



LESSON PLAN #3

Sustainable Development Goal #16 - Peace, Justice & Strong Institutions Institutions Peace Piece

What is this about?

“Peace is a fundamental precondition for social and economic development and stability. Without peace, societies are plagued by conflict, violence, and instability, which hinders progress and results in the loss of lives and resources.” - UN SDG #16

Learning Goals and Objectives:

Students will create a graphic organizer that shows connections between peace, justice, and strong institutions.

Materials:

Video - "Building Effective, Accountable and Inclusive Institutions to Achieve Sustainable Development"

Preparation:

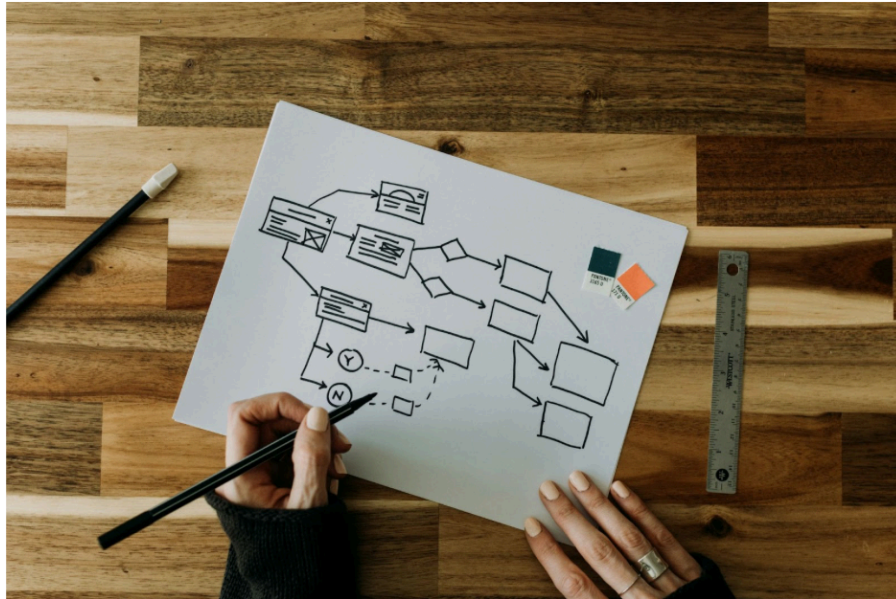
None

Time:

20 minutes

Steps:

1. Background knowledge - ask students to work in partners to do a word volley with each term: peace, justice, sustainable. (Word volley - student 1 says the focus word to student 2. Student 2 replies with the first word that comes to mind associated with the focus word. Student 1 replies with another word that is associated back to student 2.) Set a time limit for each word volley. Partners can switch with each word if preferred.
2. Model starting a graphic organizer that shows each term in relation to the other: peace, justice, sustainable.
3. Watch this video from the United Nations, "[Building Effective, Accountable and Inclusive Institutions to Achieve Sustainable Development](#)" with students. Engage students in listening for concepts and terms that they capture from the video to add to their graphic organizer.



4. Students share their work with classmates.
5. Reflection: What examples of peace, justice, sustainable development do you see in our nation? What are non-examples of peace, justice, sustainable development that you see in our nation?

CONSIDER: How can you use this insight into peace, justice and stability to impact your game design to consider SDG #16? What conflicts might arise? What challenges of justice and peace might develop? How can you create strong and sustainable institutions in your game?