UN Sustainable Development Goals (SDGs): teaching resources

Author: Nick Bunyan (last updated January 2025)

Introduction

This resource contains example learning outcomes, learning activities, and systems thinking tools and resources to introduce students the UN's Sustainable Development Goals (SDGs) in your teaching. The SDGs can also be used as the basis for student sustainability competency development e.g. systems thinking, futures thinking, problem-centred learning activities.

Go to CIE's introductory [Learn more about Education for Sustainable Development (ESD)](link) webpages for more on the theory and practice behind embedding the SDGs into learning and teaching.

If you have any additional teaching resources on the SDGs that you think would be useful to share with other subject areas, please contact cie@liverpool.ac.uk

Example learning outcomes aligned with the SDGs

Example learning outcomes for each of the 17 goals.

At the end of the programme/ module the student will be able to:

- Goal 1 No poverty - Understand the concepts of extreme and relative poverty and is able to critically reflect on their underlying cultural and normative assumptions and practices.
- Goal 2 Zero hunger - Evaluate, participate in and influence decision-making related to public policies concerning the combat against hunger and malnutrition and the promotion of sustainable agriculture.

- Goal 3 Good health and well-being - Develop a personal commitment to promoting health and well-being for themselves, their family and others, including considering volunteer or professional work in health and social care.
- Goal 4 Quality education - Publicly demand and support the development of policies promoting free, equitable and quality education for all, ESD and related approaches as well as aiming at safe, accessible and inclusive educational facilities.
- Goal 5 Gender equality - Evaluate, participate in and influence decision-making about gender equality and participation.
- Goal 6 Clean water and sanitation - Plan, implement, evaluate and replicate activities that contribute to increasing water quality and safety.
- Goal 7 Affordable and clean energy - Analyse the impact and long-term effects of big energy projects (e.g. constructing an off-shore wind park) and energy related policies on different stakeholder groups (including nature).
- Goal 8 Decent work and economic growth - Develop criteria and make responsible consumption choices as a means to support fair working conditions and efforts to decouple production from the impact of natural hazards and environmental degradation.
- Goal 9 Industry, innovation and infrastructure - Identify opportunities in their own culture and nation for greener and more resilient approaches to infrastructure, understanding their overall benefits for societies, especially with regard to disaster risk reduction.
- Goal 10 Reduce inequalities - Identify and analyse different types of causes and reasons for inequalities.
- Goal 11 Sustainable cities and communities - Use their voice, to identify and use entry points for the public in the local planning systems, to call for the investment in sustainable infrastructure, buildings and parks in their area and to debate the merits of long-term planning.
- Goal 12 Responsible consumption and production - Plan, implement and evaluate consumption-related activities using existing sustainability criteria.
- Gol 13 Climate action – Anticipate, estimate and assess the impact of personal, local and national decisions or activities on other people and world regions.
- Goal 14 Life below water - Reflect on their own dietary needs and question whether their dietary habits make sustainable use of limited resources of seafood.
- Goal 15 Life on land - Work with policy-makers to improve legislation for biodiversity and nature conservation, and its implementation.
- Goal 16 Peace justice and strong institutions - Critically assess issues of peace, justice, inclusion and strong institutions in their region, nationally and globally.
- Goal 17 Partnerships for the goals – Identify the importance of global multi-stakeholder partnerships and the shared accountability for sustainable development and knows examples of networks, institutions, campaigns of global partnerships.

Go to the [Example learning outcomes aligned with the UN's Sustainable Development Goals](#) document for additional example learning outcomes for each of the 17 goals.

Example learning activities to introduce the SDGs into your teaching

Where relevant and aligned to your subject area provide learning opportunities for students to:

- Connect specific SDGs (target and indicators) at a global or local level to your teaching resources and your research relevant to your subject area.
- Explore the scope and interrelationships between of the SDGs.
- Use the SGDs as a context for introducing sustainability issues and concepts - for example poverty, inequality, climate change.
- Critically evaluate the effectiveness of the SDGs - continuing challenges and lack of progress on specific goals.
- Explore the positive impact of specific SDGs – modelling effective processes for sustainability change.

SDG resources

[UN Sustainable Development Goals](#)

[Global Goals](#)

Graphic resources you can use in your teaching

[SDG Global Goals resources](#) - extensive SDG media, images, and infographics.

[SDG PowerPoint slides](#) – included in this toolkit is a set of PowerPoint slides for all of the 17 goals that you can adapt and use in your lecture slides etc.

Introductory online course for students

[Sustainability in Action](#) – all students in the university will have access to this online course in Canvas introducing the SDGs. You can encourage students to complete this course independently or incorporate the resources into your own Canvas courses through Canvas Commons.

Other introductory online resources

[SDG Global Goals take action quiz](#) - students can take an online 'Create your worlds to do list' quiz through this website to explore which goals they feel most aligned with.

Sulitest – is an online quiz tool based on the SDGs that you can use with your students. (contact cie@lierpool.ac.uk for more information about how to set up Sulitest)

Interrelationships between the different goals

A Nexus Approach For The SDGs: Interlinkages between the goals and targets - visual resource outlining the inter-relatedness between the 17 goals.

Data visualisation resources

Globaia – creative multimedia visualisations of key global issues.

SDG Academy – short video resources on a wide range of topics aligned to each of the SDGs, that can be linked to Canvas courses.

The Atlas of Sustainable Development Goals - presents interactive storytelling and data visualizations for the 17 goals.

SDG Global Goals – SDG Pavilion enables students to explore each goal through interactive media – select a specific goal from the wheel shaped graphic.

Why the SDGs Matter – infographic summary for each goal.

Data sources that students can use in their research activities

SDG tracker - presents data across all available indicators from the Our World in Data database, using official statistics from the UN and other international organisations.

SDG Global Database - SDG data by country.

UN Stats Open SDG Data Hub - geospatial data for each goal.

SDG indicators website – indicator statistical data to monitor progress.

ChatGPT Luna the SDG bot - SDG specific chat bot 'Luna' that could be used by students in their research. (See also CIE's support resources on GAI)

SDG progress reporting

The University of Liverpool's SDGs report 2023 - examples from our research, teaching and campus operations supporting each of the 17 goals.

Sustainable development report 2023: Implementing the SDG stimulus - Sustainable Development Solutions Network.

Halfway to 2030, world 'nowhere near' reaching Global Goals, UN warns

Positive impact case studies

SDG showcase how companies are contributing to achieving agenda 2030 - UN Global Compact Network UK SDG showcase report.

Liverpool Hub 2030 SDG data platform - Liverpool city region SDG data.

Serious games and simulations

[2030 SDGs Game](#) - is a serious game for 12-60 participants that simulates how a group could act to implement the UN's SDGs. It helps develop student's awareness of the interrelationships between the different goals, reflect on their sustainability values, and foster their negotiating abilities, and project management skills.

An example of the [2030 SDGs game in action](#) (Griffith University, Australia)

Contact cie@liverpool.ac.uk for more information about this game and other similar opportunities.

[Enactus NextGen issues cards](#) - SDG related problem-solving challenges.