

Time: 20 - 30 minutes

Teams: 3 - 6 players

Location: Indoor or outdoor space (quiet and comfortable)

Educational Objective

The purpose of this task is to help participants understand the connection between emotional intelligence and sustainability by using storytelling as a learning tool. The activity encourages creativity, empathy, and reflection on the Sustainable Development Goals (SDGs).

Moderator

Tall Tales

Step-by-Step Instructions

1. Introduction & Framing

Explain that storytelling connects emotions and sustainability, helping people relate to the SDGs in a personal, meaningful way.

Emphasise that the activity is about creativity and collaboration, not perfect phrasing or grammar.

Give an example of how emotions can influence sustainable choices (e.g., empathy leading to waste reduction).

Methodological tip: Encourage imagination and openness.

2. Organisation

Choose a quiet, comfortable indoor or outdoor space.

Ensure the team has photo cards and list of emotions.

3. Create the Tale (15 minutes)

Give the team these instructions:

- The first player draws a photo card and chooses a main character.
- Start the story with a few opening sentences inspired by the card.
- Each player continues the story in turn, adding content from their card and one emotion from the list of emotions.
- Keep the focus on how emotional intelligence supports sustainability and SDGs.
- The story ends when the group reaches a clear resolution or agreed ending within the time limit. If time runs out, the last player completes the final sentence to close the story.

Moderator's role: Observe group dynamics, encourage creativity, and ensure rules are followed.

4. Reflect & Discuss (5 minutes)

Ask the team to share their story briefly or summarize key points.

Use guiding questions:

- Which SDGs appeared in your story?
- How did emotions influence the actions of your characters?
- What real-life lessons can we take from this story?

Methodological tip: Focus on insights and connections, not storytelling quality.

5. Summary & Consolidation

Highlight how emotions and sustainability are interconnected.

Reinforce the message: stories can inspire action and change perspectives.

Connect the activity to broader goals of empathy and responsible decision-making.

Mission Equipment

Photo cards

List of emotions

Internet access (optional - for sharing results)



Role of the Moderator

The moderator acts as a facilitator, not a storyteller. Your role is to:

- Create an open and imaginative atmosphere.
- Keep time and structure the activity.
- Encourage participation and creativity.
- Ask reflective, open-ended questions.

Optional Enhancement

Record the stories and share them on social media or in a group gallery.

Link the stories explicitly to specific SDGs (e.g., SDG 4: Quality Education, SDG 13: Climate Action).