoTypes possibility that “many care, just differently,” while getting to know each other and our similar or different global priorities.

In SDG Mosaic, teams of 4-6 assemble a mosaic of SDG 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. Shuffle the cards and place them face down in the middle of the team. Then the first team member reveals the topmost card, and all team members discuss this SDG: what does it mean? is it one of their personal priorities? Each team member then takes a turn revealing the topmost card, and all team members discuss and agree where to place it on the mosaic.

Not all SDGs are similar. And there is no one right way to assemble the mosaic. Once you have played all SDG cards your mosaic is complete; congratulations! A partial SDG mosaic is below.



The SDGs are a part of the EcoTypes survey.  
Want more information? See [ecotypes.us](https://ecotypes.us).