# Save the World HOW TO PLAY

#### 1 Training and classes

The purpose is to propose strategies for SDGs and Smart society as a team.

SDGs Card	Left→Standards Right→Quiz	Sustainable Tourism Sustainable Tourism No Sustainable Tourism No Sustainable Tourism Sustainable	100 Points
Smart Card		accommodation construction (Capacity 1) (Source) (Source) (1) (Source) (Source) (Source) (Source) (Source) (Source) (Source) (Source) (Source) (Source) (Source) (Source) (Source) (Source) (Source) (Source) (Source) (Source) (Sou	
Almighty Card	Left→Standards Right→Quiz Can be put out anytime	Big Data Big Data Control of the second of	200 Points

#### Game flow

- 1. Play as one team. Organize two or more groups and choose an industry.
- 2. Organize SDGs cards and smart cards with individual goals.
- 3. Coin toss of first and second between Groups A and BSaSA .
- 4. First team: Choose the most relevant card for among cards of SDGs goal 1 No Poverty.
- 5. Learn cards and discuss the suitable answer of the quiz within 2 minutes.
- 6. Continue explaining until your opponent is satisfied. Consensus is important. If the opponent is satisfied with the answer, you can get 100 points.
- 7. Second team: choose cards of SDGs goal 2 Zero Hunger and play according to procedure shown in 4-6.
- 8. Respond to 17 goals of the SDGs while changing the answer
- 9. Discuss one almighty card as a team to earn 200 points
- 10. The team with the most points wins after the discussion of SDGs goals in all fields

#### Workshop to visualize the learning results.

1. Brainstorming for 5 minutes

Everyone silently writes down ideas. Each idea goes on a separate note. By utilizing the knowledge that you get in the game, describing the contents that you want to implement in the next five years in the department that you belong to.

2. Sharing ideas for 2 minutes

Players take turns sharing and posting their ideas to the group space

3. Grouping or Clustering: 5 minutes

Working together, the team makes similar ideas or concepts. Each group then gets named with a single or short phrases that best captures the core concept underling the ideas in the group

- 4. Summarize ideas from group and prepare for presentation 3 minutes
- 5. Each group presents for 3 minutes
- 6. Reflect results when drafting SDGs plan of your organization

## 2 Events for Kids

Purpose

The purpose is to learn about the SDGs and super-smart society while playing, and to foster the burden of a sustainable society.

It is a group game. Reduce the number of cards you have by taking out the dealt cards from a small number, \* Players should not consult\*

The number of life cards will be reduced if the player fails to put down a cards in ascending order. The game ends when the number of life cards reaches zero. The person with the most points at the end win,s

#### Game flow

- 1 Each player choose the industry.
- 2 Start from Level 1 (Level 1 has 1 card, Level 2 has 2 cards, Level 3 has 3 cards) ...
- 3 Players take out the cards they have and answer the quiz of the cards each time.
- 4 After completing level 1, move to level 2 (acquire 1000P for level 1 clear, 2000P for level 2 clear, 3000P for level 3 clear

SDGs Card	Left→Standards Right→Quiz	Sustainable Tourism	100 Points
Smart Card		mene, ecconomic. Constanti sustainability of the soceramodelian construction Committee 1160 / 122 19 1900 13 (Bandaro) 180 / 1401 Amproving culture value Amproving culture value Amproving culture value	
Almighty Card	Left→Standards Right→Quiz Can be put out anytime	Big Data   Example of the series of the se	200 Points
Life Card	Player's life Game over when gone		



## Sustainable Tourism



## **Sustainable Finance**





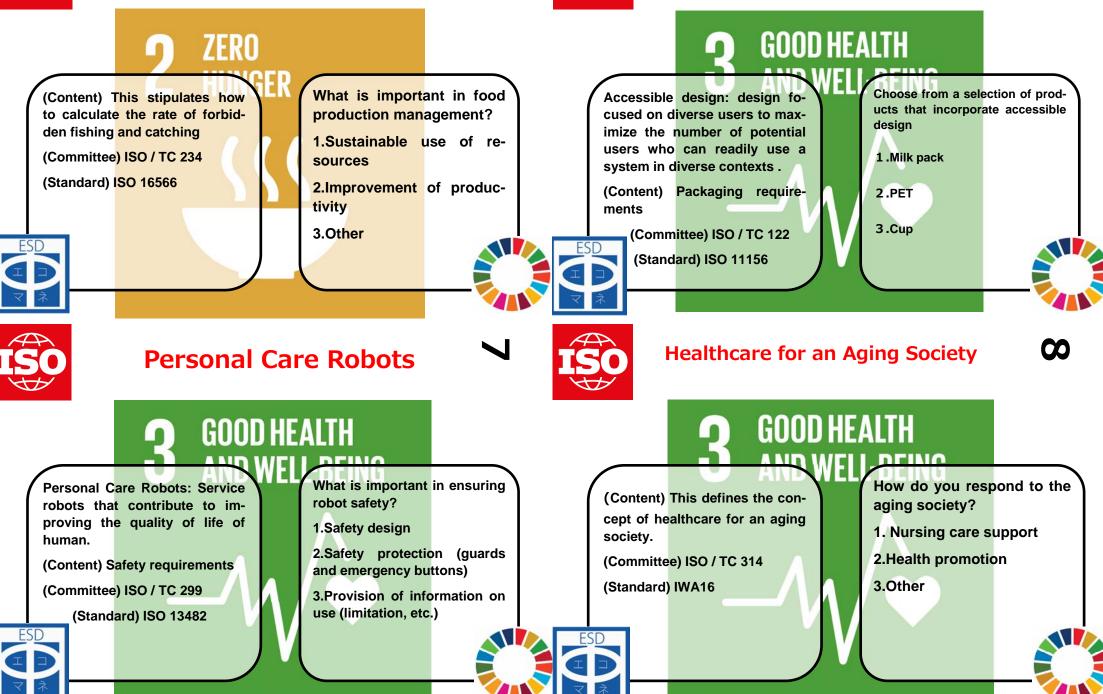
## Fishery and Aquaculture

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## **Accessible Design**

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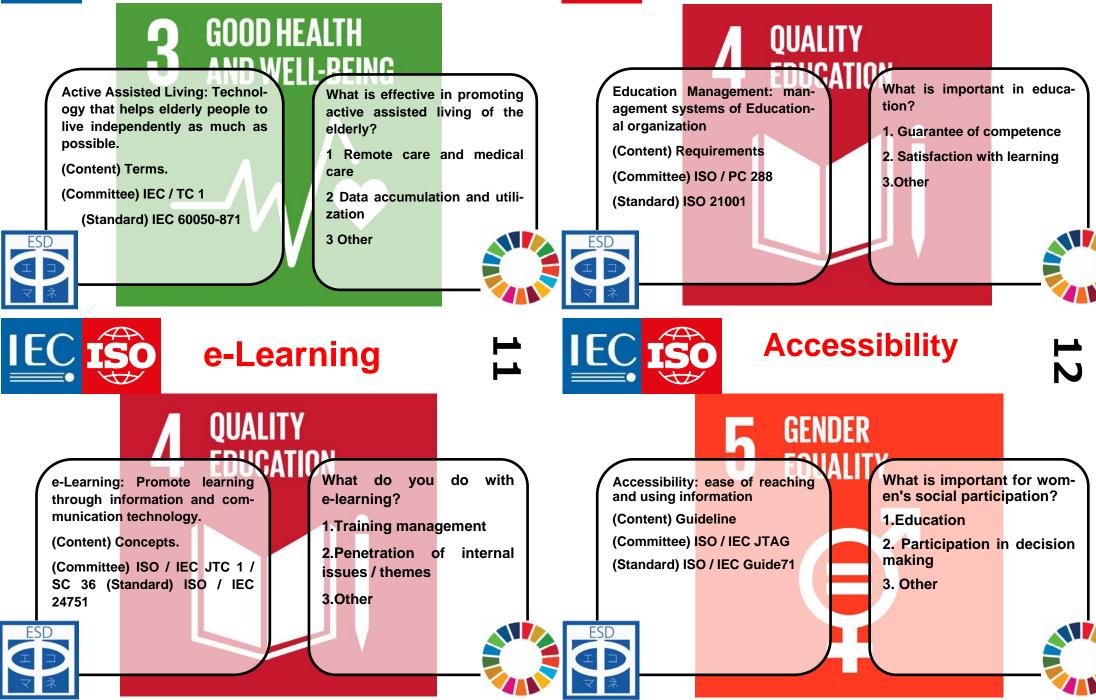


#### Active Assisted Living



**IO** 

#### **Education Management**







#### **Energy Conservation**



## Occupational Health and Safety Management System





#### **Innovation Management System**



#### Code of Conduct

(Standard) ISO 37123

to solve





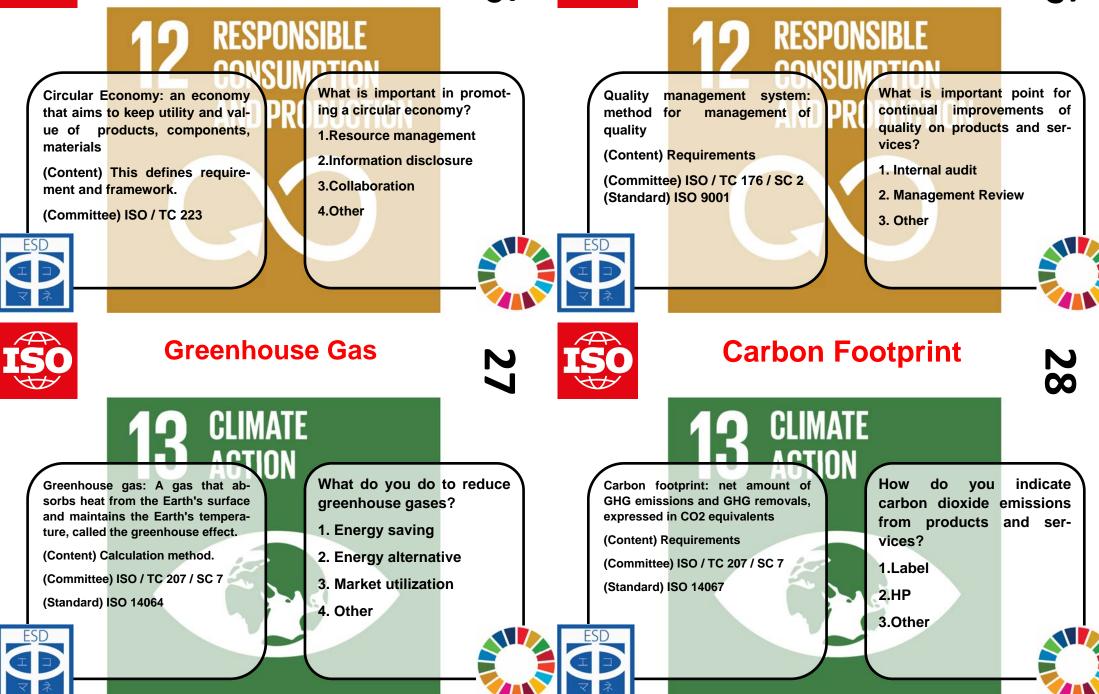
- (Standard) ISO 37120
- 5.Other

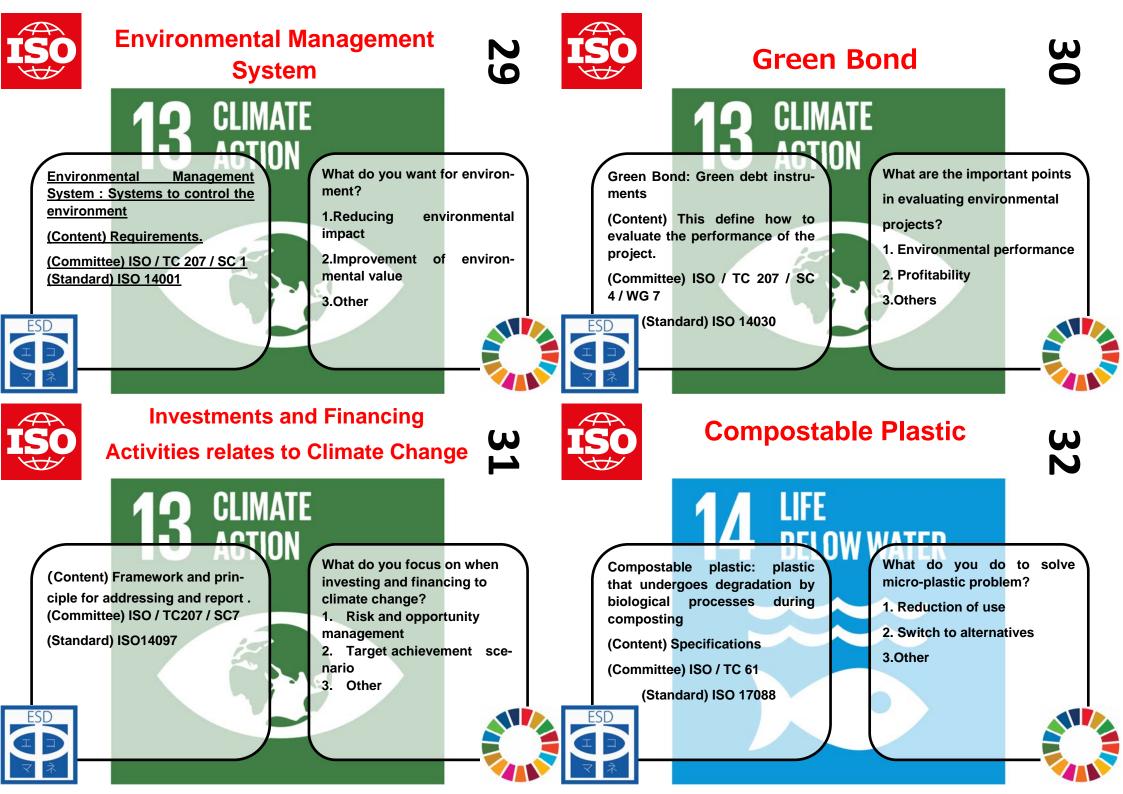


# Circular Economy

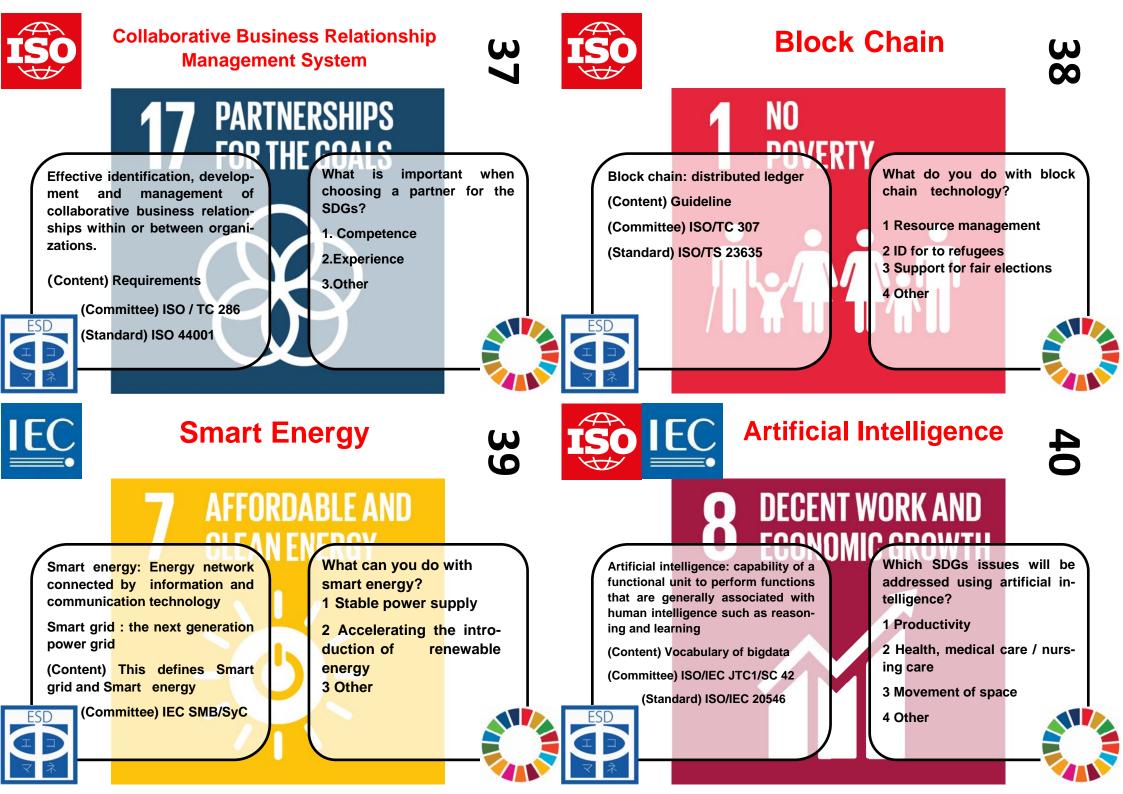


#### **Quality Management System**







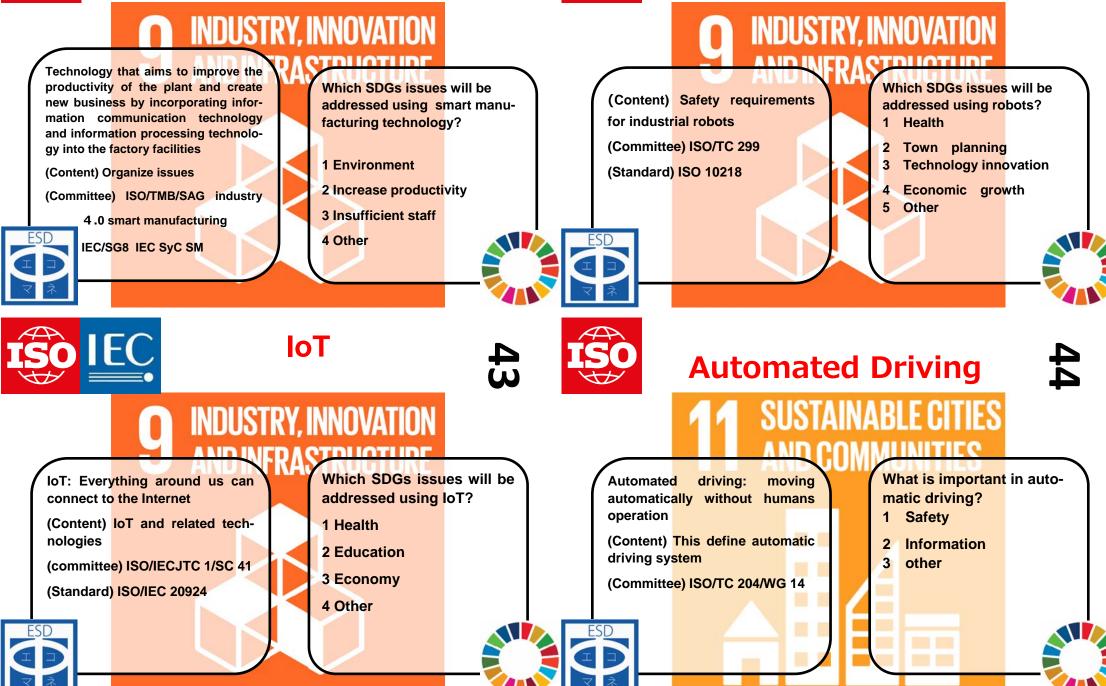


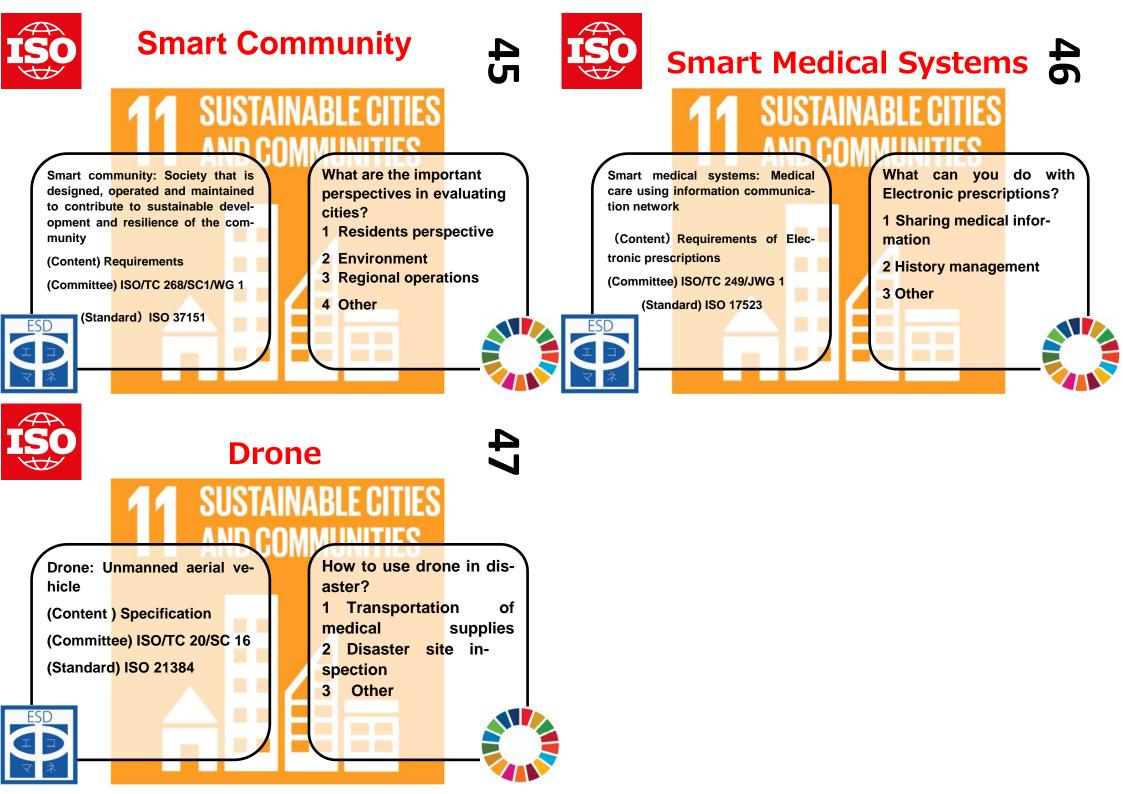


# **Smart Manufacturing**



# Robot







Sustainable Procurement



Sustainability and Standards







**Big Data** 



# SUSTAINABLE GOALS

