

## **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

## SDG ESCAPE ROOM (online version)

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.

## 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



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them. Project number: 2021-1-IT02-KA220-ADU-000033711