



Building a Comprehensive Educational Ecosystem for Sustainable Development Goals

Project Reference: 2023-1-PL01-KA220-HED-000165127
Implementation period: 01.10.2023 - 30.09.2026
Programme: Erasmus+
Action Type: Cooperation partnerships in higher education
EU Grant: 400.000,00 €

Coordinator



Partners



Player

House of Choices

House of Choices

Time: 20 - 30 minutes

Teams: 3 - 6 players

Location: Indoor or outdoor space (quiet and comfortable)

The Story

Imagine this: David, a 20-year-old, has just inherited a large house after the loss of his parents. Facing financial challenges, he decides to divide the house into six flats and rent them out.

Now, you step into David's shoes. Many people apply - each with unique backgrounds, lifestyles, and stories.

Your mission: choose who will live in this house and justify your decisions based on values, social impact, and practical reasons.

Every choice you make will shape the future of this small community.

Mission Tasks

Step 1: Group Decisions (15 minutes)

Your group acts as David and selects five tenants from the provided list.

Justify each choice with personal values, social considerations, and practical reasons.

Step 2: Reflection (5 minutes)

Discuss as a group:

- How did you feel making these choices?
- Which values influenced your decisions most?
- Were there any disagreements? How did you resolve them?

Why Your Mission Matters

Choosing who we live with is more than a practical decision - it reflects our values, empathy, and sense of community. By exploring these choices, you learn how diversity and inclusion shape sustainable societies.

Your decisions tell a story about the world you want to live in.

Mission Equipment

List of potential tenants

Notepad or whiteboard for writing choices

