

GOTS Waterfalls & Ladders



Ages: 10–15 **Players:** 2–6 per game board **Time:** 30–60 minutes

Dear players,

We are very excited that you are going to play our game and learn more about sustainability and GOTS!

Before you start

To represent how each of you moves forward in the game, you can use game tokens from a different game, or you can cut out the ones we provided and glue them together. Similarly, you can use a die (or dice) from a different game, or you can cut out the ones we provided and glue them together.

Getting started

Cut out the question cards, mix them and put them on your playing surface face down (so no one can see the text on the bottom side). Lay out the game board with the ladders and waterfalls on the same surface next to the cards.

How to play

Sit around the game board in a circle. Everyone puts their token on the field labelled “Start”. The youngest player starts rolling one die and moving forward the number of fields indicated on the die. The person sitting to their left will then roll the die, then the person sitting to their left and so on, going around the circle.

Questions

Whenever you come to a coloured field, the person sitting to the left of the person whose turn it is picks up the top card on the stack and reads it out aloud. Be sure not to show the card to the person whose turn it is, or to let them know the correct answer! The correct answer is always bold and in green – there may be more than one.

Sources

1. United Nations Environment Programme. “Minimizing Fashion’s Environmental Footprint.” UNEP Annual Report 2025, United Nations Environment Programme, 2025, www.unep.org/annualreport/2025/stories/minimizing-fashions-environmental-footprint. Accessed 25 Aug. 2026.

2. Geneva Environment Network. “Environmental Sustainability in the Fashion Industry.” Geneva Environment Network, 17 July 2026, www.genevaenvironmentnetwork.org/resources/updates/sustainable-fashion/. Accessed 25 Aug. 2026.

3. International Union for Conservation of Nature. “Invisible Plastic Particles from Textiles and Tyres a Major Source of Ocean Pollution – IUCN Study.” IUCN, 22 Feb. 2017, iucn.org/news/secretariat/201702/invisible-plastic-particles-textiles-and-tyres-major-source-ocean-pollution-%E2%80%93-iucn-study. Accessed 25 Aug. 2026.

The person whose turn it is will have to answer the question. If they answer correctly, they get to roll the die again and move on. If they cannot answer correctly, they have to stay on this field and try to answer another question the next time it is their turn. If they’ve tried to answer questions correctly three times on the same field, but couldn’t, they get to move on by rolling the die like everyone else.

If you’ve gone through all questions before the game is over, mix the cards, put them face-down in a stack next to the game board and start with the top card again.

Ladders

Whenever you get to a field at the bottom end of a ladder, you may climb that ladder to advance more quickly! If you get to a field that is at the top end of a ladder (meaning, it would only make you go backwards), you can just ignore it.

Waterfalls

The waterfall will take you back down! Whenever you get to the top end of a waterfall, you must go back to the field at the bottom of it. Like all waterfalls, it doesn’t go upwards, so if you pass by its bottom end, it will unfortunately not help you.

Who wins?

The winner is the person who first reaches the field labelled “Finish”. But watch out: the number on the die you rolled must exactly match the number of fields left to reach the Finish. If the number is higher, you may only briefly jump onto the “Finish” field and must then go back as many fields as there are left on your die roll! It may take you a few tries to get to the Finish, but you will make it eventually!

Happy playing!

If you, your teacher or your parents want to know more about the creators of this game, visit us at www.global-standard.org.

If you want to let us know what it was like to play this game, send us an email at mail@global-standard.org.

We look forward to hearing from you!