### 2024 NASA Space Apps Challenge

### SDGs in the classroom

### **"Transforming the World: The Road of the SDGs"**

### Lesson Plan: Sustainable Development Goals (SDG)

**Educational level**: High School.

**Duration of the class**: 50 minutes.

**Objective of the Lesson Plan**: Reflect on individual and collective actions to contribute to the achievement of the Sustainable Development Goals (SDGs), focusing on SDG 15 through play.

**Informative Class Content**:

Understand what the Sustainable Development Goals (SDGs) are and their global importance.

Identify the 17 SDGs and their relationship to local and global issues.

**Activities**:

Theoretical introduction with a Canva presentation (10 min)

Educational Game (30 min)

Class closure with Kahoot (10 min)

**Resources**: Projector, pre-made game, one electronic device per student.

**Evaluation**: Assess the acquired knowledge through student participation and interest, and conclude with a brief Kahoot! to reinforce the knowledge.