



SDG ESCAPE ROOM

Give volunteers some data about responsible production and consumption so they have to think about new ideas of sustainable actions in order to get out of the virtual escape room.

INFORMATION

USEFUL FOR

Volunteers and operators in the organisations

TYPE OF TOOL

Game

DURATION

1 hour

MAIN FIELDS OF ACTION

Action on Economic Choices

SDGs Awareness

Sustainability

Taking Action

RELATED SDG

[12 - Responsible Consumption and Production](#)

DESCRIPTION

It is a virtual escape room where volunteers will learn about responsible consumption and production and the aim is to make sure that the volunteers are aware of SDG12 and also, that they can think about new sustainable actions to implement in their daily life.

To play this game you only need a PC or a laptop.

You cannot play alone, so you much have a team of volunteers to play.

ONLINE ACTIVITY

www.rsm.nl/positive-change/escape-room