



## S.E.E. The Links!

(Resource ID: 70)

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This teaching resource is allocated to following University:

**KFUG - Karl-Franzens-University Graz**

Institution:

**KFUG**

<http://www.sustainicum.at/en/tmethods/view/70.S.E.E.-The-Links>



**Work in pairs**  
**Group work**



**11 to 30**  
**students**



**Up to 3 lecture**  
**units**  
**Up to 3 lecture**  
**units**  
**4-7 lecture**  
**units**  
**up to 1 semester**  
**more than 1**  
**semester**



**Internet**  
**connection**  
**necessary**



**English**

S.E.E. the links is a game involving dice that engages participants in the linkages between the three core pillars of sustainability; society – economy – and environment. The game involves 3 dice; each assigned a pillar and each number an aspect of that pillar. When the dice are rolled the group must come up with a story or statement that links the three aspects together – hence see the links.

Participants are divided into small groups and provided with 3 dice (preferably different colours), each one representing a different core pillar of sustainable development; society – economy – environment. Each

number on the dice is then designated an aspect of that pillar.

Example:

<b>ENVIRONMENT</b>	<b>SOCIETY</b>	<b>ECONOMY</b>
1. Water resources	1. Poverty reduction	1. Industry
2. Renewable energy	2. Security	2. Unemployment
3. Air pollution	3. Human rights	3. Local economy
4. Waste	4. Democracy	4. Indebtedness
5. Land use	5. Culture	5. Agricultural subsidies
6. Wood clearing	6. Health	6. Organic food

The group then rolls the dice together and notes down the aspects corresponding with the numbers on the dice. Then participants must come up with a story or statement that links all three aspects together in the context of sustainable development.

An example could be: \*Waste \*Health \*Local Economy

“Communities **health** and physical environment can be negatively affected by the **waste** they produce.. However, by assessing its value **waste** can be turned into a resource. For example, organic waste can be recycled as fertiliser or converted into energy (biomass). Alternatively, certain waste products can be sold to a nearby enterprise that can make use of the resource. All of these initiatives would have a positive effect on the **health** of the community and the environment, while simultaneously boosting the **local economy** and making it more independent and resilient to external factors.”

Groups should take between 10 – 15 minutes to come up with their link, and then present their story to the whole group.

With available time this activity can be repeated as often as necessary.

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## Type of teaching method



Game Brain storming Discussion / debate Reflection

## Type of teaching method

- Game
- Brain storming
- Discussion / debate
- Reflection

## Preparation

Low

## Preparation Efforts Description

The facilitator needs to prepare 18 words for the game (6 for each die) paper and pen for writing down a story (optional)

## Related Teaching Resources

Previous knowledge needed in terms of what the concept of sustainable development refers to. It is suggested this activity be deployed after an introductory presentation to sustainable development.

## Necessary documents / materials

- 3 Dice – different colours.
- Pens
- Paper

## Integration of stakeholders

None

## Topics of sustainability

E.g. 17 goals of Sustainable Development by the UN (+UN as the 18th field)

## Situations appropriate for this method

S.E.E. the links is a classical game to start into sustainability and systems thinking.

The most appropriate situation for deploying this activity is in a classroom/ seminar setting, following an introduction to the 3 pillars of sustainable development.

## Strengths of the method

Creative way to think about the core elements of sustainable development. Develops interpersonal skills within a team.

Through this activity, participants will engage thoughtfully with the core concepts of sustainable development, and the linkages that tie the concept together.

The nature of the game is such that participants will have to think creatively and cooperate within their group to come up with an output to present back to the group. In this way, participants will develop skills for working in teams.

## Weaknesses of the method

Weak stakeholder inclusion

## Assessment / evaluation

N/a

## Sources and Links

<http://www.sustainicum.at/en/tmethods/view/28.S.E.E.-the-links-a-dice-game-to-connect-sustainability-dimensions>

<http://www.wwf.se/source.php/1473803/Methodologies-for-the-future-web3.pdf>

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