**YOUTH AND POST PRIMARY CHECKLIST**

**GAME DESIGN**
- We chose our game type (card game/video game/board game)
- We chose a theme related to the Sustainable Development Goals (SDGs)
- Our game addresses global issues

**UNDERSTANDING**
- The game is based on accurate and up to date information
- The game shows an understanding of the theme explored
- The game critically explores the theme of the game, particularly poverty and inequality
- The game shows links between local and global
- The game shows some solutions to the theme being explored

**EMPATHY**
- Our game raises awareness of a social justice issue
- The game helps us and others to better understand the lives of people in other countries
- Our game values the difference in culture in other countries
- Our game uses positive images and doesn’t reinforce negative stereotypes
- Different perspectives are included where possible
- Our game helps people explore human rights issues

**EFFORT**
- Our game has clear instructions
- Our game has all the components
- Our game is visually well designed

**INNOVATION**
- We used recycled materials to create our game
- Our game design is different from other games, or has a unique element

**GAME TEST**
- We practiced playing our game and fixed any problems
- We played the game with our peers and got feedback from them
- We improved the game based on feedback (if needed)

**OVERALL**
- Our game is clearly linked to one or more SDGs
- Our game connects the local and the global contexts
- My game raises awareness of a social/global justice issue
- My game creates empathy about a social/global justice issue