

Sustainable Future Leaders: Empowering Youth Workers for a Green Tomorrow EcoLeaders GameKit



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Eco-Leaders GameKit: Playful Learning for a Sustainable Future

Welcome to the Eco-Leaders GameKit—a collection of fun, interactive activities designed to inspire learning about [sustainability](#), [inclusion](#), and [leadership](#). Created through a collaborative European project, this toolkit helps youth workers, educators, and community leaders engage young people through games that make complex ideas accessible and enjoyable.

By playing these activities, participants will learn about environmental challenges, practice inclusive approaches, develop leadership skills, and strengthen teamwork—all while having fun!

Three Interconnected Themes

Sustainability

Protecting planet resources, ensuring fairness between generations, and making choices that respect both people and nature.

- Discover how everyday actions affect the planet
- Explore ways to reduce ecological footprints
- Connect local realities with global challenges

Inclusion

True sustainability is impossible without inclusion—every person has the right to shape the future.

- Experience inclusion and exclusion
- Adapt activities to different needs
- Appreciate diversity in finding solutions

Leadership

Not about titles or power—it's about responsibility, empathy, and action.

- Practice teamwork and decision-making
- Experiment with leadership styles
- Develop confidence to lead change

Key message: Sustainability is action and can be fun. A green future must be inclusive. Leadership is learned by doing.

Practical Guidelines for Using the GameKit



Group Size & Timing

- 10-25 participants ideal
- 15-40 minutes per activity
- Allow extra time for debriefing

Facilitator's Role

- Guide, not teacher
- Set frame, then step back
- Ensure fair play and inclusion

Safety & Inclusion

- Check space for safety
- Adapt for different abilities
- Create group agreements
- Use inclusive language

Reflection & Debriefing

Always end with 5-10 minutes of guided discussion using questions like:

- What happened? How did you feel?
- What does this tell us about sustainability?
- How can we apply this in real life?

Crocodile – Sustainability Edition

Game Overview

Country: Estonia

Topics: Waste management, recycling, renewable energy, climate change, biodiversity, pollution, water conservation

Duration: 20-30 minutes

Age: 10 years and older

How to Play

1. Divide into two teams
2. Players act out sustainability words without speaking
3. Teams have 1 minute to guess each word
4. Correct guesses earn 1 point
5. Team with most points wins

Reflection: Discuss which concepts were easiest/hardest and what was learned about sustainability



Sustainable Floor is Lava

Game Overview

Country: Poland

Topics: Renewable energy, energy efficiency, sustainable agriculture, circular economy, plastic reduction

Duration: 10 minutes

Age: Youth

How to Play

1. Set up Start and Safe Zones
2. Facilitator reads sustainability statements
3. Those who agree stay in place (make themselves "safe")
4. Those who disagree must swap places with others who disagree
5. Facilitator explains correct answers between rounds



Reflection: Discuss teamwork strategies and how they relate to solving environmental challenges



Country, Country We Want Soldiers

Game Details

Country: Romania

Topics: Environmental awareness, recycling

Age: 5-13 years

How to Play

1. Divide into 2 teams forming opposing lines, holding hands
2. Teams take turns calling a member from the opposing team
3. Called player answers sustainability question
4. If correct, they try to break through opposing line
5. If successful, they bring a player back to their team
6. After game ends, both teams collect trash following sustainability rules

This game combines competition with environmental education, ending with practical action as participants collect and sort trash together.



Eco-Ball

Game Overview

Country: Turkey

Topics: Trash segregation, pollution, renewable energy

Duration: 10 minutes (5 rounds, 2 minutes each)

Age: 12 years and older

Materials

- Volleyballs
- Chalk or rope to draw lines

How to Play

1. Create 3 parallel lines with equal distance
2. Divide into two teams on outer lines
3. Place volleyballs on middle line
4. Teams run to grab balls and throw at opponents
5. Hit players sit down
6. After each round, seated players answer sustainability questions
7. Correct answers allow return to game
8. Team with most players after quiz wins round

Eco-Ring



Game Overview

Country: Lithuania

Topics: Recycling, pollution, renewable energy, Sustainable Development Goals

Duration: About 30 minutes

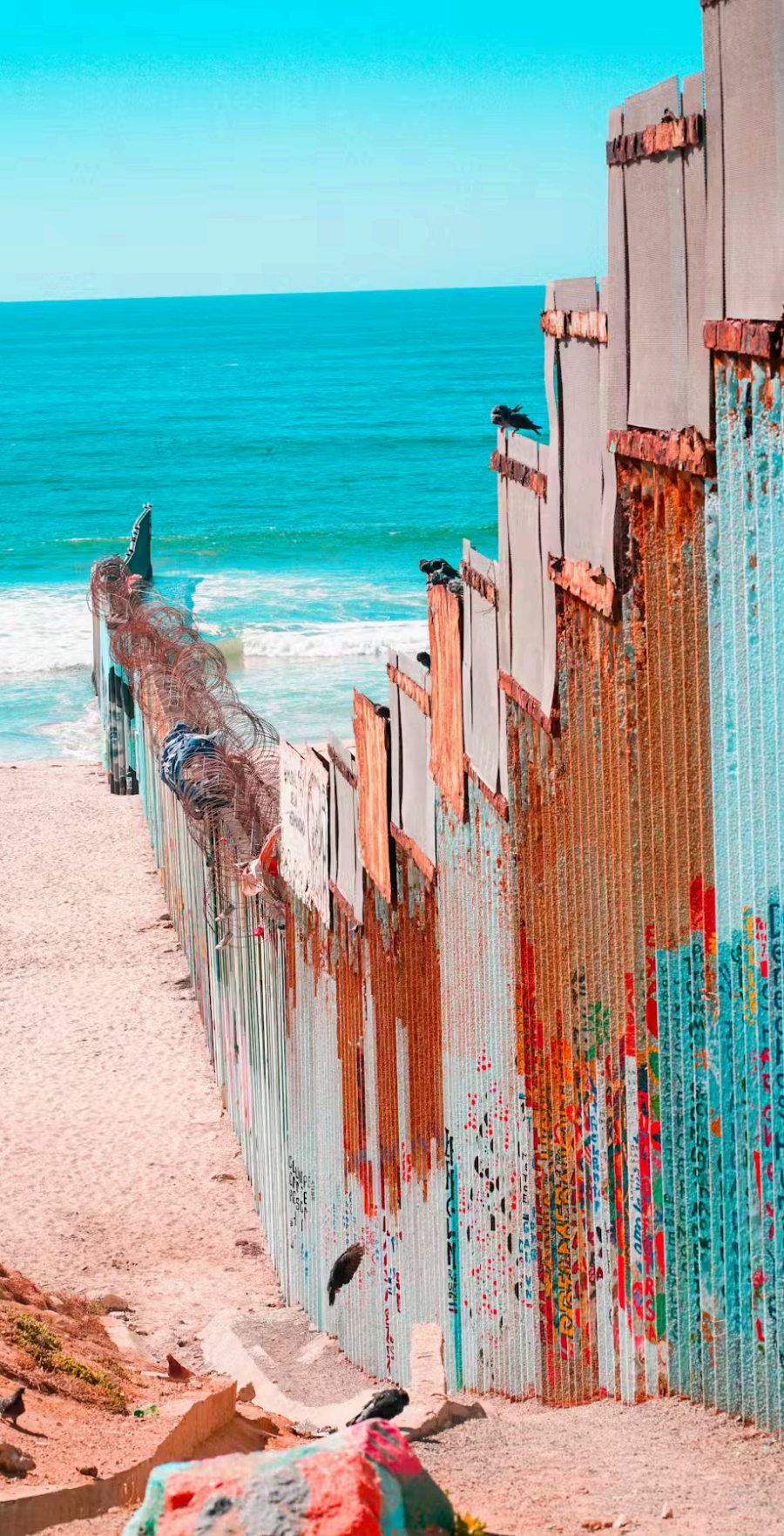
Age: 8+

Materials: Small object (pebble, stick, or piece of waste)

How to Play

1. Group forms a circle with two designated players: Observer and Sharer
2. Sharer secretly passes a "ring" to someone in the circle
3. Observer tries to guess who has the ring
4. If Observer guesses wrong twice, they must explain one SDG
5. When ring is found, roles rotate and game continues

The game incorporates all 17 Sustainable Development Goals, from No Poverty to Partnerships for the Goals, encouraging participants to learn from each other.



"Granica" (Border)

Setup



Draw triangular border on ground

Divide into Attackers and Defenders with arm ribbons

Place waste bins for each team

Gameplay



Attackers collect waste and bring to bin inside border

Defenders try to tag and take waste

Tagged Attackers must answer sustainability question to stay in game

Scoring



2 points: waste delivered by Attackers

1 point: waste taken by Defenders

First team to 20 points wins

Country: Macedonia | **Duration:** 20-30 minutes | **Topics:** Waste collection, recycling, teamwork

"Barra ao lenço/lencinho"

Sustainability Adaptation

Game Overview

Country: Portugal

Topics: Trash segregation, pollution, renewable energy

Duration: 20-40 minutes

Age: 8-60 (primarily children and adolescents)

Materials: Reused items (water bottle, plastic bag)

How to Play

1. Divide into two equal teams
2. Name each player after a country
3. Teams stand in lines facing each other
4. Facilitator holds recycled item in middle and asks sustainability questions
5. Facilitator calls country names; those players run to answer
6. First to arrive correctly answers earns point for team
7. Special calls: continent names or "whole world" bring multiple players
8. First team to reach agreed point limit wins

This game creatively combines competition, sustainability knowledge, and global awareness by naming players after countries.



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