



GLOBAL GOALS WEEK TOOLKIT

2025



THE GLOBAL GOALS
For Sustainable Development



WORLD'S
LARGEST
LESSON



DP WORLD

A MESSAGE FOR EDUCATORS

This year, the United Nations marked the very first International Day of Hope — recognising that while hope can sometimes be hard to hold onto, it has never been more essential.

In a world facing big challenges, classrooms have the power to become beacons of hope, connection, and action. The 2025 Global Goals Week Toolkit aims to help you do just that, equipping young people with the skills and confidence to shape a better future, inspired by the Sustainable Development Goals.

Introducing Systems Bingo!

Sometimes our world feels divided. So we're excited to share this new game to explore how global trade connects us all - and why it's crucial to make these systems fair and sustainable for both people and planet. Explore big topics through fast-paced discussion, plus a bit of healthy competition!

Plus two new lesson plans

- To make change, we have to start with hope. "Be Hope" invites students to imagine a brighter future and share their visions with the world on the Map of Hope.
- "SDG 16 in Action" demonstrates how peace-building can begin in the classroom, exploring empathy, fairness, and creative collaboration.

Each lesson is a spark to help students see themselves as part of a connected, compassionate, and solutions-focused global community. We hope you find them useful. If so, please pass them on! Your classroom is not just a place of learning. It's a launchpad for change.

With hope and gratitude,
The World's Largest Lesson Team



GLOBAL GOALS WEEK TOOLKIT 2025

What is Global Goals Week?

Every year, world leaders gather in New York to review progress on the United Nations Sustainable Development Goals (SDGs) and discuss ways to accelerate action. But change doesn't only happen on the world stage, it starts in classrooms, communities and with everyday actions.

This year, we're bringing that energy directly into your classrooms and learning spaces with the 2025 Global Goals Week Lesson Toolkit, designed to help students develop the skills and mindsets they need to tackle some of the world's biggest challenges.



What is the Global Goals Week Toolkit?

The Global Goals Week Toolkit is a set of lessons, activities, and discussion resources that support educators to develop sustainability competencies in their learners. The sustainability competencies were identified in the World's Largest Lesson 2023 report [Ready, Willing and Able?](#) and are the skills young people need to navigate complexity, take meaningful action, and shape a better future.

Sustainability competencies covered in this toolkit: Valuing Sustainability, Futures Literacy, Exploratory Thinking, Collective Action, Adaptability, Critical Thinking, Systems Thinking

What can you find in this toolkit?

Supply Chains, Shared Futures

- 35 minute game + lesson plan

Introducing an interactive game you can play with your students to explore how global supply chains connect us all. Understand the impact of global trade on people and the planet, and discuss how supply chains can adapt to be more sustainable.

Sustainability Competencies: systems thinking, valuing sustainability, critical thinking

Try this
and let us
know how
it goes!

Optional: Be Hope

- 45 minute lesson plan
- bite-sized activity
- discussion space questions

Then, try
these!

This topic invites learners to reflect on what hope means to them and express their vision for a better future through art.

Sustainability Competencies: valuing sustainability, futures literacy, exploratory thinking

Optional: SDG 16 in Action

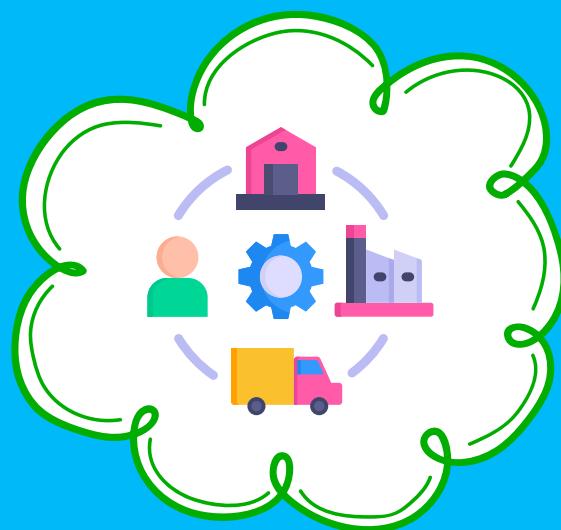
- 60 minute lesson plan
- bite-sized activity
- discussion space questions

This topic explores how fairness, trust, and empathy strengthen communities at every level, and how creativity and collaboration can resolve conflicts and inspire hope.

Sustainability Competencies: collective action, adaptability, critical thinking, solutions-focused

SUPPLY CHAINS AND SHARED VALUES

GAME + LESSON PLAN



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SUPPLY CHAINS AND SHARED FUTURES

EDUCATOR INTRODUCTION

OVERVIEW

This lesson turns the fashion supply chain into a lively, discussion-rich game. Learners explore different careers and scenarios in the global supply chain. In the process they develop understanding of global systems and the SDGs.

SET UP

- Have the Supply chain links ready for learners to see. You can print them, write them on the board, or project the relevant slide from the accompanying presentation
- Print one Blank bingo board per learner or pair or group.
- Print and cut out the Scenario cards and shuffle them into a deck.

KEY SKILLS:

Systems thinking, cause-and-effect reasoning, creative problem-solving

SUBJECTS:

Geography (supply chains, trade), Design and Technology, Environmental Studies, Citizenship



PART 1: INTRO TO SUPPLY CHAINS (5 MINS)

This section introduces the concept of the supply chain. A supply chain is the journey a product takes from raw materials to when you buy it — involving many people, places, and processes. They connect us all, impact jobs, prices, and the planet, and link directly to the SDGs. In our game, each of you will be one link in the chain — just like in real life, if one link slows down or stops, the whole supply chain feels it.

WARM-UP - "HUMAN CHAIN"

Step 1: Ask learners to stand shoulder-to-shoulder in a circle.

Step 2: Learners pass a pencil from one person to the next, all the way around the circle. Explain: "We have created a supply chain." Supply chains help us make and transport goods — from food to technology to fashion.

Step 3: Now give every learner a pencil. Learners pass these pencils around the circle simultaneously.

Step 4: While the pencils are being passed, introduce instructions, such as: 'slow down' and 'speed up'. Then ask one learner to stop while the others continue. The idea is to make the chain more difficult to maintain.

Step 5: Bring the learners to a stop. Explain that when the supply chain changes, it can become difficult to maintain, just like a real-world supply chain.

Make the connection to real-world supply chain disruptions (e.g. the Suez Canal blockage, supply of vaccines during COVID-19 pandemic, IT hacks, natural disasters, wars, labour shortages.)

Emphasise that every stage of the process matters and has an effect on the end result and on the sustainability of the process and product.

SUPPLY CHAINS AND SHARED FUTURES

SYSTEMS BINGO

PART 2: BINGO (22 MINS)

This is the main part of the lesson, where learners play a bingo game to put their systems thinking skills into practice.

While the aim of the game is to be the first to complete a line of four squares, the learning objective is to understand how the supply chain works as an interconnected system.

By linking real-life scenarios to different parts of the chain, learners will discover the complexity of the issues involved and see for themselves how a single event can have ripple effects throughout the entire system.

Instruction card

BINGO INSTRUCTIONS

PLAY THE BINGO GAME, following the instructions below.

STEP 1: PREP THE MATERIALS

- Hand each student (or pair) a blank 4 x 4 board.
- Display or share the list of Supply Chain Links with all the learners. Explain that each of these describes a person or an activity within a supply chain.
- Place the shuffled scenario cards facedown in a pile.

STEP 2: BUILD THE BOARDS

- Instruct learners to select any 16 Supply Chain Links from the 30 provided. Write them in any order into the 16 square grid on their bingo board. (Optional: Print and cut out the Supply Chain Links in advance, so learners can glue them onto their boards)

STEP 3: PLAY EACH ROUND

- Flip the top scenario card and read it aloud.
- Ask learners which of their bingo squares is connected to this scenario. Allow a moment for discussion and debate. For example, for the “Oops, broken thread” scenario, one learner might argue the most affected square is the Yarn Spinner, while another might argue it’s the Quality Inspector or even the Consumer. Encourage them to justify their choices.
- Share the correct answers from the Answer Key (see Annex). This will describe the Supply Chain Link that is affected by the scenario. If this link is on their board, students mark it with a cross (X).
- Be open for additional answers. The Answer Key points are the tiles which are affected directly, but you could allow additional connections between other parts of the system.
- Draw the next card and repeat.

STEP 4: ENDING THE GAME

- The first learner or pair with four marked squares in a line (a full row, column, or diagonal) calls out “BINGO!” They are the winner!
- If you have more time, keep playing until you have second and third place.
- You could give a prize to the winners.

DP WORLD



SUPPLY CHAINS AND SHARED FUTURES

PART 3: HOPES FOR THE FUTURE

This final section wraps up the learning with reflections on the SDGs and how supply chains can be improved. Give your students a quick introduction or reminder about the SDGs and refer to the slides for the image of the SDG grid.

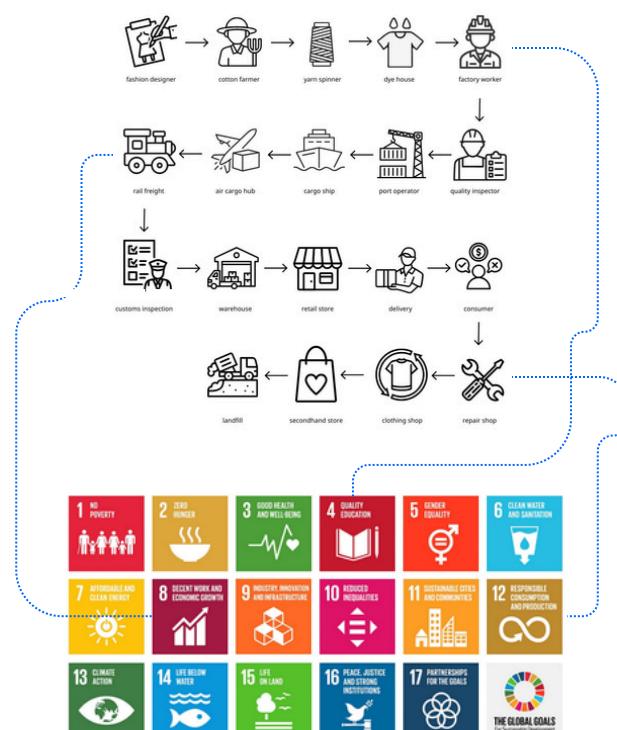
Step 1: Display the slide showing the full supply chain. Encourage learners to reflect on every stage of the chain and all the people involved. Explain that supply chains connect the world, which means they also connect to the Sustainable Development Goals (SDGs). Ask students to suggest connections between the SDGs and different parts of the supply chain.

Step 2: Share some real-world examples. DP World is a company that transports things along supply chains all over the world, especially container ships through sea ports.

- Question: In South Africa, DP World hopes to reduce pollution. How could it do this?
- Answer: It is using vehicles that cause less pollution, adding up to 1,000 "greener" vehicles by 2030.
- Question: In Brazil, DP world hopes more women will reach leadership positions. How could it do this?
- Answer: It is providing mentoring to women to help them in their careers.
- Question: What else could DP World do?

Step 3: Ask learners to think back to the clothing supply chain. Pose the question: "What are your hopes for the system and the people in it?" They could choose anything from fair wages for workers to clothes that are designed to last.

Step 4: Ask learners to write or draw their hopes. You can then share their hopes on the [World's Largest Lesson global map of hope](#), demonstrating how, just like a supply chain, our hopes for the Global Goals connect us all.



SUPPLY CHAINS AND SHARED FUTURES

DIFFERENTIATION AND EXTENSIONS

This section provides guidance on how to adapt the activity for different age groups and abilities.

FOR OLDER OR MORE ADVANCED LEARNERS:

- Extension scenario cards: Add the more complex, system-wide Scenario Cards (see annex) into the main deck to challenge learners' reasoning. These cards require learners to justify their choices, as they can affect any part of the supply chain.
- Increase Challenge: Use a 5x5 or 6x6 bingo board, or require two winning lines or a full house ("Blackout") to win. This extends the game and deepens the discussion.
- Root-cause debate: Using a Scenario Card, discuss which of the Supply Chain Links is the primary driver.

FOR YOUNGER OR LESS ADVANCED LEARNERS:

- Simplify the board: Use a 3x3 bingo board. This makes the game faster and easier to win.
- Focus on the content: To avoid confusion, remove more abstract concepts like 'Microplastics' or 'Circular design'
- Single-mark mode: For a simpler version, have beginners mark only the one square they think is most affected by each scenario, and then explain their choice in a single sentence.
- Movement relay: To add energy and check for understanding, have learners stand up and jump the same number of times as the squares they marked in that round.

You can find all the printables for
Systems Bingo at the end of this toolkit
(Page 17-33)

Click [here](#) for the presentation slides



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2025

WHAT NEXT?

HERE ARE TWO NEW LESSONS TO SPARK
LEARNING INSPIRED BY THE GLOBAL GOALS



In partnership with
 

BE HOPE

EDUCATOR INTRODUCTION

Background on this lesson plan:

- Designed for learners of all ages, this 45-minute workshop invites students to reflect on the concept of hope and express their vision for a better future through art.
- At the heart of the lesson is a global map, where students are encouraged to upload their “hope art” and see it featured alongside contributions from young people around the world.
- SDG Skills: valuing sustainability, futures literacy, exploratory thinking



Sample Discussion Questions

- What is hope? Can you give an example?
- Can you tell me about a time you felt really hopeful? What made you feel that way?
- Do you think we can still have hope when things are hard? Why or why not?
- How can hope help people try to make things better?
- Who is someone that gives you hope? What do they do that makes you feel that way?
- What are some ways we can help other people feel hopeful?
- How old will you be in 2030? What do you hope the world will be like then?

Bite-Sized Activity

- Everyone writes one hope for the world on a piece of paper and crumples it into a “snowball.”
- All snowballs are thrown into the centre; participants pick up a random one.
- Read the hope aloud and optionally share reflections on what inspired or surprised them.

Optional video content: Take a look at this animated [poem](#) on HOPE by Salome Agbaroji and lead a class discussion.

Link to Lesson Plan:

[Be Hope \(45 minutes, ages: 8+\)](#)

SDG 16 IN ACTION

EDUCATOR INTRODUCTION

Background on this lesson plan:

- This interactive lesson helps students explore the links between peace, justice, strong institutions, and democracy.
- Learners will examine how fairness, trust, and empathy strengthen communities from schools to the global stage.
- The session includes a deeper dive into peace-building, highlighting how creativity and collaboration can resolve conflicts and inspire hope.
- SDG Skills: collective action, adaptability, critical thinking, solutions focused



Bite-Sized Activity

- Ask students to write down or share aloud what “peace” means to them in their own words. Discuss the differences and similarities.



Sample Discussion Questions

- What does peace look like? What does it feel like? Can you give examples?
- How can empathy and understanding help resolve conflicts peacefully?
- How can good laws and strong governments help protect people’s rights and promote peace?
- What are some examples of strong institutions you see in your life, and why are they important?
- In what ways can young people contribute to creating a more fair and peaceful society?

Link to Lesson Plan:

[SDG 16 in Action \(60 minutes, ages: 12-18\)](#)



GLOBAL GOALS WEEK TOOLKIT 2025

Thank you to our partner:



DP WORLD

DP World is a global logistics leader operating in over 70 countries, committed to making trade more efficient, resilient, and sustainable. Their education strategy invests in skills development for young people with targets to engage 1.5 million students and improve digital and soft skills for 90% of participants by 2030.

Looking for your next lesson plan? Here are some recommended teaching resources from the DP World education platform:

- [Unlock Potential: The Game](#)
- [WASH: Water For All](#)
- [Humanitarian Logistics](#)

Check out their [Education Platform](#) for more teaching resources!



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SYSTEMS BINGO PRINTABLES

This annex contains all the printable resources required to play Systems Bingo.

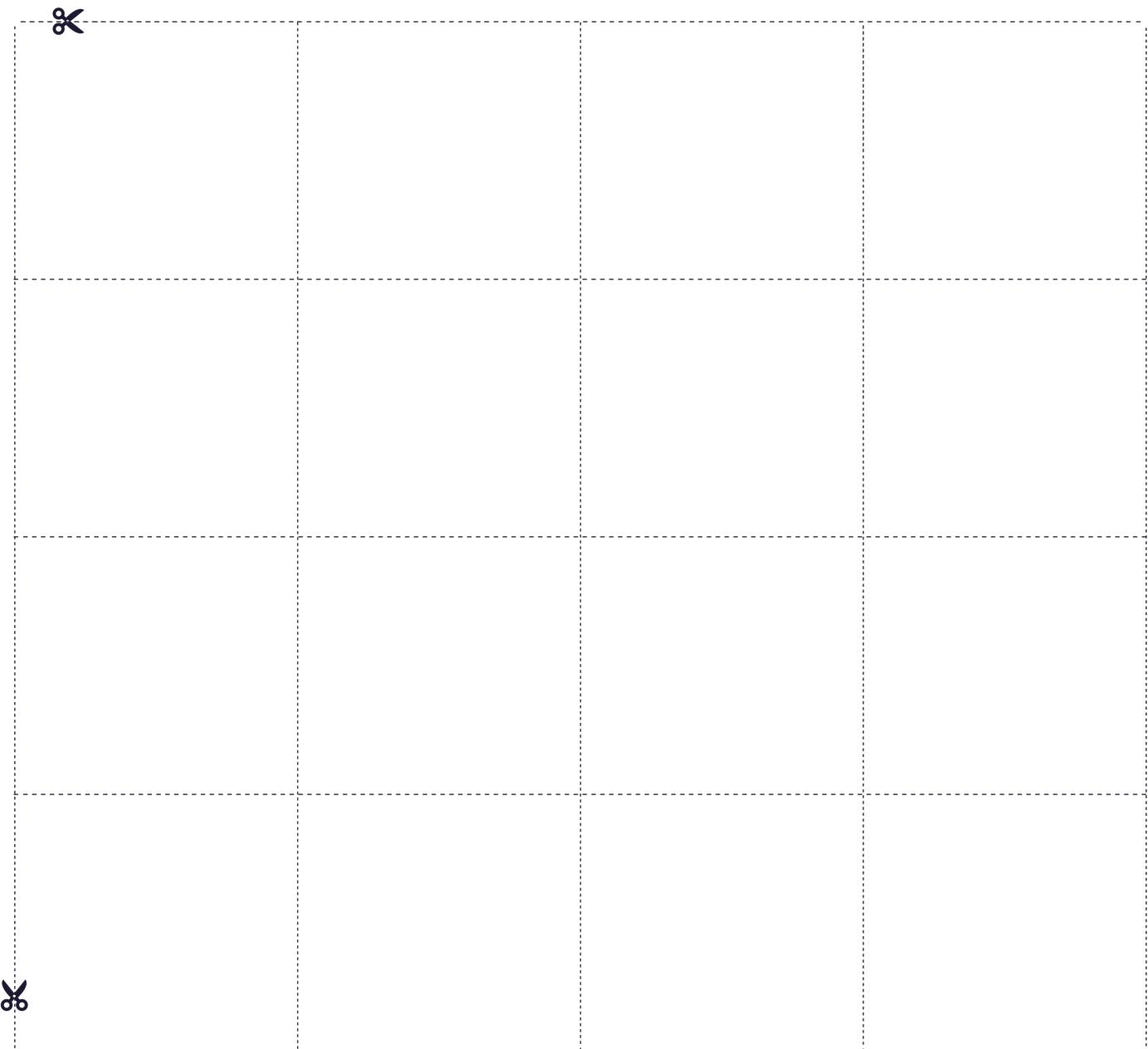
- Supply chain links: A list of 30 links in the fashion supply chain.
- Blank bingo card: The 4x4 grid for learners to fill in.
- Scenario cards: 24 standard scenarios and 6 extension scenarios to drive the game.
- Bingo answer key: Teacher's reference for all scenario cards.

SUPPLY CHAIN LINKS

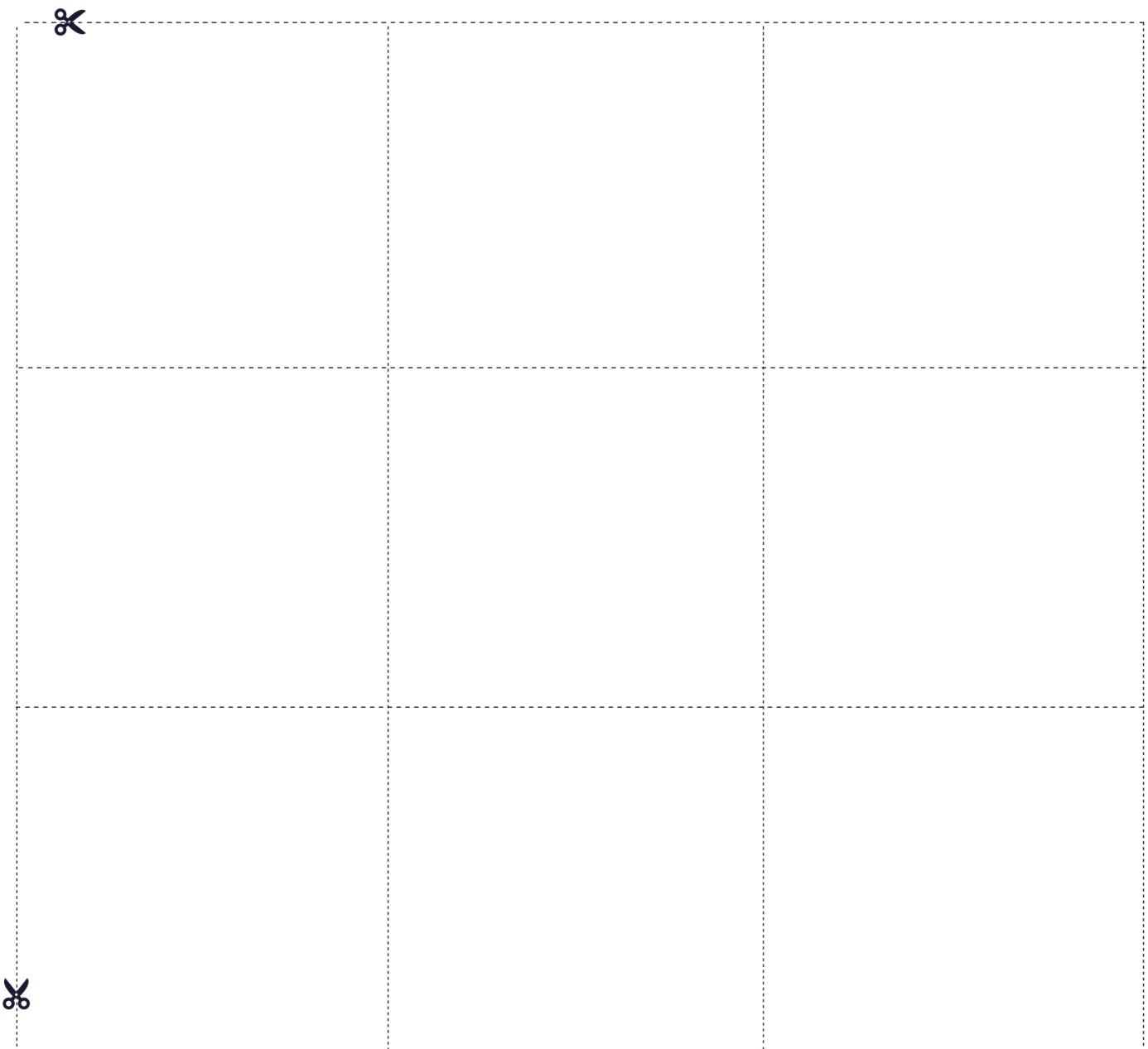
Cut these out for learners to glue, or display for them to copy onto their boards.

 Cotton farmer Grows cotton plants	Water use Water for plants and processes	Pesticides Chemicals to protect crops	Yarn spinner Turns cotton fibre into thread	Port operator Loads and unloads ships
Dye house Adds colour to fabric	Factory worker Cuts and sews clothes	Sewing machine Equipment to make garments	Electricity use Power for all machines	Cargo ship Huge boat for transporting goods
Customs inspection Border check for goods	Warehouse Large-scale storage building	Fashion designer Creates new clothing ideas	Microplastics Tiny plastic bits polluting water	Secondhand shop Sells used clothes for good causes
Air cargo hub Airport for speedy parcels	Climate protester Marches to protect the Earth	Circular design Design for reuse and recycling	Fabric waste Scrap cloth that is thrown away	Quality inspector Checks clothes are made correctly
Rail freight Goods transported by train	Brand HQ Company office making decisions	Influencer Creates social media hype	Retail store Shop that sells new clothes	Price tag Shows the cost to the consumer
 Delivery Van/bike that delivers to your door	Consumer Person who buys and wears clothes	Clothing swap Friends trading their used clothes	Repair shop Fixes torn clothes to extend their life	Landfill A large site for rubbish disposal

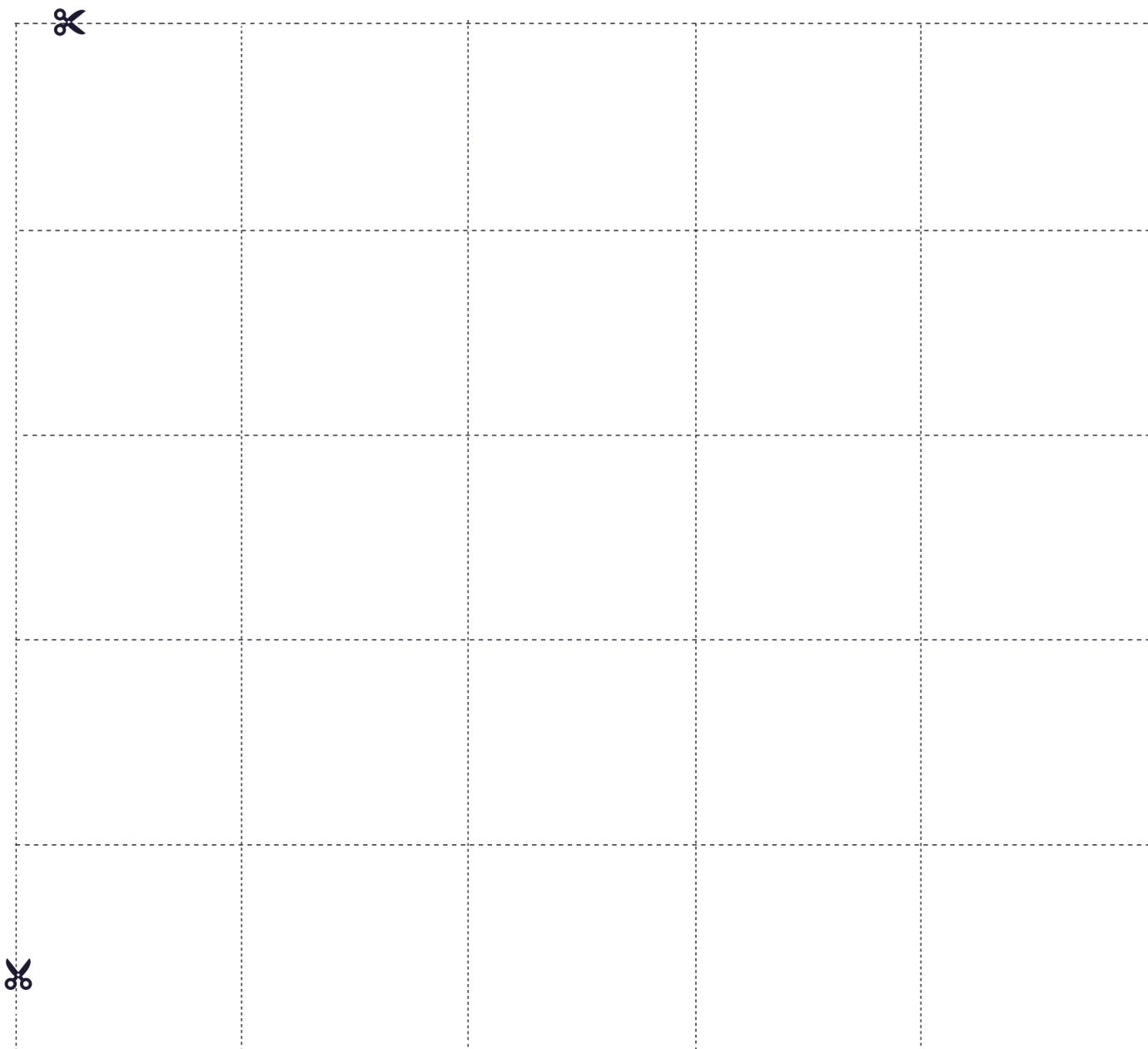
BLANK BINGO BOARD (4X4)



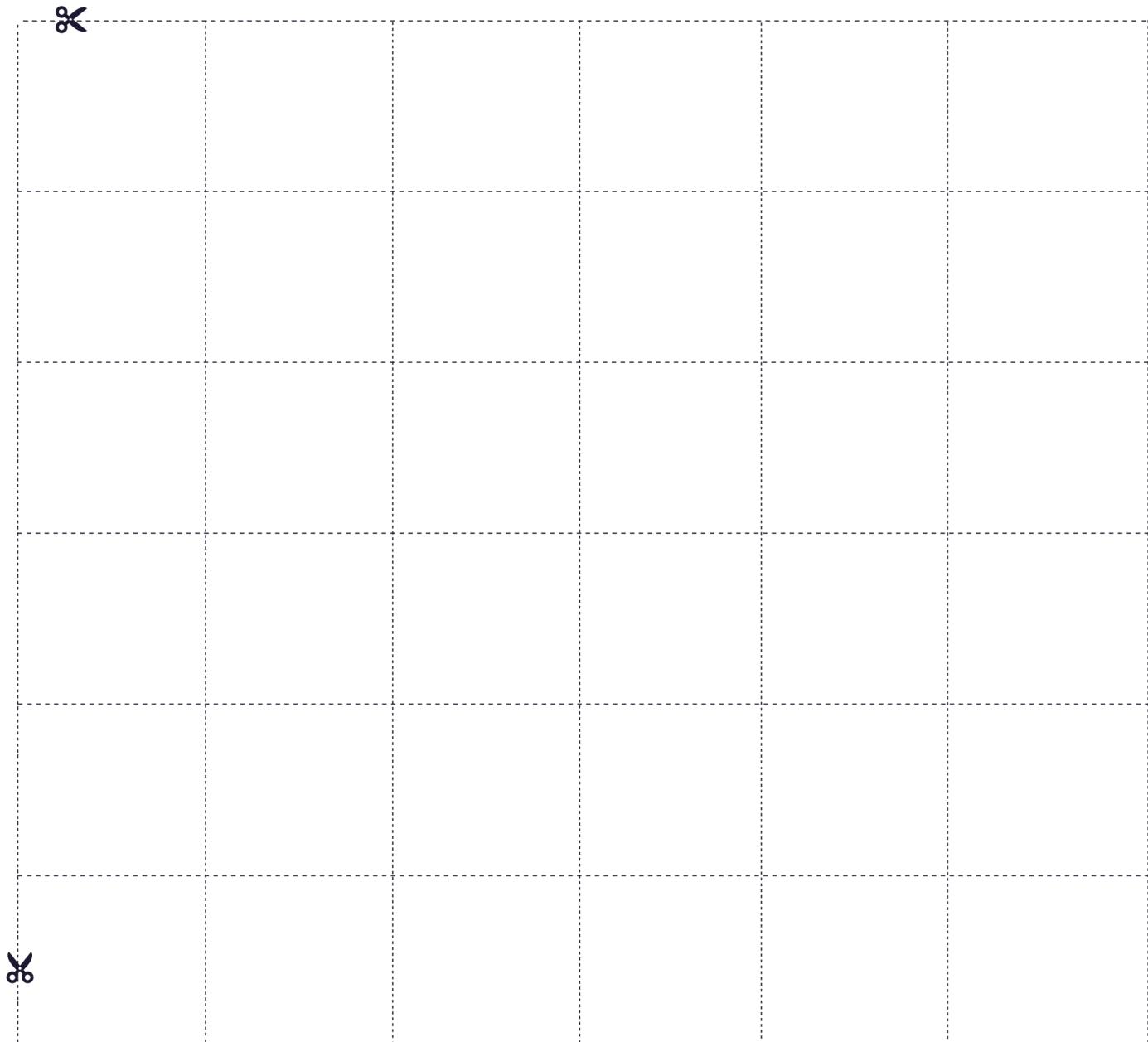
BLANK BINGO BOARD (3X3)



BLANK BINGO BOARD (5X5)



BLANK BINGO BOARD (6X6)



SCENARIO CARDS

Cut these out and shuffle them into a deck.



Very hot field

You're Diego, a cotton-field picker. The noon sun feels like a furnace, but the next break is an hour away. You want to splash your face with water from a stream nearby, but you know the water is full of substances used on crops to protect them from pests.

Oops, broken thread

You're Kala, spinning yarn. The machine pings to signal a snapped thread. You quickly knot a new strand, hiding the mistake before the supervisor walks by, wondering how this race aligns with "decent work".

SCENARIO

Rip on first wear

You're Ella, wearing a brand-new shirt. On the very first arm-swing the sleeve rips, and you go online to send it back to the shop.

SCENARIO

Stinky purple dye

You're Li, blending the newest purple dye. The strong smell from chemicals (like cleaning products or factory liquids) is so strong you can hardly breathe and makes you cough, so you tap the water control handle for a quick, cooling breath before the line rolls on.



SCENARIO

SCENARIO



Needle snap!

You're Amina on the sewing line. Crack! — your needle breaks in two and flies into the scrap bin, stopping your work.

Tiny trousers?

You're Omar, the size checker. Jeans marked "36-inch waist" look tiny, so you throw them on the pile of rubbish/fabric to be thrown away.

SCENARIO

Crane drop

You're Jo, running a giant port crane. The system jams and a container slips from its lifting strap, crashing down onto the floor. You rush to check the damage, hoping no one was hurt.

SCENARIO

Computer hack

You're Marta at the customs desk. Your computer freezes and the manager comes running. It's a someone breaking into a computer system! The whole system is down and the computer stops working. Uh oh...



SCENARIO

SCENARIO



Back pain

You're Zoe, stacking boxes in the warehouse. One wrong twist sears your back. Not again! You tell your boss you are hurt and hope your boss will give you enough time to get better.

SCENARIO

Tights on the tarmac

You're Leo on the airport ramp. A crate bursts open and neon tights spread out everywhere across the airport road surface, so the safety crew has to rush over and clear them.



SCENARIO

Train safety

You're Raj, driving a freight train. A part of the brakes hisses, so you move the train to the side track and call maintenance, ensuring nothing moves until it's safe. Until it's fixed, nothing can move on this track.

SCENARIO

Wrong price stickers

You're Sam, tagging prices in the shop. You spot some clothes on the rack that have no price tags. You take them out back and print the correct tags before returning them to the shop floor.

SCENARIO



Live unboxing

You're Maya, showing new items on a live video. They were free for you but they're very expensive for customers. Suddenly the internet connection stops, and the stream goes down.

SCENARIO

Smelly donations

You're Grace, sorting charity donations. You open a bag that smells like wet socks and decide the whole lot has to be thrown out.



SCENARIO

Fix-it star

You're Ben in the repair shed. You fix a torn coat so well that you post a before-and-after photo online that your friends love.

SCENARIO

Flat-tyre deliveries

You're Alex, zipping parcels across town on a cargo bike. Hiss... your tyre pops, meaning every delivery will now be an hour late.

SCENARIO



Mix-up at Head Office

You're Nina, an intern at brand head office. You accidentally type the wrong colour code, and a group of shirts arrives in lime green instead of forest green.

SCENARIO

Lunch-time protest

You're Lulu, handing out flyers outside the mall. "Pay that's enough to live on for clothes makers!" you call. An occasional shopper slows to take a flyer and nod, keeping you going.

SCENARIO

Micro-plastic

You're Tia, testing the water quality for your city. You're finding more and more tiny pieces of nylon and polyester in the water supply that have washed off clothes. You imagine people drinking the water and shake a little because it's unpleasant.



SCENARIO

Super-soft re-yarn'

You're Mateo in the lab. Your test yarn made from bamboo feels as soft as clouds, so you spin a short trial roll to show the boss your innovation. A new material made completely from plants - no plastic here!

SCENARIO



Tower of smoke

You're Kai, working at the place where rubbish is processed. You see a giant tower of black smoke rising, and realise your colleagues are burning a huge pile of clothes. You breathe in some of the toxic smoke and cough, tears coming to your eyes.

Wage surprise

You're Hana on the sewing line. During your break, you skim last week's payslip and notice two overtime hours are missing. You sigh. It will be a struggle to pay the bills this month. Prices are going up but you haven't had a pay rise in years.

SCENARIO

Crayon-green hit

You're Liv, sketching next season's tops. Your little sister doodles bright lime squiggles on the page, and the design team loves the accidental colour!

SCENARIO

Trash mountain

You're Max, driving a bulldozer over a huge hill of rubbish. Around you are millions of clothes, many made of plastic that will take hundreds of years to break down.



SCENARIO

SCENARIO

EXTENSION SCENARIO CARDS

These optional cards are designed for older or more advanced learners to encourage deeper, more abstract thinking about systems. They describe complex, system-wide events and require learners to justify their reasoning.



Midnight flash

A news banner rolls across every screen: “UNKNOWN HACKER HALTS GLOBAL FASHION CHAIN.” Rumours swirl. Mark every square you believe the computer hack could hit first.

Route flip

A wild storm closes the main seaport. Dispatchers reroute all containers onto trains instead. Swap any two tiles on your board (e.g., Cargo Ship ↔ Rail Freight) for the rest of the game.

SCENARIO

Good vibes only

A garment factory surprises everyone with a 10% pay rise. Workers cheer and sew shirts quicker. Mark the first happy square and the next two it brightens.

SCENARIO

My tiny rebel move

You decide, “This week I’m changing one small habit to help the planet.” By Saturday, the ripples had reached far corners of the chain. Suggest an action and mark all squares it touches.



SCENARIO

SCENARIO



Echo sale

Brand HQ sends out a 5% discount code. Influencers share it, shoppers rush in, so HQ boosts it to 10%. Mark the three squares caught in this feedback loop.



SCENARIO

Solar-roof ripple

Brand HQ pays for solar panels on the factory roof. Cheaper, steady power keeps the sewing lines humming, much more cheaply. Mark the first boosted square and the next two it brightens.

SCENARIO

BINGO ANSWER KEY

This table provides the correct answers and justification for each Scenario Card. The cards listed in bold are the most direct answers. Secondary connections are also provided to encourage deeper discussion.

BRIEF SCENARIO DESCRIPTION	SCENARIO CARD TITLE	AFFECTED SUPPLY CHAIN LINKS AND JUSTIFICATION
Very hot field	Cotton picker struggles in extreme heat; nearby stream water is contaminated with pesticides.	<p>Pesticides, Cotton farmer: The chemicals are pesticides that poison the water supply. This impacts the worker's and locals' well-being.</p> <p>Yarn spinner: delays in harvesting will slow the farms production, so spinners have to wait for more yarn.</p>
Oops, broken thread	Yarn spinner hides a snapped thread to keep to target.	<p>Yarn spinner, Quality inspector – Fault starts with spinner; inspector is meant to catch it;</p> <p>Secondary: Fabric waste, Consumer (poorer quality end product).</p>
Rip on first wear	New shirt sleeve rips first time worn; customer starts a return.	<p>Consumer, Retail store, Brand HQ, Landfill: The consumer experiences the fault, the store processes the return, the brand's reputation is damaged, the damaged shirt goes to landfill.</p>
Stinky purple dye	Dye house worker coughs from strong chemical fumes; takes quick rinse break.	<p>Dye house, Factory worker, Water use – Event in dye house, affects worker health, extra water used for rinsing.</p>
Needle snap!	Sewing machine needle breaks and halts work.	<p>Factory worker, Sewing machine, Fabric waste: Involves the worker, her equipment, and the scrap material, while halting production.</p>

Tiny trousers?	Quality inspector finds jeans marked “correct size” but clearly too small; sends to waste.	Quality inspector, Factory worker: The inspector finds the error, which likely originated from the worker who cut or sewed the garment.
Crane drop	Port crane’s harness slips; container crashes; safety check needed.	Port operator: Workers at risk of injury. Worker responsible might get in trouble. Cargo ship: Work stops and goods are damaged, directly delaying the loading/unloading of the ship.
Computer hack	Customs officer’s computer freezes due to hack; system-wide delay.	Customs inspection: The customs process itself is halted. Secondary: Warehouse, Cargo ship (delivery is delayed).
Back pain	Warehouse worker injures back stacking boxes; files injury report; needs recovery time.	Warehouse: The injury happens in the warehouse and affects its staffing, slowing down operations. Secondary: Delivery.
Train safety	Freight train driver hears brake hiss; stops on siding until fixed.	Rail Freight: This mode of transport is directly paused for a safety check. Secondary: Warehouse, Retail Store (delivery is delayed).
Tights on the tarmac	Cargo crate bursts open at airport; tights scatter; cleared by safety crew.	Air cargo hub: The disruption occurs at the airport. Secondary: Landfill (damaged goods), Brand HQ (loss of product).
Wrong price stickers	Retail worker forgets to tag clothes with prices.	Retail Store, Price Tag, Consumer: The error happens in the store, involves the physical tag, and directly confuses the customer.
Live unboxing	Influencer’s live stream promoting hoodies is cut off by wifi drop.	Influencer: Their work is directly interrupted. Secondary: Brand HQ (missed promotion), Consumer (disconnected audience).
Fix-It star	Repairer posts before/after of fixed coat online; friends love it.	Repair shop, Circular design: The act of repairing promotes a circular (reuse) economy. Secondary: Landfill (one item saved).

Smelly donations	Secondhand shop worker throws out unusable, smelly donated clothes.	Secondhand shop, Landfill: The shop must dispose of unusable donations, which end up in the landfill.
Flat-tyre deliveries	Cargo bike courier's tyre pops; all deliveries delayed.	Delivery, Consumer: The courier is stopped, and the customer receives their delivery late.
Mix-up at Head Office	Intern enters wrong colour code; shirts produced in wrong colour.	Brand HQ, Dye house: The error originates at HQ and is executed by the dye house. Secondary: Fabric waste, Retail store.
Lunch-time protest	Activist hands out flyers for fair wages outside mall.	Climate protester (closest role), Brand HQ, Factory worker: An activist targeting a brand over worker pay.
Micro-plastic	Factory microfibre filter clogs with fuzz; worker cleans it out.	Microplastics, Water use: The filter's purpose is to catch microplastics as part of the factory's water treatment system.
Super-soft re-yarn	Lab tests bamboo yarn; turns out very soft; produces trial roll.	Circular design, Yarn spinner, Fashion designer: An innovation in materials, creating a new type of yarn for designers to use.
Tower of smoke	Landfill worker sees oily rainbow spill; stops tipping to clean up.	Landfill: The event directly impacts operations and environmental safety at the landfill site.
Wage surprise	Sewing line worker spots missing overtime pay; reports it.	Factory worker, Brand HQ: Involves the worker's direct pay and the company's payroll department, which is part of HQ.
Crayon-green hit	Designer inspired by sister's lime doodles; team loves it.	Fashion designer, Brand HQ, Dye house: The idea source, the company that approves it, and the production step that creates it.

Trash mountain	Bulldozer pushes huge pile of synthetic clothes to landfill; will take centuries to break down.	Landfill, Microplastics, Fabric waste: Describes a landfill of fabric waste which breaks down into microplastics.
Midnight flash (Extension)	Mystery hack halts fashion chain globally. Players choose first affected links.	Instruction-based: Learners mark any squares they believe could be hit first. Examples: Brand HQ (servers), Port operator (logistics software), Electricity use (power grid).
My tiny rebel move (Extension)	Learner changes a small habit to help planet; ripple effects.	Player-defined: The answer depends on the learner's chosen action. Example: Action is "buy second-hand," affecting Consumer, Secondhand shop, and Retail store.
Route flip (Extension)	Storm shuts seaport; containers rerouted to trains.	Gameplay mechanic: Learners swap two tiles on their board (e.g., Cargo ship and Rail freight). No squares are marked.
Echo sale (Extension)	Popular discount grows; more sales.	Mark three squares: Brand HQ, Influencer, Consumer. These three roles create the described feedback loop.
Good vibes only (Extension)	Factory raises pay; workers happier & faster.	Mark three squares in order: 1st: Factory worker. Next 2: Quality inspector (fewer errors) and Brand HQ (higher output).
Solar-roof ripple (Extension)	Factory installs solar panels; steadier, cheaper power.	Mark three squares in order: 1st: Electricity use. Next 2: Sewing machine (runs more reliably) and Brand HQ (sustainability win).