

The Game

The Game is mainly directed to young people, aged 15-30, it contains different scenarios where participants have the opportunity to play, debate, make decisions and find solutions. The scenarios offer different card decks connected to:

3 Dimensions of Citizenship: civil, political and social

Sustainable Development Goals

These 2 categories are interconnected in order to transfer to participants the contents and furnish basic knowledge to act as a proactive citizen by participating in the different contexts of society.

The cards' decks include actions that every participant can take and decide to use, each action generates a reaction therefore a consequence will start. This puts the participants in the situation of making a choice, analyzing, deciding and taking responsability.

The Project

YOUPLAY is YOUth PLAYful engagement.

The aim of the project is to strengthen the capacity of youth NGOs to guide and support young people in developing competences, skills and knowledge to animate their sense of initiative and active citizenship.

The objectives are several. To support youngsters' development by improving their citizenship skills and engagement in democratic participation. To provide new tools for youth workers, youth organizations and institutions, on how to engage young generations, valorize their contributions and catalyze the social change. To spread and foster the debate on the SDGs among EU and by developing concrete proposals for their implementation. To strengthen the synergic cooperation of the Network thus supporting the creation of youth policies.



The Partners

A project by:



In partnership with:













Funded by:





REGIONE AUTONOMA DE SARDIGNA REGIONE AUTONOMA DELLA SARDEGN

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This Educational board game is aimed at fostering young people's active citizenship, at enhancing their integration and inclusion, and at strengthening their contribution to the functioning and development of democratic debate.

It also aims at empowering the participants to play a vital role in their own development as well as that of their communities putting the emphasis on how important is their action to contribute in achieving the Sustainable Development Goals. The Game was designed to help the young direct beneficiaries to learn vital life-skills, develop knowledge on human rights and citizenship and to promote positive civic action.