



Co-funded by
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Building a Comprehensive Educational Ecosystem for Sustainable Development Goals

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Programme: Erasmus+

Action Type: Cooperation partnerships in higher education

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Coordinator



Partners



ACEEU



ABD

Welfare and
Development
Association



Nykiel



RIGA TECHNICAL
UNIVERSITY



UAB
Universitat Autònoma
de Barcelona

Tall Tales

Player

Tall Tales

Time: 20 - 30 minutes

Teams: 3 - 6 players

Location: Indoor or outdoor space (quiet and comfortable)

The Story

Stories have always shaped how people understand the world - they connect emotion, knowledge, and identity. Today, you will use storytelling to explore sustainability and emotional intelligence.

Your mission: create a collaborative story that brings the Sustainable Development Goals (SDGs) to life through emotions and imagination.

Every sentence you add will help others see how feelings and actions can change the future.

Mission Tasks

Step 1: Create the Tale (15 minutes)

The first player draws a photo card and chooses a main character.

The player starts the story with a few opening sentences inspired by the card.

Each player continues the story in turn, following these rules:

- Add to the story without changing past events.
- Include the content of your drawn card and one emotion chosen from the list.
- 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. Alternatively, if time runs out, the last player completes the final sentence to close the story.

Step 2: Reflect & Discuss (5 minutes)

After finishing the tale, talk as a group:

- 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?

Why Your Mission Matters

Sustainability is not just about facts - it's about people, feelings, and choices.

By telling stories, you make complex ideas relatable and inspire action.

Your words can change perspectives.

Mission Equipment

Photo cards

List of emotions

Internet access (optional - for sharing results)











