TOOLKIT

The toolkit was created within the project Erasmus+ Youth Exchange "Play Green, Act Green" that was held in Nitra, Slovakia from 2nd to 9th of June 2025.

ABOUT THE PROJECT ERASMUS+
"Play Green, Act Green"

Engaging for change was Erasmus+ YOUTH EXCHANGE that brought together 49 Europeans from selected EU countries. Project took place in the Nitra on 2nd June to 9th June 2025. The main topic of the youth exchange was Sustainable Green Europe - the 10th goal of the European Youth Goals.

The aim of this project was to engage young people in collecting sustainable green practices. Participants utilized digital tools and gamification techniques to deepen their understanding of environmental sustainability and develop practical solutions for promoting a green Europe. Throughout the exchange, participants also took part in a Hackathon where they collaborated to "hack" sustainability challenges and create games focused on green practices. It was chance to learn how to work with digital tools collected and possibility to learn how to create concepts of games and use gamification within the 10th goal of European Youth Goals. You can find results of their work, they were able to finish during the hackathon, within this document as well.

ABOUT SIEDAS ORGANISATION

SIEDAS
ENJOY • EXPERIENCE • EDUCATE

Social Innovation and Entrepreneurship Development Association of Slovakia

SIEDAS is a non-governmental, voluntary, interest and non-profit association that devotes its attention particularly to young people who want to find out their talent, discover spirit of entrepreneurship and principles of sustainable society.

Within this objective and through its activities, association create local activities and international opportunities, which bears elements of study, active approach to fulfillment of life goals, relaxation and exploring of new things to broaden young people's horizons and facilitate their entry into the labor market.

LIST OF DIGITAL TOOLS THAT MIGHT BE USED FOR GAMIFICATION:

By clicking on the name of the tool you will reach the webpage.

genially

goosechase

gamefroot

MakeCode Arcade

flowlab

GDevelop

Actionbound

Canva

Scratch

THE GREEN BUTTERFLY EFFECT

Name of the game
The Green Butterfly Effect

Links
Materials: https://drive.google.com/drive/folders/1w6G3e6Ye-zKaPInY0rK2ctNOrqRR0YBR?usp=sharing

The aim of the game is (in bullet points, briefly)
You are a farmer from Nitra facing some environmental problems in your city regarding your daily life.
Suddenly you have to make some crucial decisions, will you make the right choice?

Methods and forms
Board game, Anywhere

How to play
1. Lay the board on a flat surface.
2. Shuffle the Scenario Cards and place them in the center.
3. Give each player a token and place them at START.
4. Each player gets a pencil and score sheet.
5. Place the Ending Cards to the side (face down).

Time and Space
The players need to be a bit separated, so they can't see each other's options.
The estimated time would be 15-25 minutes.

Number of players
This game is for 4 players at a time.

Aids
1. 6 Scenario Cards.
2. 18 Decision Cards (3 per scenario: A, B, C).
3. 1 Scoreboard or Score Tracker (paper or printed sheet).
4. 1 Pencil per player.
5. Ending Cards (4 types).
6. 1 Rule Book (this document!).

Describe the game/activity and its rules
Imagine you are a farmer in Nitra and some environmental problems will eventually appear. Will you be the Eco-farmer hero or the Polluting farmer?

It will depend on the decisions you make along the way.

Think about all the consequences of your own actions, discuss with your partner which option is the greenest one and the results will be shown in the end.

Educational Benefit
Speaking and debating skills: the players will have to discuss pros and cons of every option available in the game.
Environmental knowledge: players will be able to demonstrate their knowledge in green orientated questions.
Time management: being the greenest farmer is the main purpose of the game, but you will also have to be the fastest one, as that's the way to victory.

There can be 4 different final results that will be shown in the end:

1. Ending: The Eco-Farmer Hero
Your farm is full of life! Bees buzz happily, your soil is rich and dark, and your vegetables grow big and tasty. Children from the town visit to learn about your eco-farm. You even win an award for being the greenest farmer in Nitra.
You are the Eco-Farmer Hero: Nature loves you back.

2. Ending: The Trying Farmer
Your farm is doing okay. Some crops are growing well, and the bees are still around. You made a few mistakes, but you're learning. The town starts to notice your good choices, and you feel proud of your progress.
You are the Trying Farmer: Keep going — you're on the right path.

3. Ending: The Struggling Farmer
Your farm has some problems. The soil is dry, some plants didn't grow, and there's trash from plastic packaging around. The bees are gone, and fewer people want to buy your food. You realize you need to change to protect your land.
You are the Struggling Farmer: Try again — small changes can make a big difference.

.4. Ending: The Polluting Farmer
Oh no! Your land is dry, your crops have failed, and animals have left your farm. Smoke from burning waste covers the sky. The town is worried, and nature is hurting. But don't worry — you can always make better choices next time.
You are the Polluting Farmer: Will you try again and become a green hero?

Turn Sequence:

1. Read a Scenario Card aloud.
2. Each player secretly picks their answer from the 3 Decision Cards (A, B, or C).
3. Once all players have chosen, reveal all decisions.
4. Read the outcomes and assign points:
   - Green (best choice): +2 points
   - Neutral (okay choice): +1 point
   - Harmful (bad choice): 0 points
5. Players move their tokens forward by the number of points earned.
6. Repeat for all 6 scenarios.

Scoring & Endings:

After 6 rounds, tally the points:

- 12 points: Eco-Farmer Hero
- 8–11 points: Trying Farmer
- 4–7 points: Struggling Farmer
- 0–3 points: Polluting Farmer

Give each player their corresponding Ending Card and read the result aloud.

Resources - Digital tools

Canva

Pictures

GREEN TRAVEL

Name of the game
Green Travel

Links
https://drive.google.com/drive/folders/1WawQxjrwR1yBpT_be5XORUDm9Pbxnl9p?usp=sharing

The aim of the game is (in bullet points, briefly)
- To make young people aware of sustainable travel options.
- Promote education about green environment and sustainable travel
- Teach people to manage expenses

Methods and forms
Board game, Anywhere

Time and Space
15 Minutes, Anywhere

Number of players
2-6

Aids
Ruller/Mobile Device with Internet

Describe the game/activity and its rules
1. The game is to promote "green travel" in young people by this board game.

2. During these games participants will be travelling from city to city. They will be given different options to travel; they have an option of travelling by:

3. Car – Plane – Train – Bus – Bicycle – Foot – Scouter – Ferry
4. Participants will be using "Points" instead of currency notes. Each means of travel will cost different points. If a participant chooses ecofriendly means of transport, it will cost them less points. Here are the points for each meaning:
- Car – 17 per 50km
- Plane – 50 per 50km
- Train – 10 per 50km
- Bus – 10 per 50km
- Bicycle – 5 per 50km
- Foot – 0 per 50km

.
- Scouter – 5 per 50km
- Ferry – 25 per 50km

5. The "Point notes" have different statements ad fun facts for participants to learn more about environmental sustainability and green travel.

6. In the start of the game, participants will be given 1000 points already to spend for. However, during the trip, they can stop and perform certain tasks. For example, they can have dinner or lunch, after that they will be given a puzzle to solve. For example, they need to sort out type of trash, which type of trash goes to which type of trash can, for recycling, in this way they can earn points. They also can solve different puzzles/answer different questions to earn more points.

 7. Participants will be given 10 days in total to travel as much as they can. The goal of the participants will be to cover the maximum distance in 10 days and use the minimum points. At the end of the games, the participant who will cover the most distance and will have most points left, will be the winner.

8. Participants will need to measure the distance between cities by using Google Earth.

9. Different means of transport are at different speeds. The speed of these is below:
Car – 70 km/h
Plane – 900 km/h
Train – 125 km/h
Bus – 50 km/h
Bicycle – 15 km/h
Foot – 5 km/h
Scouter – 25 km/h
Ferry – 30 km/h

10. We have prepared two simple puzzles for 20 points to solve

11. We have also prepared questions from the subject eco friendliness for 10 points

Educational Benefit:
Learning to travel green
Learning to measure distances
Developing about environmental sustainably
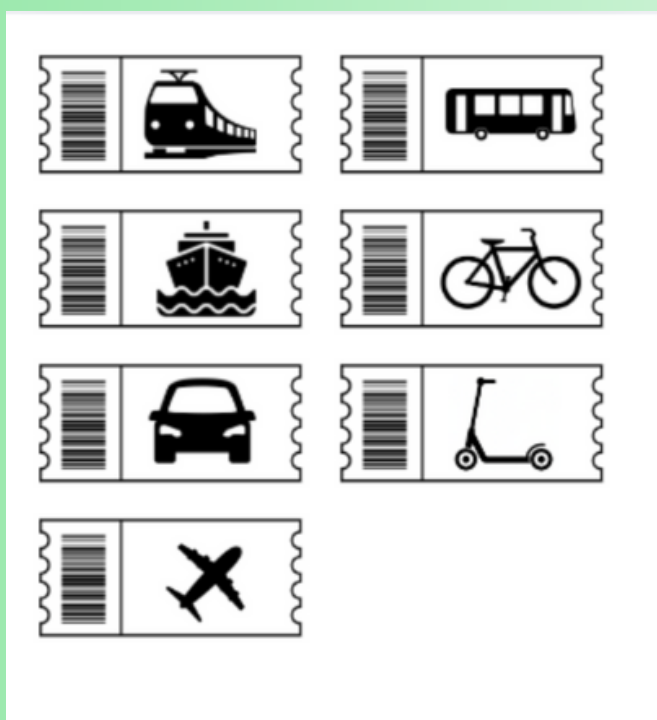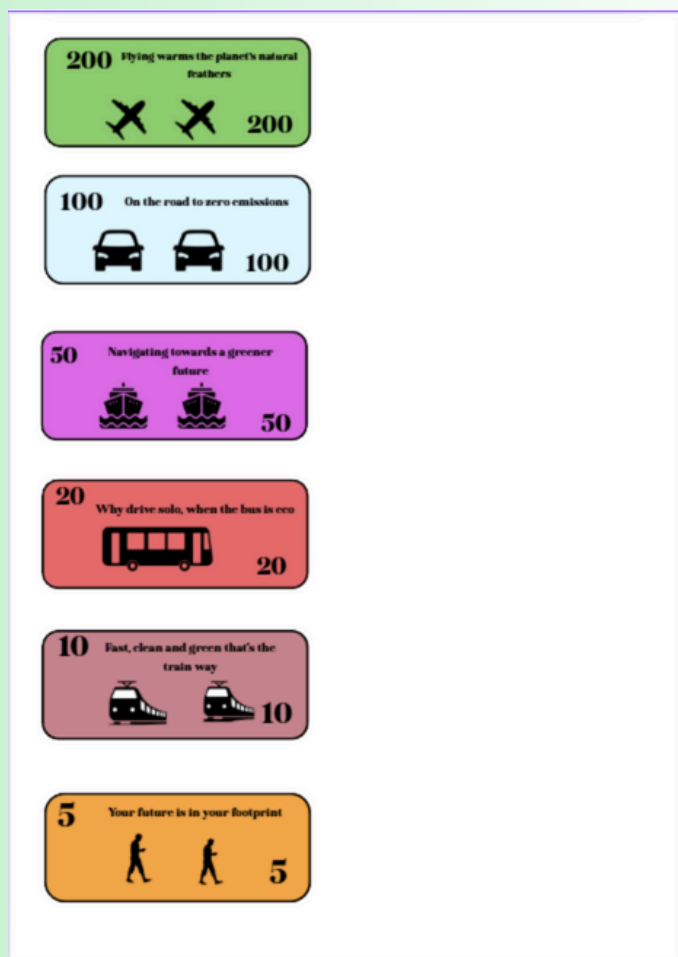Learning fun fact about countries and ecofriendly behaviours

WHAT IS BEING EVALUATED IN THE GAME? WHO IS THE WINNER?

At the end of the game, we will measure distance and maximum used points, we are going to combine them and then multiple it. The person with the biggest point count wins.

Resources - Digital tools

Canva, Microsoft Word, Goodnotes, Perplexity

Pictures

TREE PEOPLE

Name of the game
Tree People

Links
https://drive.google.com/drive/folders/1bKvHmKJApOUbmPDOBFuERXAzqYJLOjLw?usp=sharing

The aim of the game is (in bullet points, briefly)
Combine knowledge, strategy, and teamwork to advance along the game board while answering environmental questions and complete
taks.
Teams roll the dice, draw numbered cards, and choose between easier or more challenging questions to earn points and move forward.
The team that successfully balances risk and knowledge to reach the finish line first wins the game.

Methods and forms
Board game, anywhere

How to play
Place the cross-shaped board on a flat surface or outdoor.
- Each team selects a colored pawn (Red, Yellow, Blue, Green) and places it in its starting zone.
- Shuffle all 50 question cards and arrange them numerically.
- Prepare the 50-sided dice.
- All teams agree in advance whether they will play with:
  - Question Mode (answer questions)
  - or Task Mode (complete practical tasks).

Time and Space
30 to 60 seconds it depends on the question or task players select

Number of players
2 to 4 players or groups

Aids
Teams will find a bonus on cards that will help them increase their steps count if they complete the extra activity.

Describe the game/activity and its rules:

1) Rolling the Category Dice:

At the beginning of their turn, the active team rolls the 50-sided dice to randomly select a card (number 1–50).

2)Drawing the Card:

The team draws the card matching the rolled number.

3)Choosing the Question:
- Each card contains two questions/tasks:
    - Question/task A (Easy – 1 point / 1 step forward)
    - Question/task B (Hard – 2 points / 2 steps forward)
- The team chooses which question/task to attempt.

4) Answering the Question/task:
- The team gives its answer.
- If correct:
    - Gain the corresponding points.
    - Move the pawn forward 1 or 2 spaces depending on question/task difficulty.
- If incorrect:
    - Lose the corresponding points.
- The pawn goes back the point of the question/task.

5) Passing the Turn:
- Play continues clockwise to the next team.

Winning the Game
- The game ends when:
    - A team reaches the final "Finish" space.
    - A set number of rounds have been played
    - The time limit expires.
- The winning team is:
    - The first team to reach the finish line, depending on the agreed victory condition.

Educational Benefit
- this game helps to create new habits
- This game helps raise awareness about environmental protection.

Resources
- We inspired by Monopoly game and Ludo game
- Canva

Pictures

THE CARD EXAMPLE

CARD 1
- Easy: Pick up 1 piece of litter nearby.
- Harder: Find and name 2 different types of trash you see around.
- Bonus: Take a quick selfie with your "clean-up trophy."

CARD 2
- Easy: Spot and point to 1 tree nearby.
- Harder: Name 2 benefits trees give us.

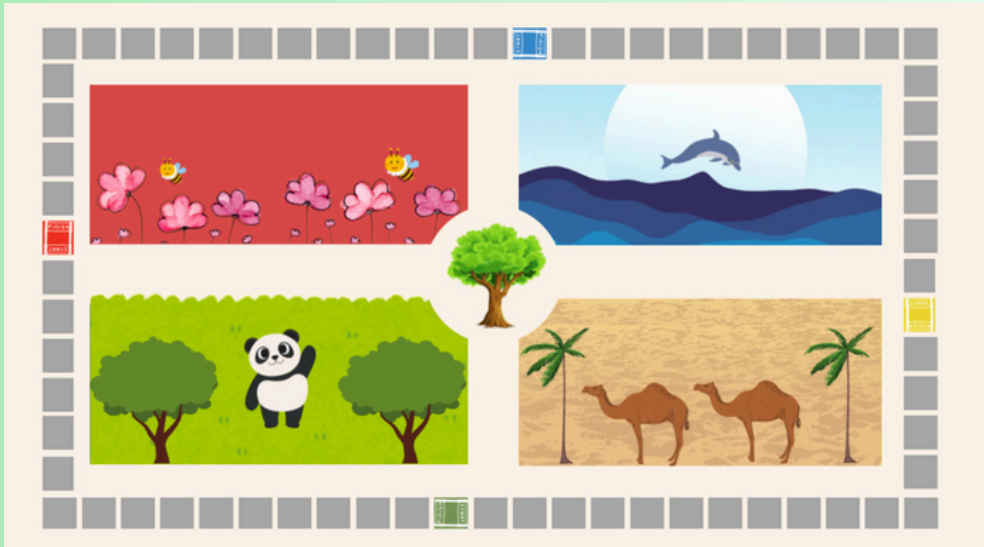**CARD 3**
- Easy: Find a leaf and show it to the group.
- Harder: Describe one thing you notice about its color or shape.

CARD 4
- Easy: Walk 5 steps without stepping on any plants.
- Harder: Name 2 small animals or insects you see or hear.

ECODASH

Name of the game
Ecodash

Links
https://drive.google.com/drive/folders/1fG91SNHJ-gV89nRJH7Q0e8lBdN2csM6c?usp=sharing

The aim of the game is (in bullet points, briefly) -
Restore balance to a polluted town and save the ecosystem from collapse.
Play as young changemakers on a mission to build a sustainable future.
Use your knowledge, creativity, and teamwork to overcome real-world challenges in Society, Energy, and Climate Change.
Journey through three critical zones, answering questions and solving problems along the way.
Be the first to reach the finish line to win the game and help return the town to normal — where fish have only two eyes again!

Methods and forms
- Game board with themed zones
- Player tokens and dice
- Question and bonus cards
- Visual elements
- Instruction sheet

How to play
- Turn-based play with dice rolls
- Answering knowledge-based questions
- Teamwork and discussion
- Strategic decision-making
- Peer-to-peer question reading
- Learning through play

Time and Space
Ideal playtime: 30-60 minutes. Flexible for classroom, workshops, or home use. Suitable for short sessions or full lessons. Designed for tabletop or floor play. Requires flat surface for the board and cards. Best for small groups (2-6 players). Portable, can be used in schools, community centers, or events.

Number of players
 4-6

Aids

- Rulebook or instruction sheet (explains how to play the game).
- Category guide (helps players understand the three zones: Society, Energy, and Climate Change
- Question & answer cards (contain challenges and correct answers)
- Difficulty key (shows what each star level means (⭐, ⭐⭐, ⭐⭐⭐))
- Visual symbols (trees, rivers, and colors that guide gameplay)
- Optional timer (keeps the game flowing with time-limited turns)

Describe the game/activity and its rules:

- The town is in danger due to pollution. Your mission is to solve challenges and restore balance.
- 🎲 Players take turns rolling the dice and moving their pieces forward on the board.
- 🟢 Depending on the color or type of the space you land on, you must answer a question from one of three categories: Society, Energy, or Climate Change.
- 📖 The next player reads the question to you — the answer is on the same card.
- ⭐ Question Difficulty Levels:
  - Easy ⭐ – answer correctly and stay in place
  - Medium ⭐⭐ – answer correctly and move forward 1 space
  - Hard ⭐⭐⭐ – answer correctly and move forward 2 spaces
- 🤝 Landing on a bonus space allows you to draw a bonus or reward card that helps you advance faster toward the finish.
- The board includes special spaces inspired by Snakes and Ladders:
- 🌳 Trees act like ladders — landing on one moves you up the board.
- 🌊 Rivers act like snakes — landing on one moves you down the board.
- ⚫ 🏁 The first player to reach the finish line wins and helps save the town!

Educational Benefit:

- Encourages critical thinking – answering questions at different levels requires analysis, evaluation, and problem-solving.
- Builds teamwork skills – players collaborate, share knowledge, and support each other to reach the goal.
- Raises environmental awareness – deepens understanding of societal, energy, and climate change challenges.
- Learning through play – combines knowledge and fun, making learning more engaging and effective.
- Strengthens sense of responsibility – encourages players to realize how their actions impact the environment and community.

WHAT IS BEING EVALUATED IN THE GAME? WHO IS THE WINNER?

The first player to reach the finish line wins

Resources - Digital tools

Canva

GREEN MONKEYS

Name of the game
Green Monkeys

Links
https://drive.google.com/drive/folders/1eY2xcC9OUW_dVdS3hHmZ_RhiIY7Rr7Hp?usp=sharing

The aim of the game is (in bullet points, briefly)
Save the world from environmental disaster

Methods and forms
Multiple Choice questions

Time and Space
No time or space restriction

Number of players
2-3

Describe the game/activity and its rules:
On your turn, you will be asked a question related to a problem in a European country.
Your task is to identify which country faces that problem and answer correctly.
If you answer correctly, you can move your pawn forward on the board.
If you answer incorrectly, you will go back to the beginning of the level and start over from there.
Questions and Levels:
Each level has 10 questions.
The questions in level 1 are easier, and as you progress to higher levels, the questions become more challenging.
There's no time limit, so take your time to think and enjoy the game!

Educational Benefit
Learning through the questions of each stage about serious environmental problems and solutions to them.

WHAT IS BEING EVALUATED IN THE GAME? WHO IS THE WINNER?
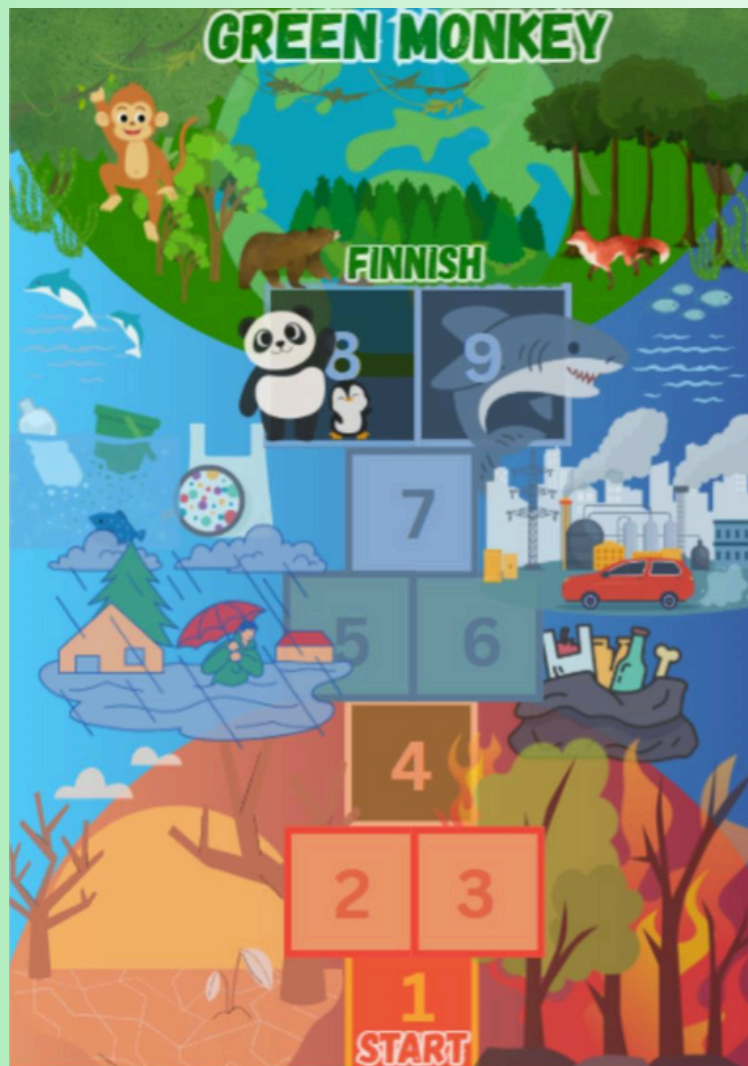To win, you need to answer all 10 questions correctly and move your pawn to the end of that level.

Keep practicing and trying again if you don't succeed the first time.

Resources - Digital tools
Canva

Pictures

GREEN QUESTS

Name of the game
#Green Quests

Links
https://drive.google.com/drive/folders/1Aq8TODQ9svRDiAnN3RI60X2OkMrIDnaN?usp=sharing

The aim of the game is (in bullet points, briefly)
- Practice environmentally friendly actions
- Become more conscious of the spaces you live in.

Methods and forms
Daily environmental quests

Time and Space
Daily tasks in local environment

Number of players
Single player

Aids
Mobile phones/Tablets

Describe the game/activity and its rules:
The player has to draw a card each day and scan the QR code. The mission will be given and the goals to accomplish it.
Green Quest is all about learning how to keep our environment clean and sustainable, with a special focus on a greener Europe. You'll move through multiple stages, each packed with engaging flashcard quests that challenge your knowledge, observation skills, and willingness to take action.
Draw flashcards that present "quests." These quests are simple tasks to perform in the classroom or during a break, such as observing waste, turning off lights, or discussing eco-friendly ideas with a friend.
Successful completion earns "Green Points," helping players collectively work towards a sustainable green Europe across three stages: Understanding the Problem, Taking Action Locally, and Global Impact & Sustainable Solutions.

Educational Benefit:

- Green Quest significantly boosts environmental literacy by teaching core concepts and fostering problem identification within a European context.
- It actively promotes sustainable habits and behavior change through action-oriented tasks, emphasizing personal responsibility.
- The game enhances critical thinking and problem-solving skills via observation, analysis, and creative solution brainstorming.
- It also builds crucial communication, collaboration, and social awareness by encouraging discussion and advocacy.
- Its gamified approach ensures high engagement, motivating students to embrace environmental stewardship through fun and relatable activities.

WHAT IS BEING EVALUATED IN THE GAME? WHO IS THE WINNER?

evaluated in the game to determine the success of this activity. If the game does not have a winner, describe qualitatively what to look for in the game/activity, e.g., the educator.

*it evaluates a player's willingness to actively participate in #GreenQuests, demonstrating their interest to engage with environmental challenges. The game measures their ability to apply eco-friendly practices through observation and action, in hopes of measuring their growth in critical thinking and level of proactivity for a greener future.

*You win if you finish the deck first or earn the most completed tasks

Resources - Digital tools
Smartphones/Tablets, Actionbound application, Cards with QR codes, Canva

Pictures