



Co-funded by
the European Union



Universidad
Francisco de Vitoria
UFV Madrid



Generation for INNOVATION, RESILIENCE,
LEADERSHIP and SUSTAINABILITY

THE GAME IS ON!

This project has been funded with support from the European Commission. This document reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



© 2025 GIRLS IN TIME INSTRUCTIONS by GIRLS Project partners is licensed under CC BY 4.0





Co-funded by
the European Union



GIRLS

Generation for INNOVATION, RESILIENCE,
LEADERSHIP and SUSTAINABILITY

THE GAME IS ON!

GIRLS IN TIME INSTRUCCIONES

NEXT LEVEL UFV



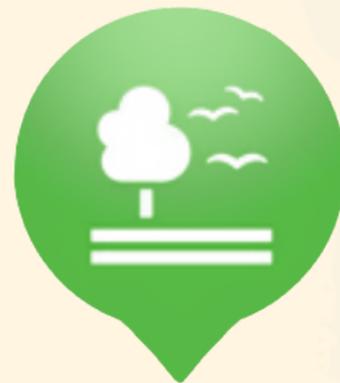
THE KEYS



01

Explore the world

Move the Wind Rose clock to move around the map.



02

Time travel

Point the globe at the markers on the map to start the levels.

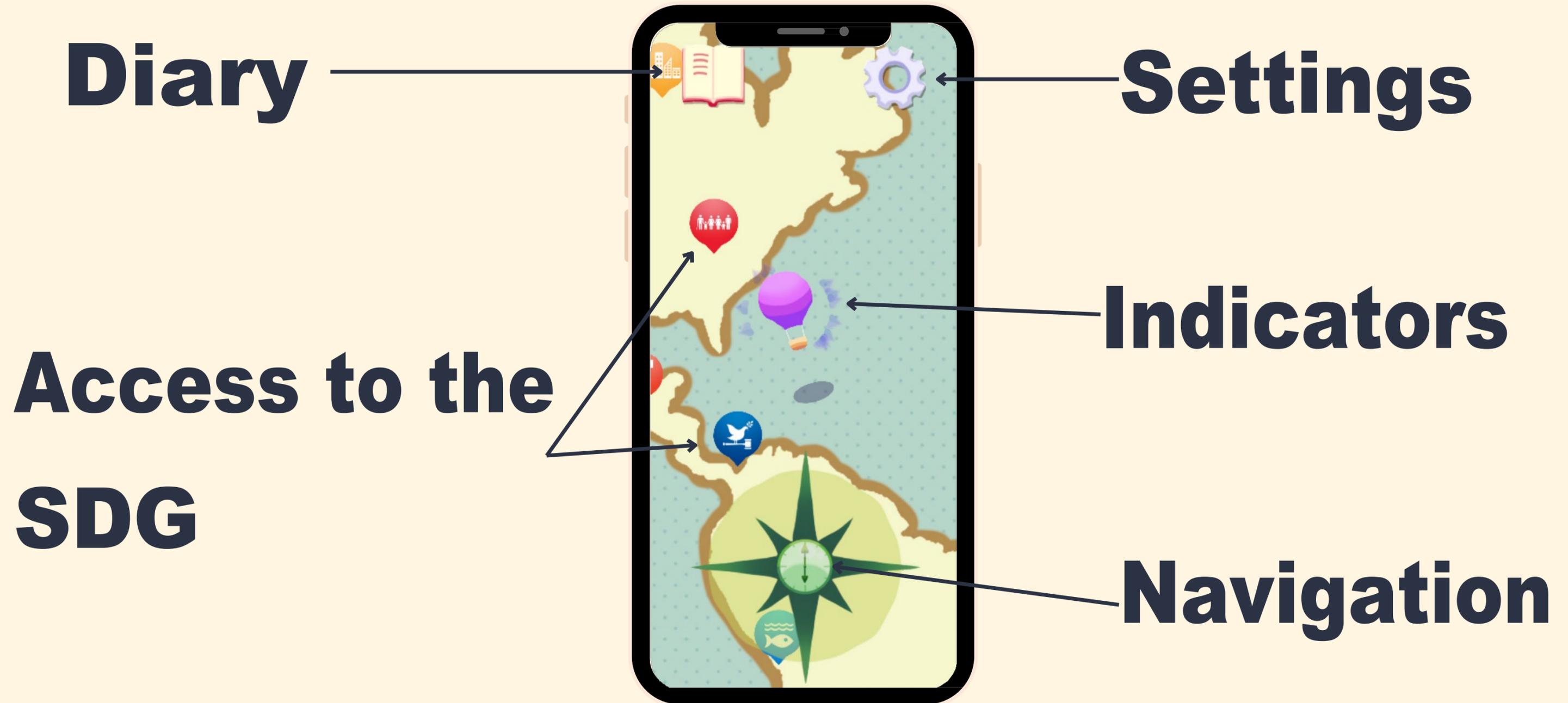
03

Discover great women

Talk to the women, click and drag the objects to complete the levels.



INTERFACE & NAVIGATION



1. END OF POVERTY



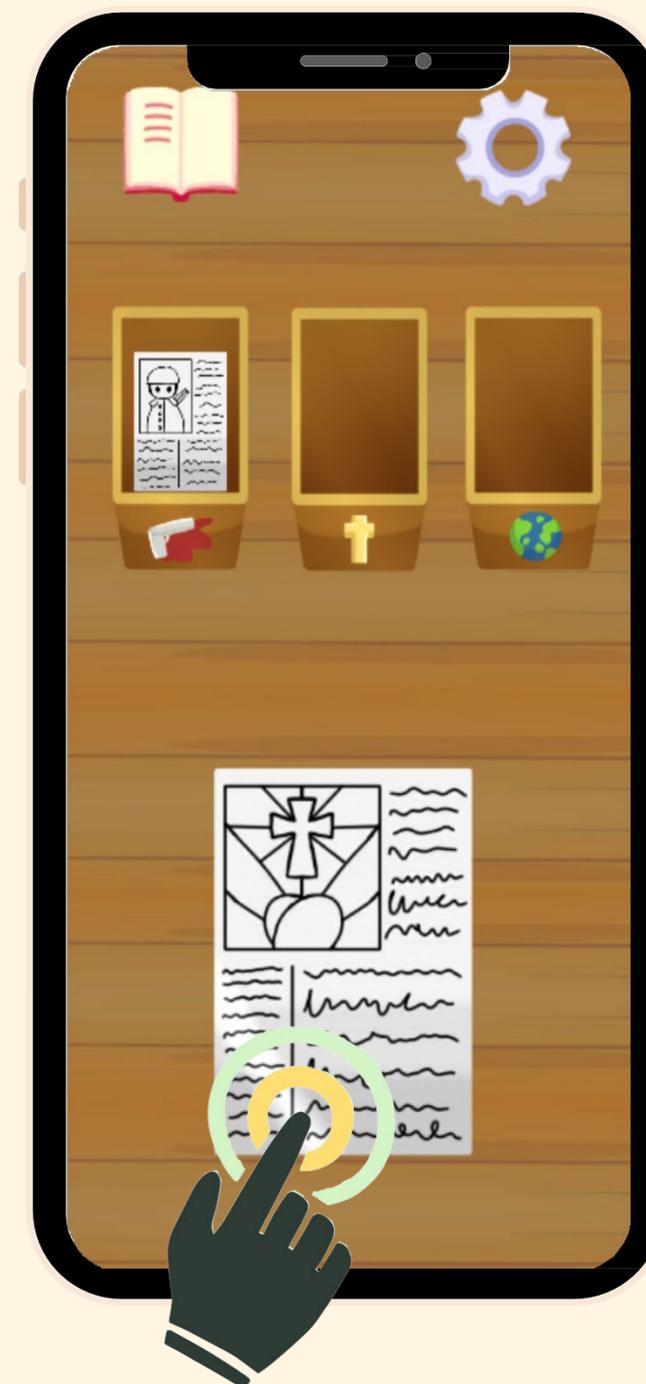
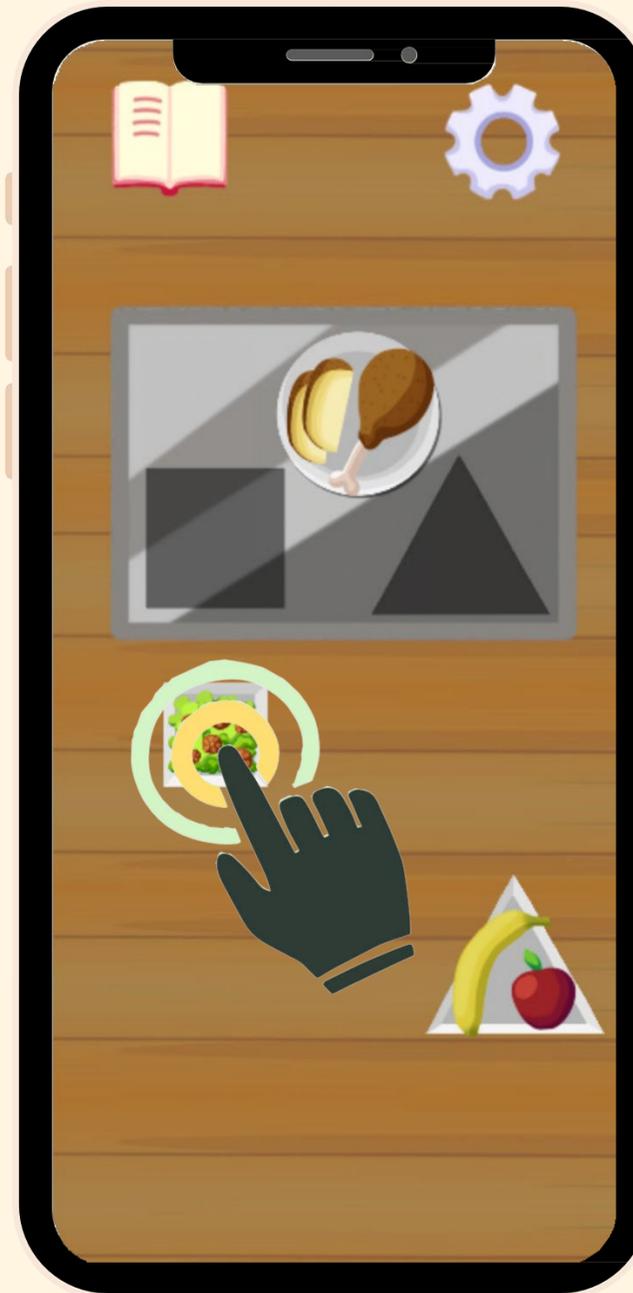
Dorothy Day

First level

Drag the food plates onto the tray and match them to their corresponding shapes.

Second level

Drag the food plates onto the tray and match them to their corresponding shapes.



2. ZERO HUNGER



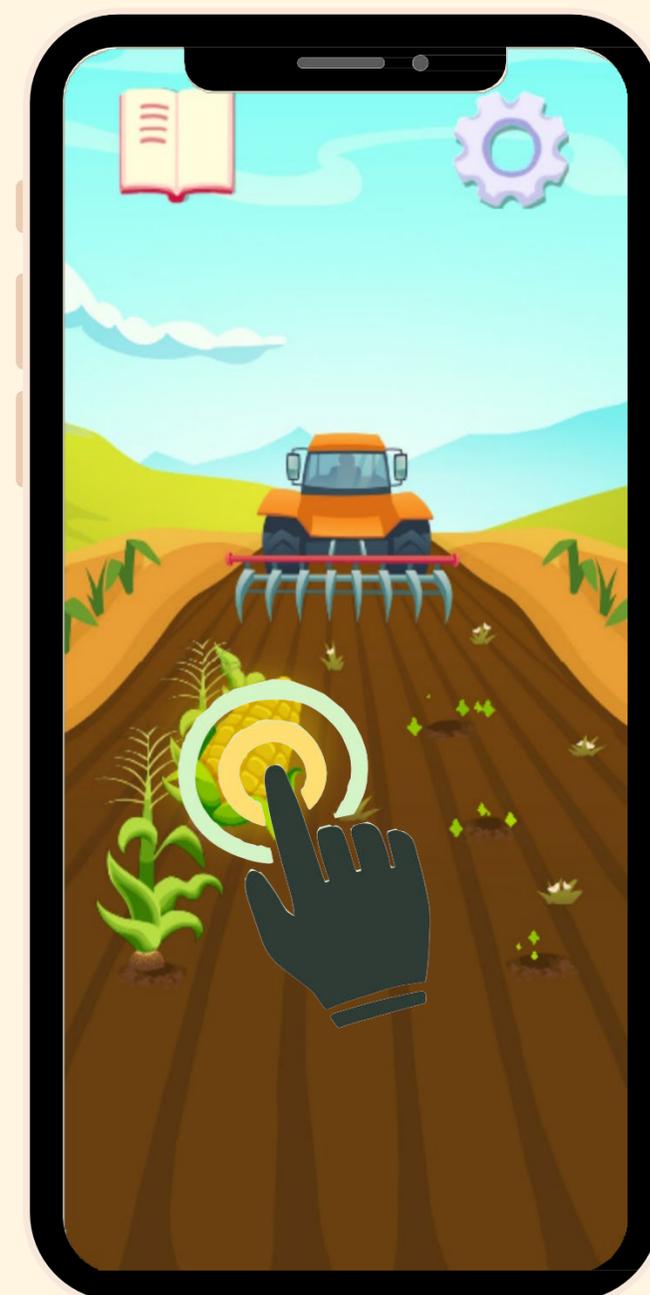
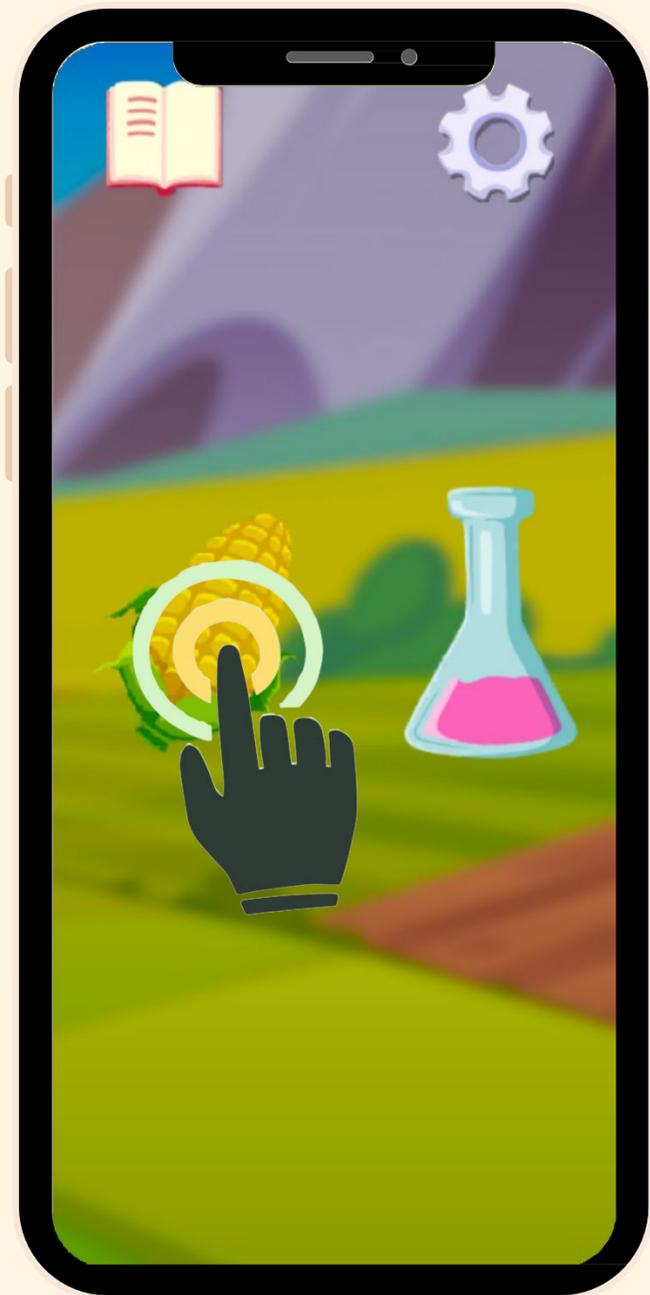
Evangelina Villegas

First level

Drag the corn into the flask.

Second level

Drag the improved maize through the soil to sow it.



3. HEALTH AND WELL-BEING



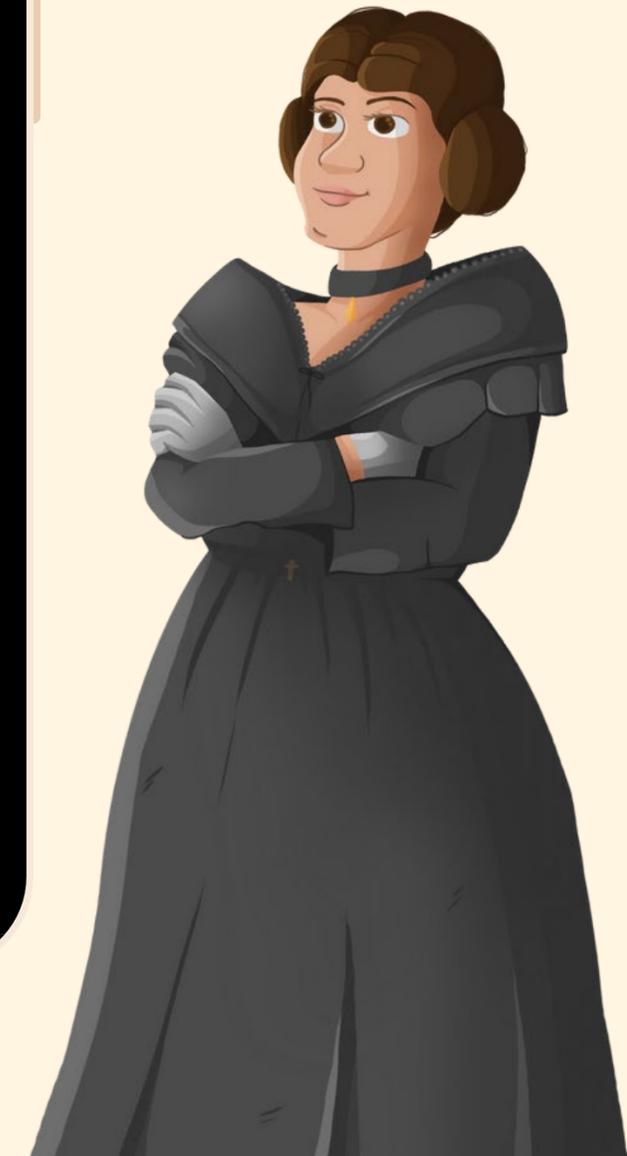
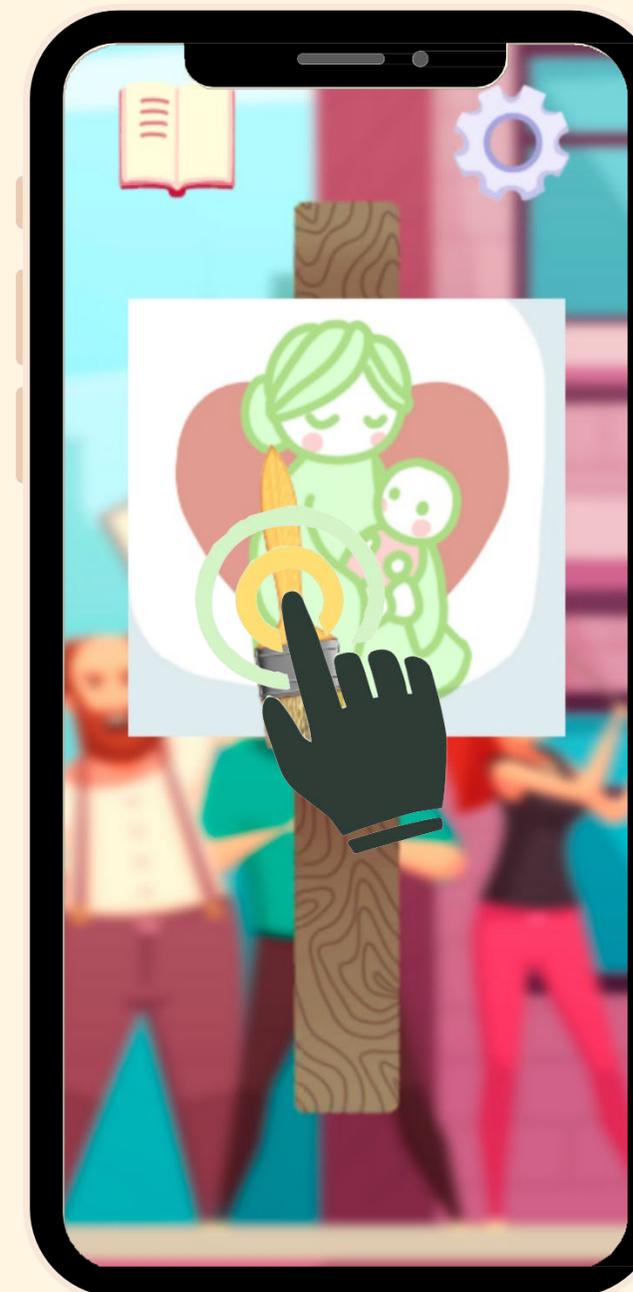
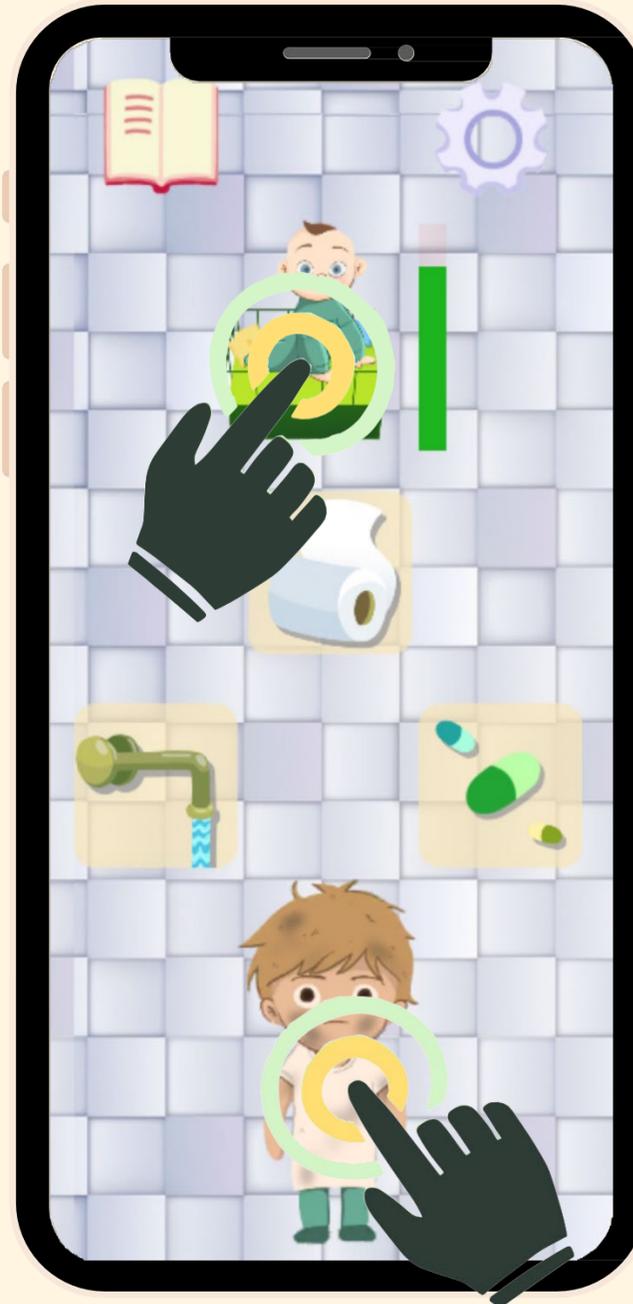
Adelaide Cabete

First level

Drag the children to the appropriate box according to their ailment. Click on the baby to stop it from crying.

Second level

Repeatedly drag the brush over the posters to paint them.



4. QUALITY EDUCATION



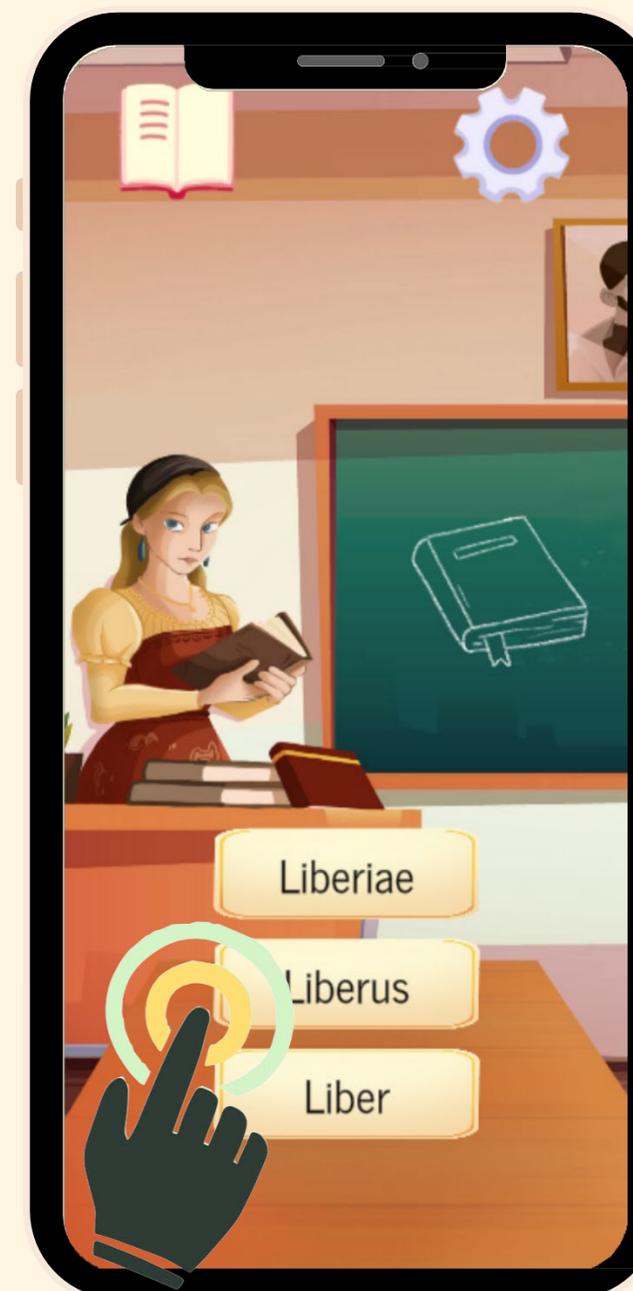
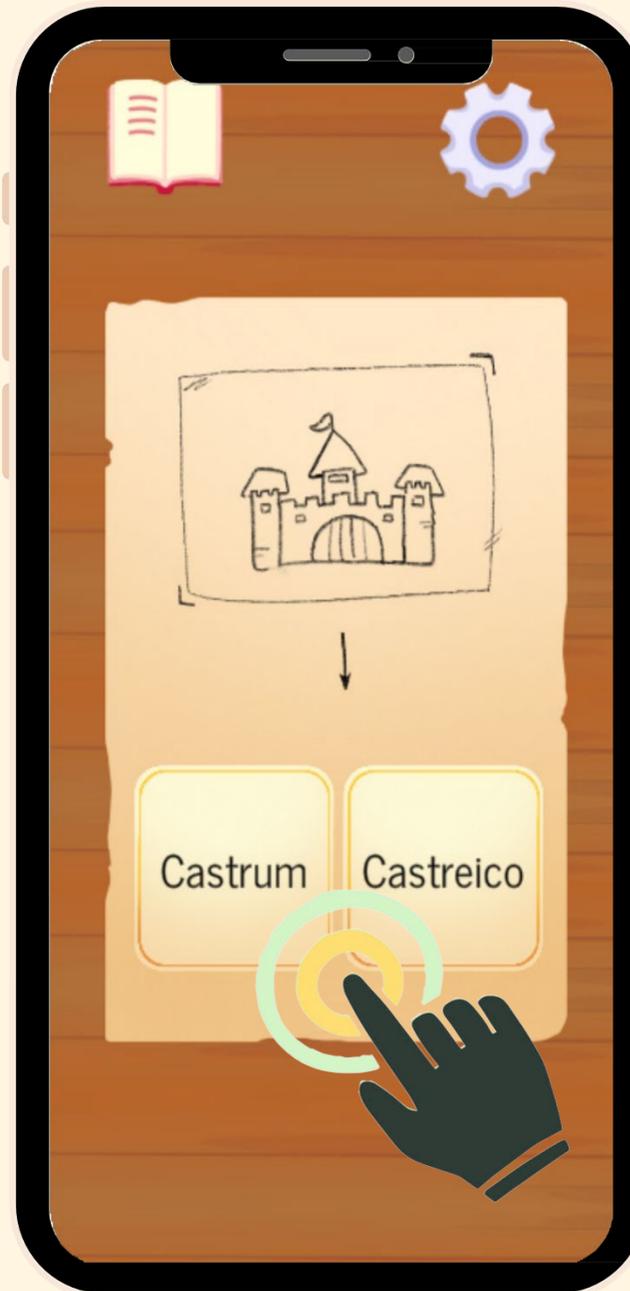
Beatriz Galindo

First level

Select from the two options, which is the Latin word that the drawing represents.

Second level

Select from the three options, which is the Latin word that represents the drawing.



5. GENDER EQUALITY



Juana Inés de la cruz

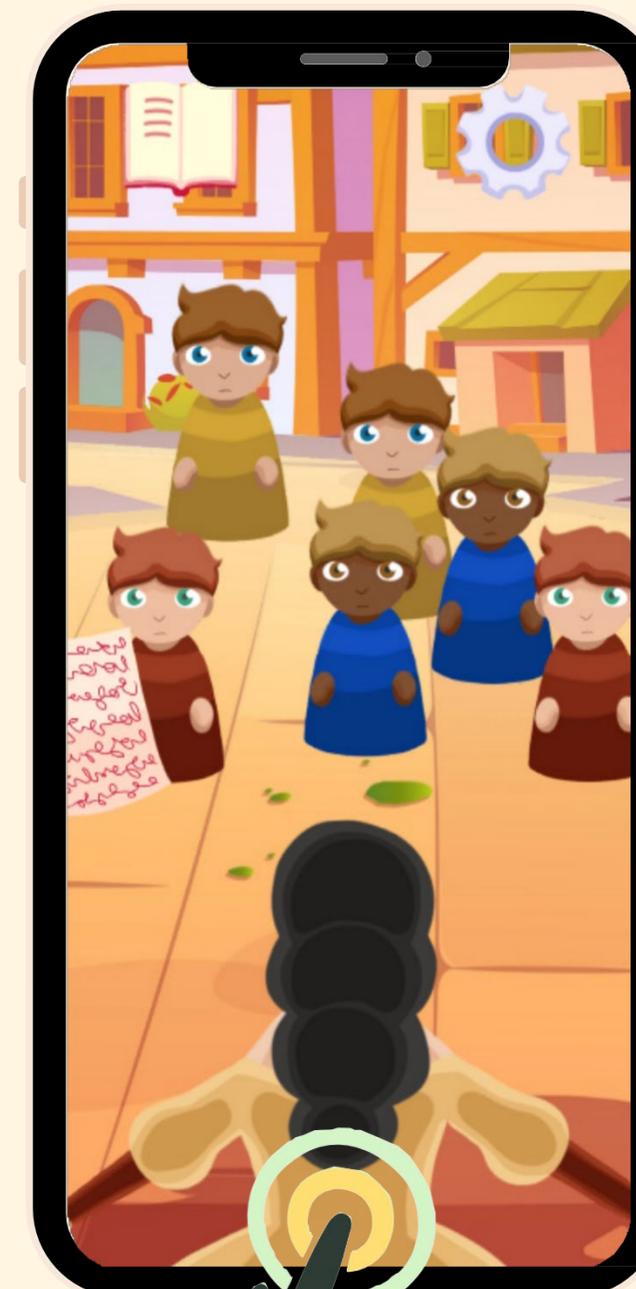
First level

Drag the book pieces to their correct place based on their shape.



Second level

Distribute the papers among the children by clicking on Juana Inés de la Cruz.



6. CLEAN WATER AND SANITIZATION



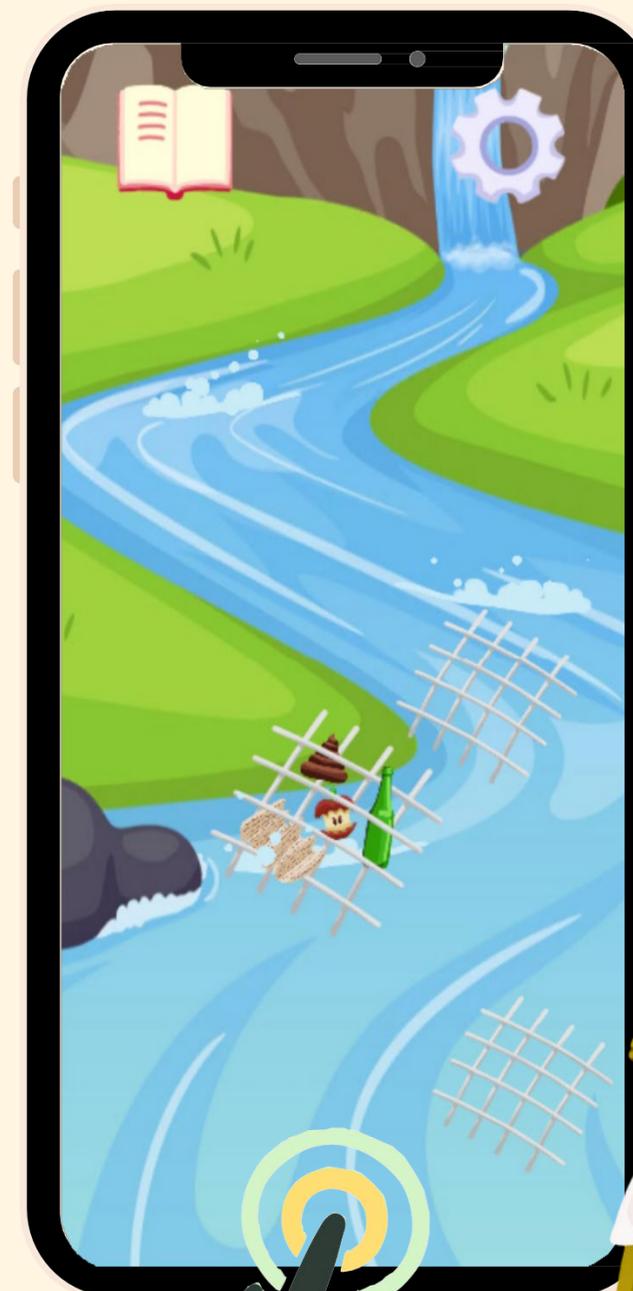
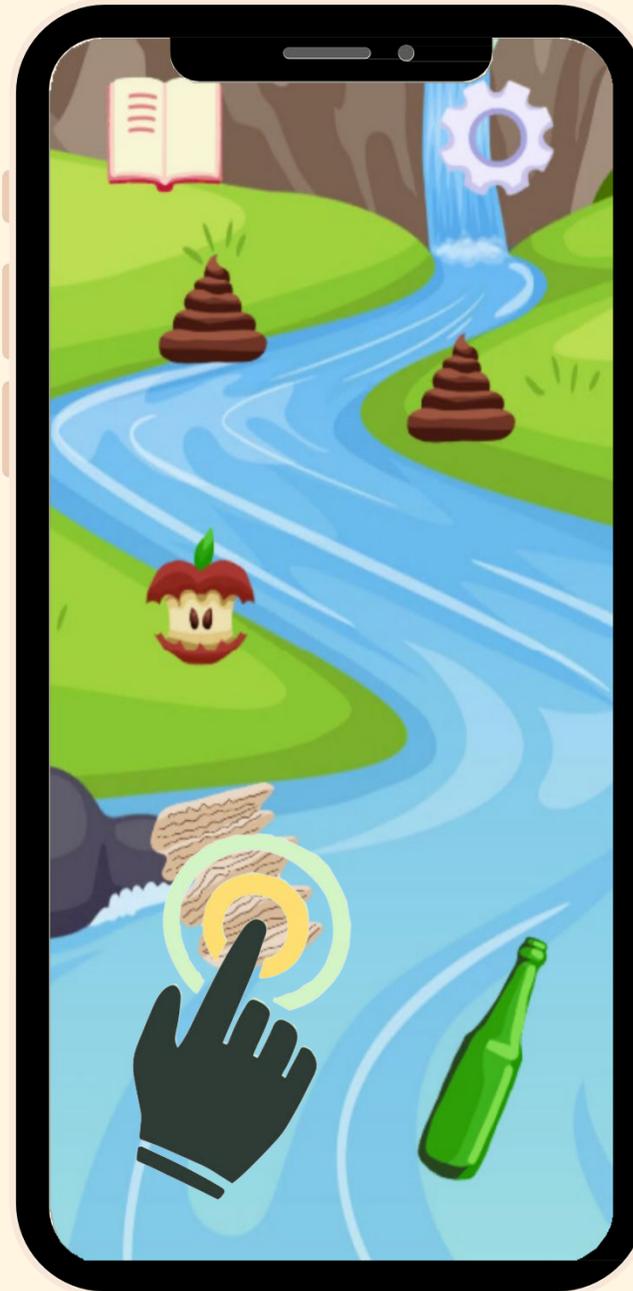
The Phantom washerwomen

First level

Click on the rubbish to remove it from the river.

Second level

Install grids to catch future rubbish that falls into the river.



7. AFFORDABLE AND CLEAN ENERGY



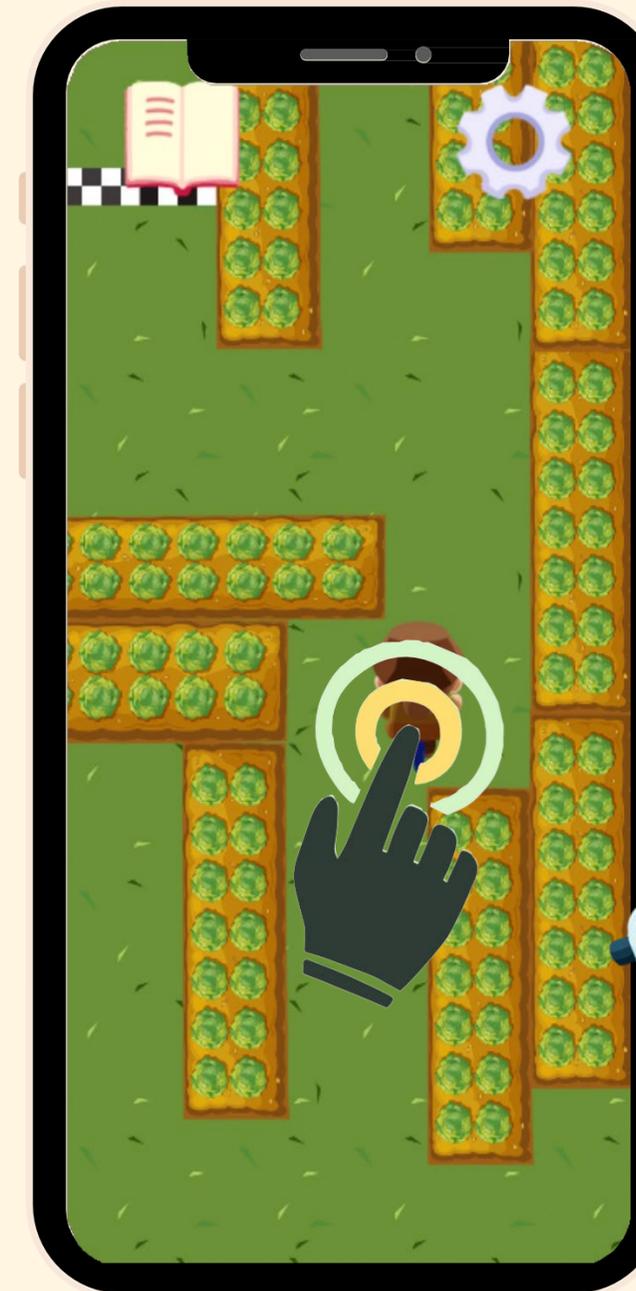
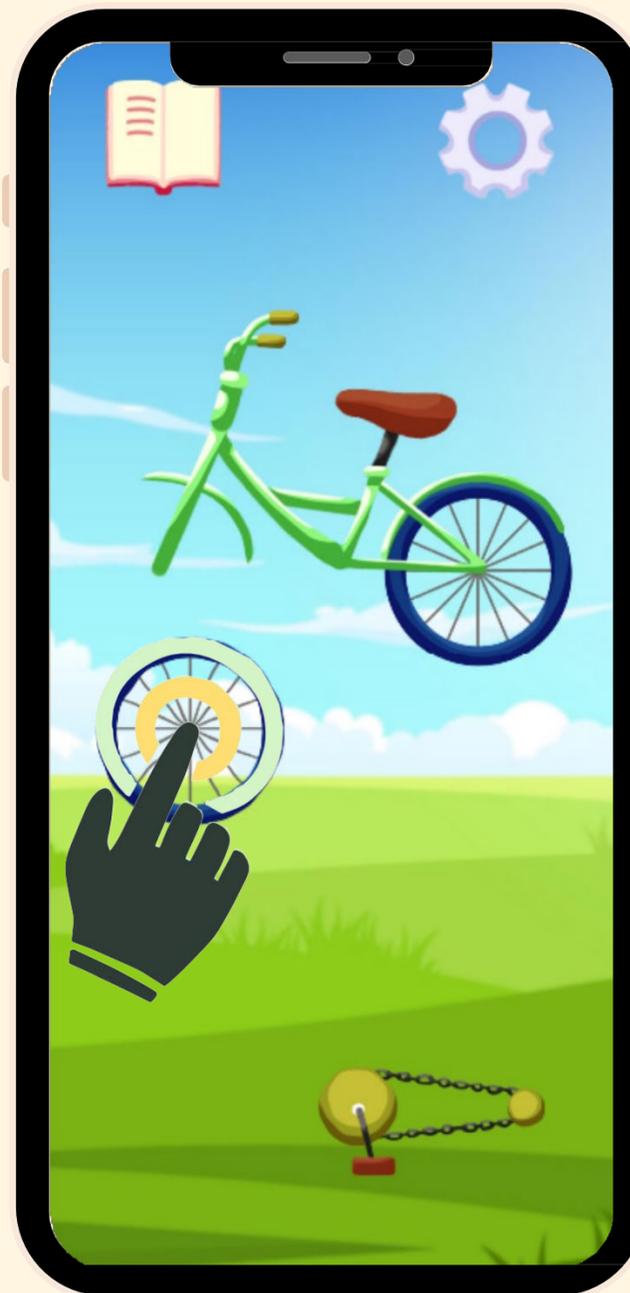
Annie Cohen
Kopchovsny

First level

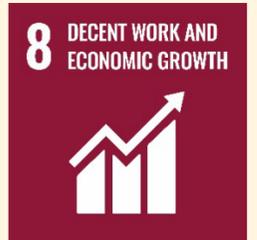
Drag the bike parts back into place to fix the bike.

Second level

Drag Annie's character to help her reach the finish line.



8. DECENT WORK AND ECONOMIC GROWTH



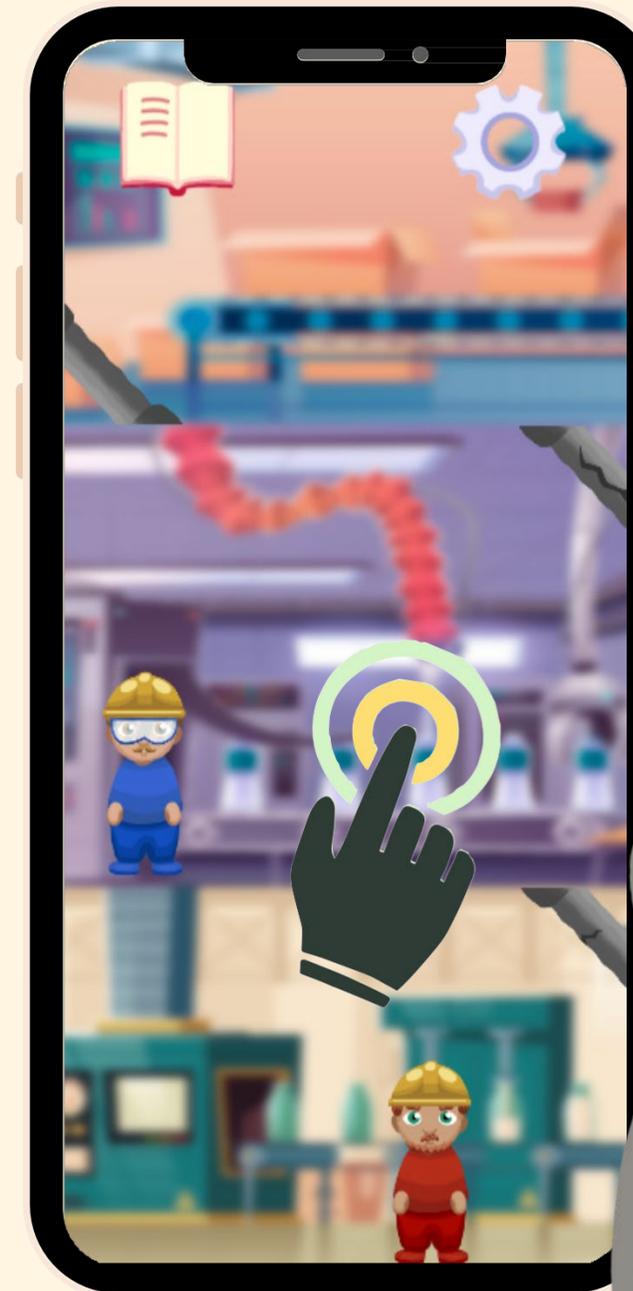
Mary Harris

First level

Click on the children to free them from work.

Second level

Click on the highlighted elements to increase safety measures at work.



9. INDUSTRY, INNOVATION AND INFRASTRUCTURE

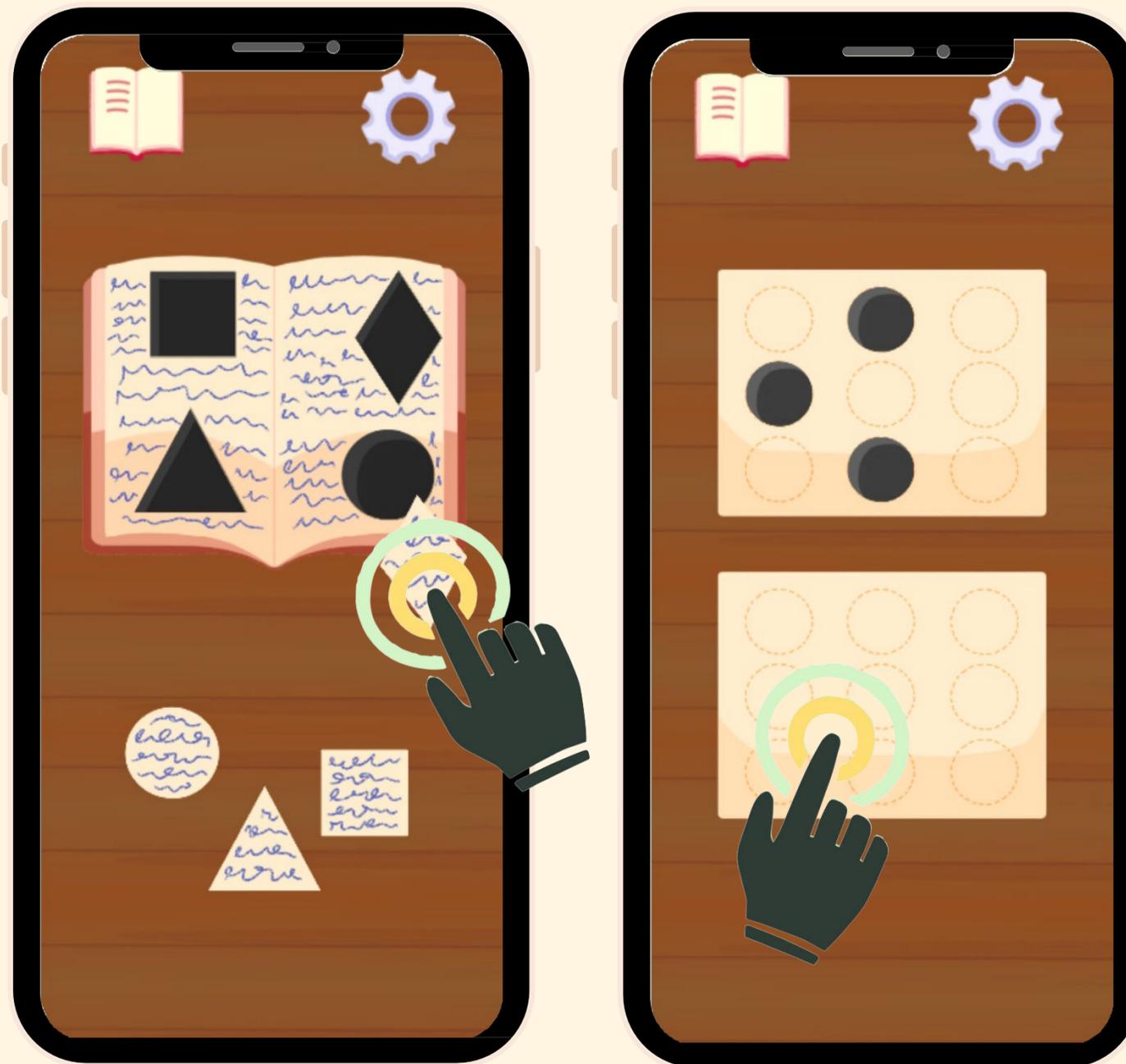
Ada Lovelace

First level

Drag the pieces of paper to the corresponding figure in the book.

Second level

Click on the circles on the bottom card to make them look like the top card.



10. REDUCED INEQUALITIES



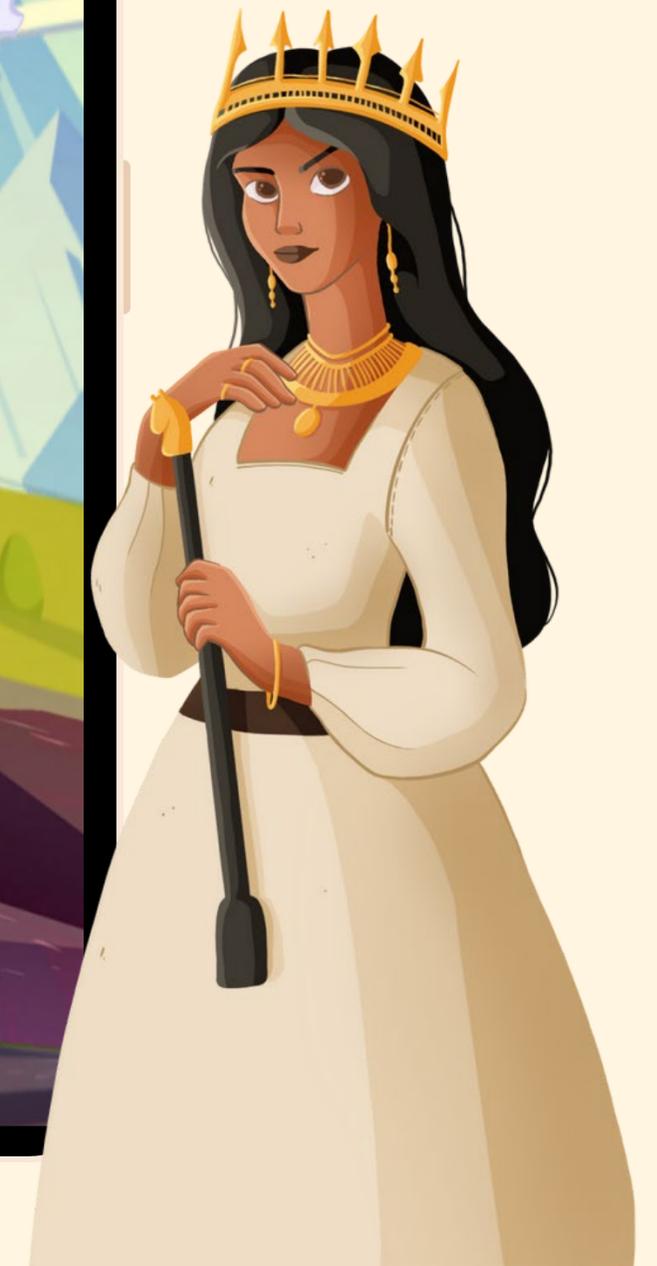
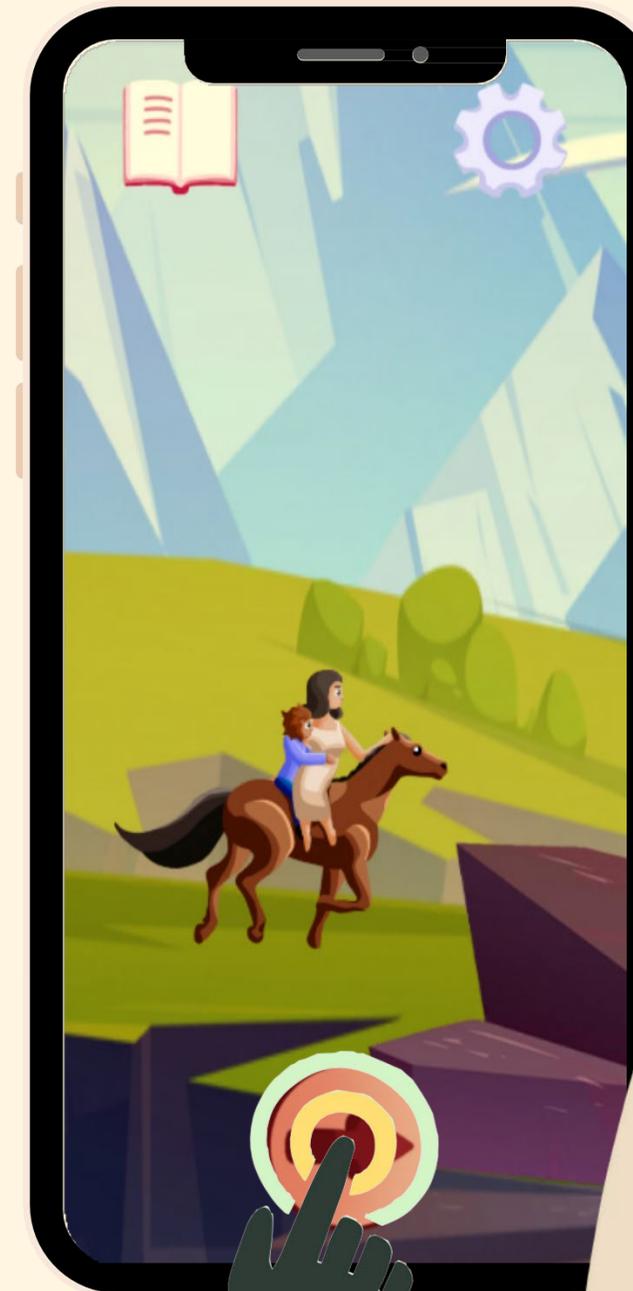
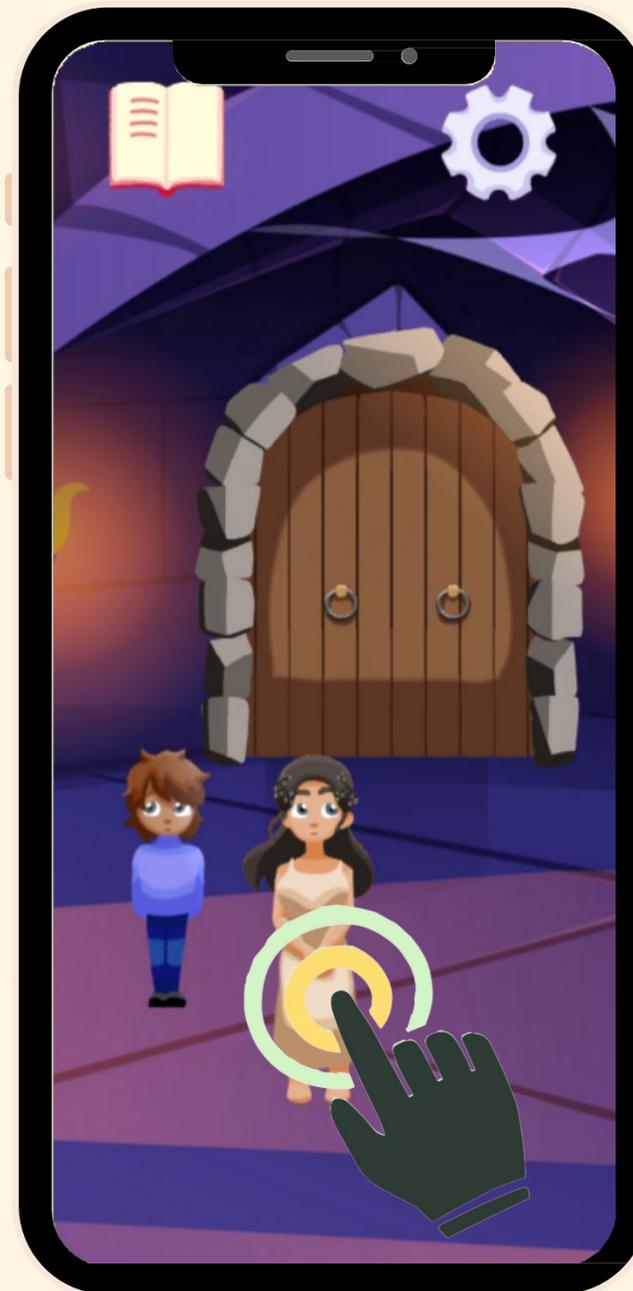
Moorish Queen of Ciuriana

First level

Drag the queen and her son together and when they are reunited, drag them towards the door so they can escape.

Second level

Repeatedly click on the button to escape on horseback.



11. SUSTAINABLE CITIES AND COMMUNITIES



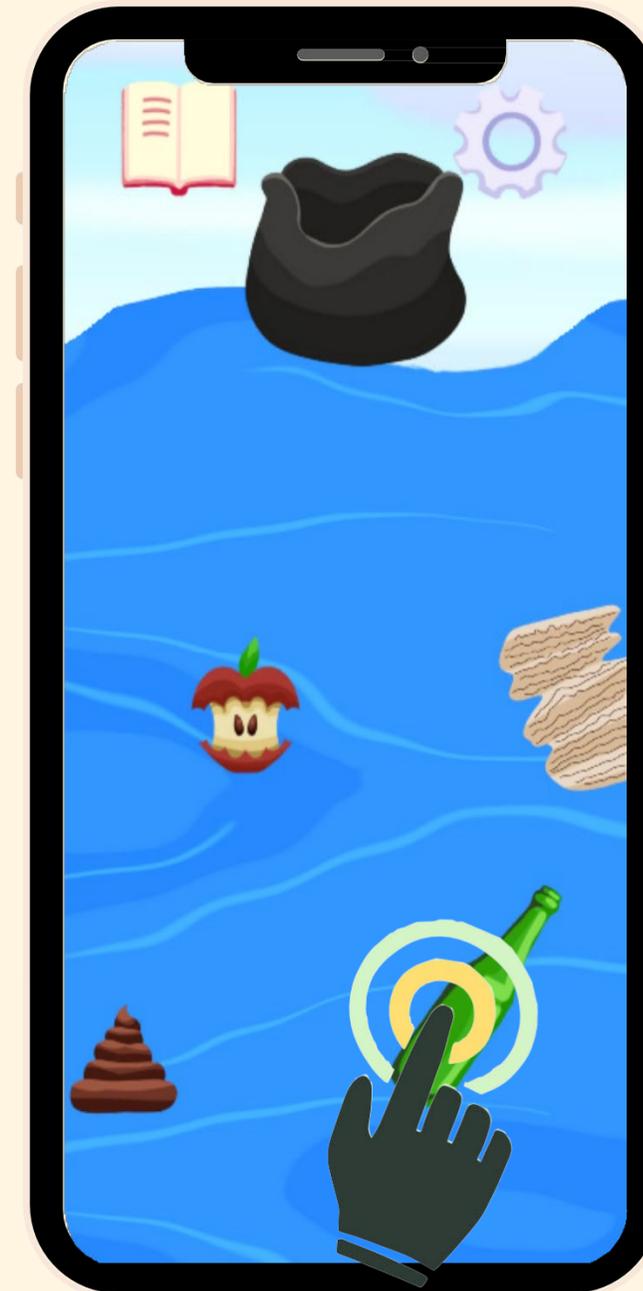
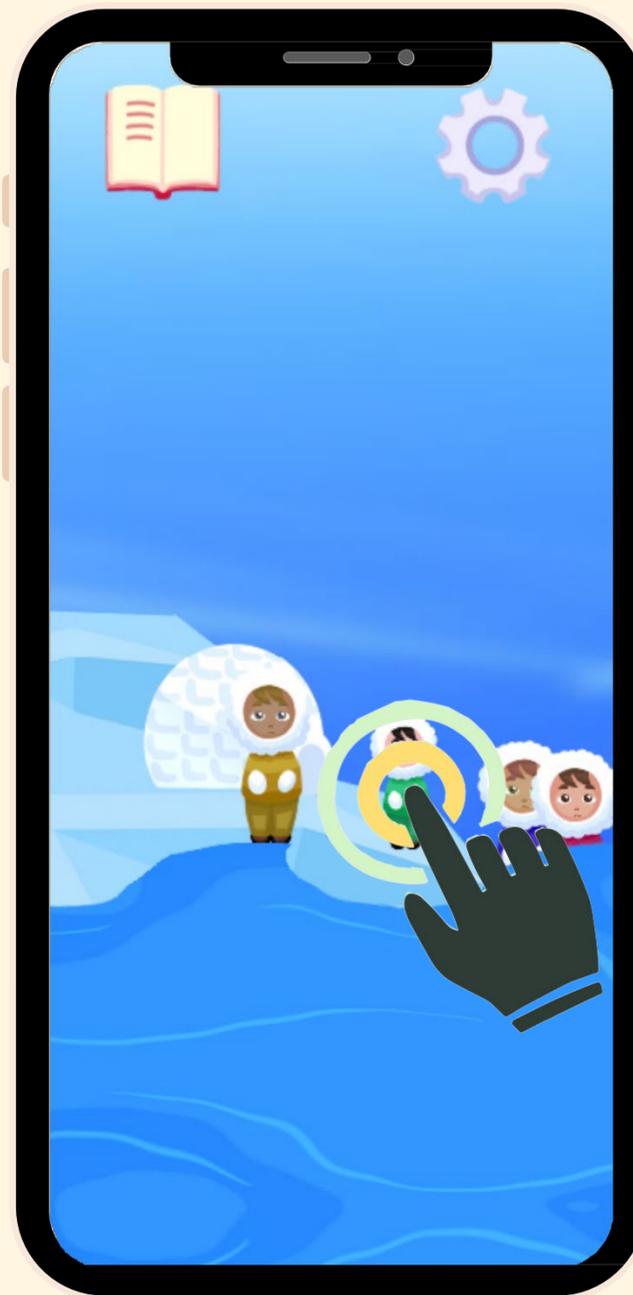
Sheila Watt-Cloutier

First level

Drag the Inuit into the igloo to save them from rising seas.

Second level

Drags rubbish from the sea into the bag to clean it up.



12. RESPONSABLE CONSUMPTION AND PRODUCTION



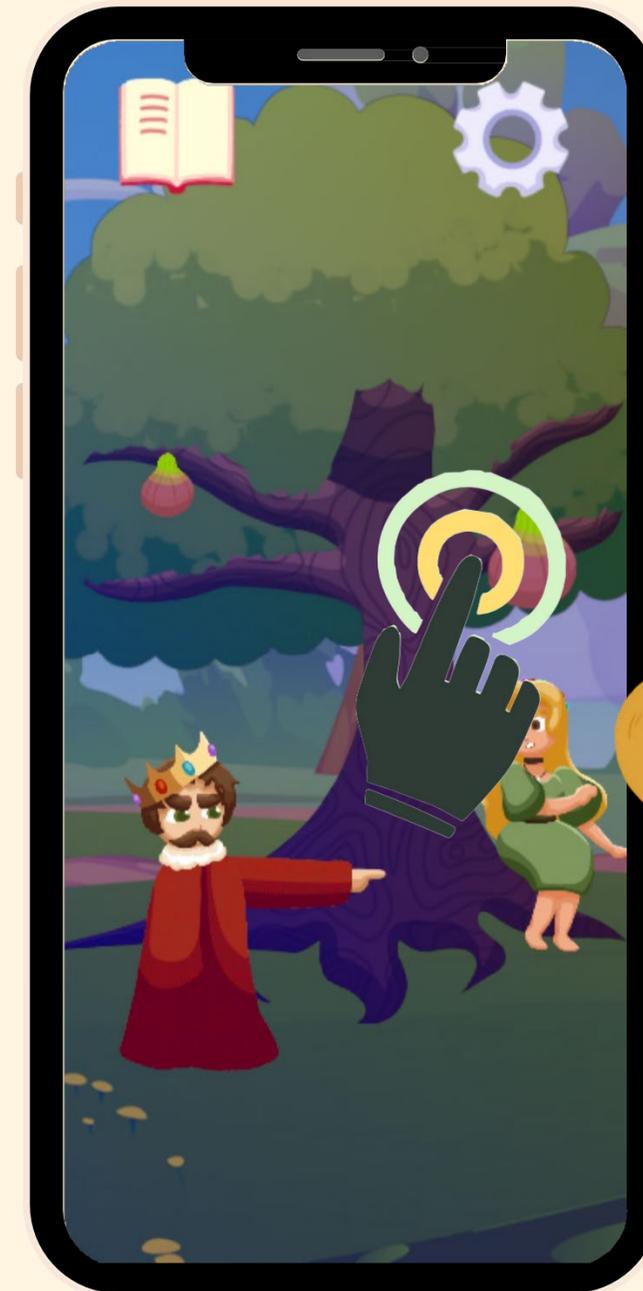
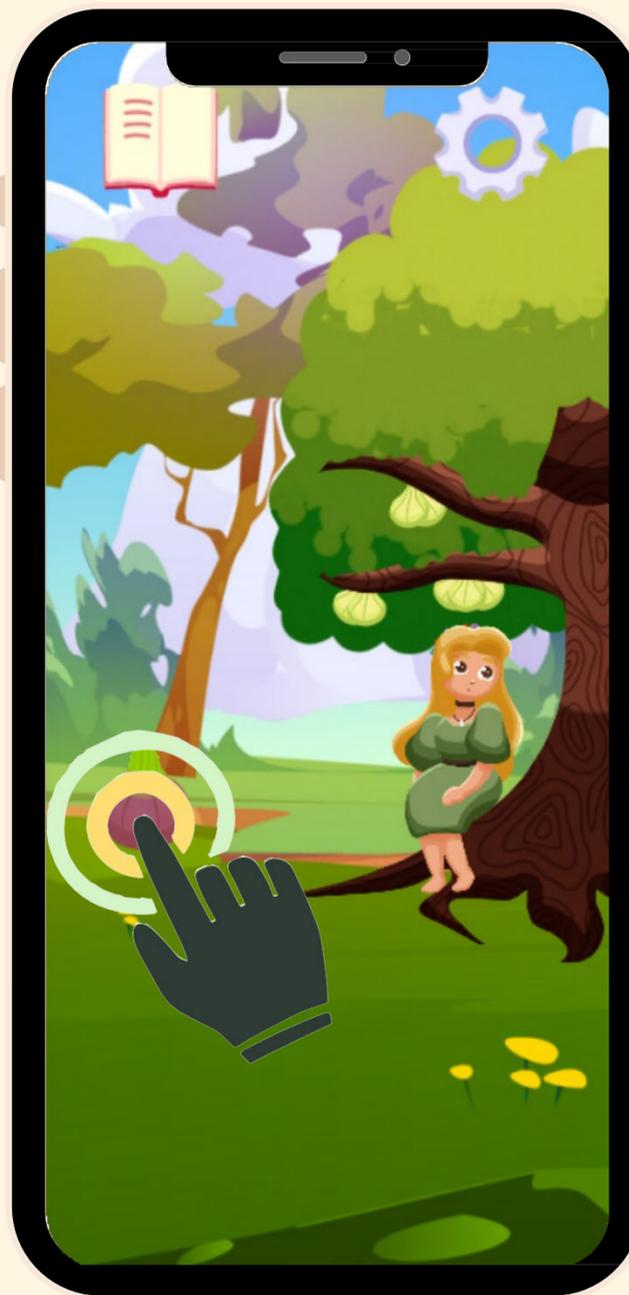
The enchanted fig tree

First level

Click on the figs falling from the tree to pick them up.

Second level

Tap on the figs that appear on the tree to make the big fig grow.



13. CLIMATE ACTION



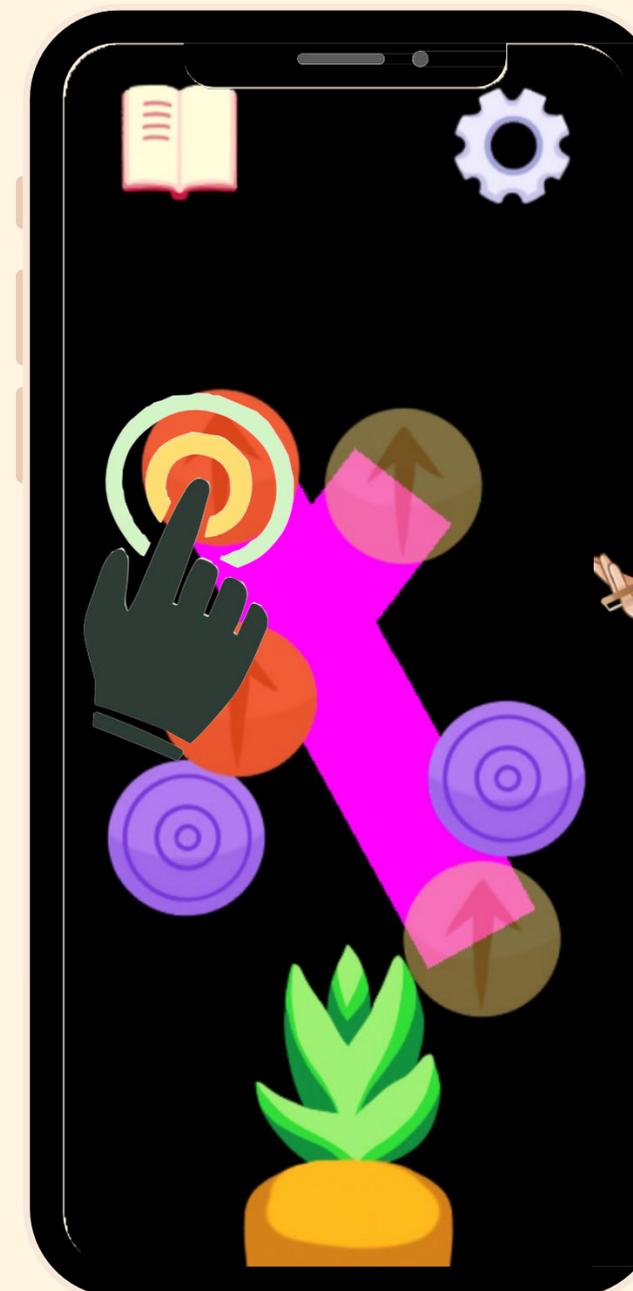
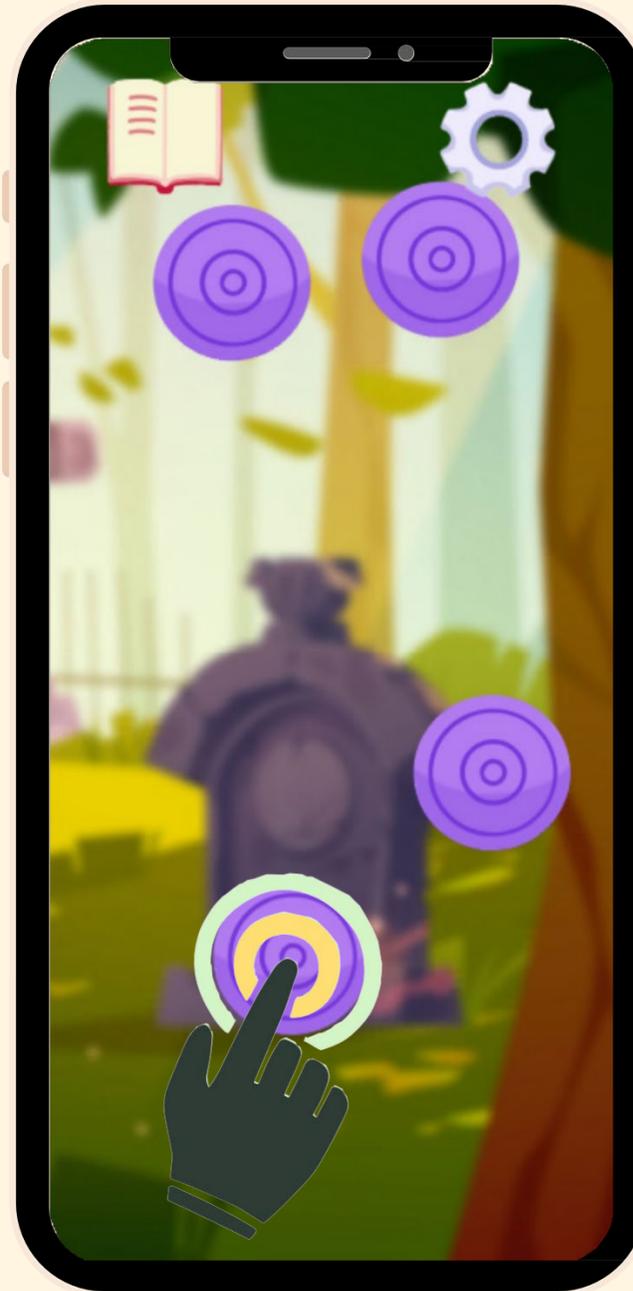
The white ghost

First level

Click on the targets as they appear.

Second level

Click on the targets and drag the arrows from one end of the road to the other.



14. LIFE BELOW WATER



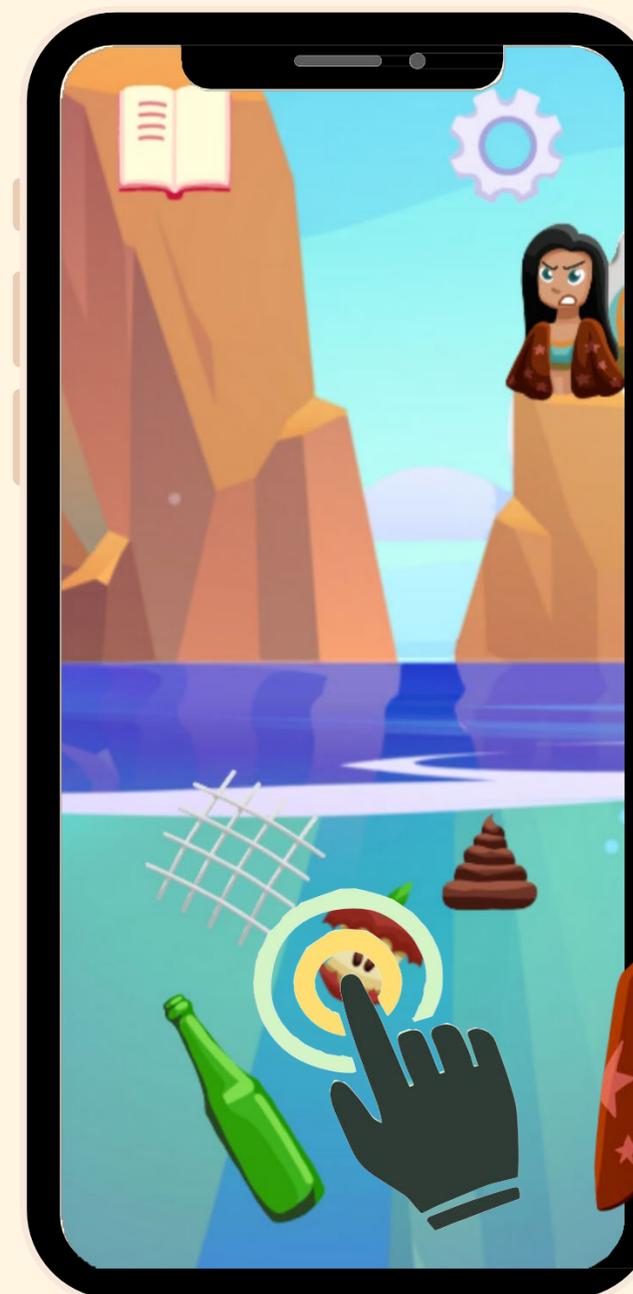
The rock of the maidens

First level

Drag the ship away from dangerous rocks.

Second level

Click on the rubbish to clean the maidens' home.



15. LIFE ON LAND



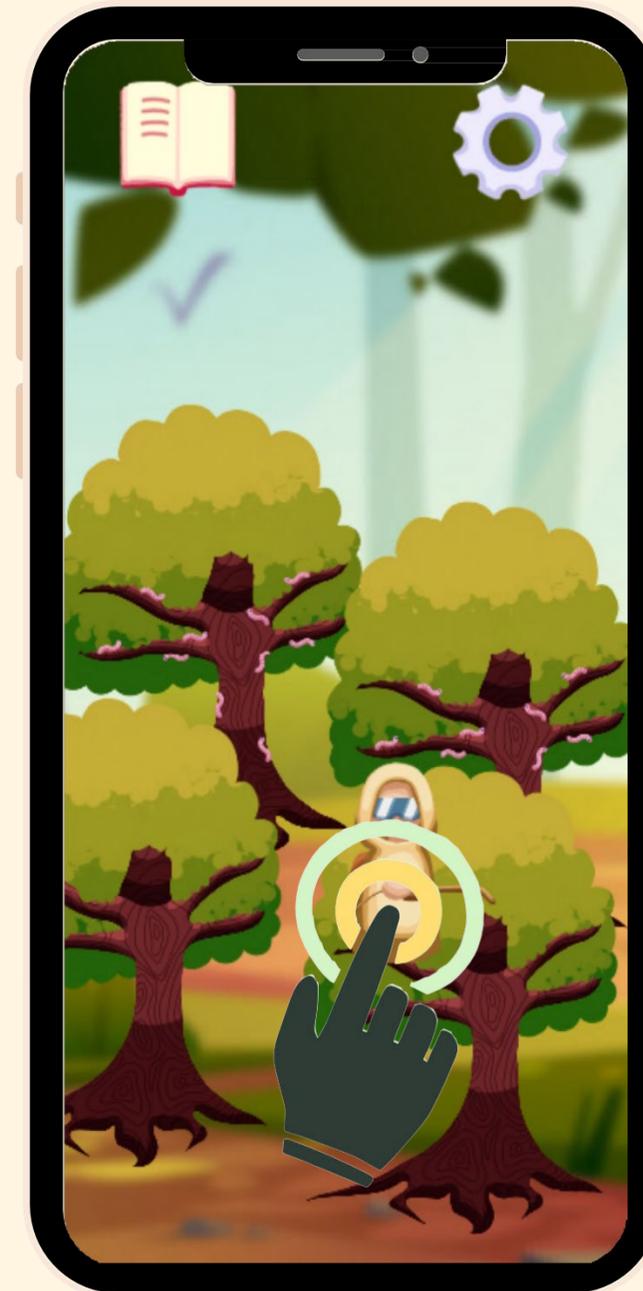
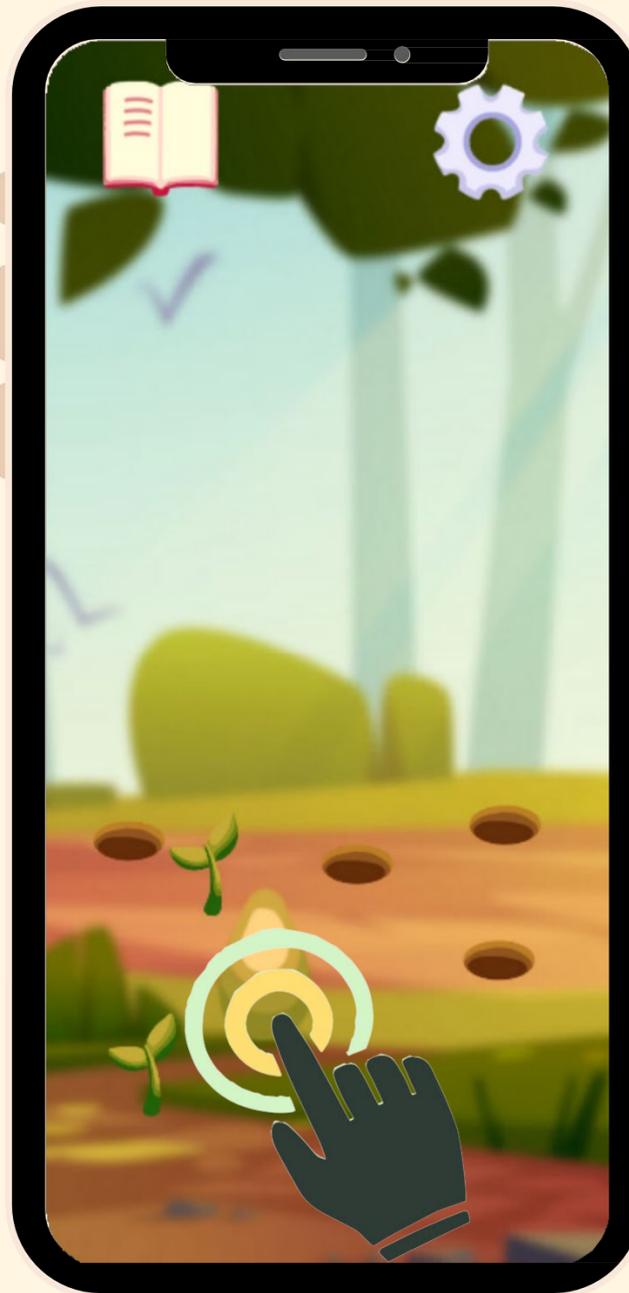
Aurora Gruescu

First level

Drag the seed along the forest floor to plant the trees.

Second level

Drag the character through the trees to eliminate the pest.



16. PEACE, JUSTICE AND STRONG INSTITUTIONS



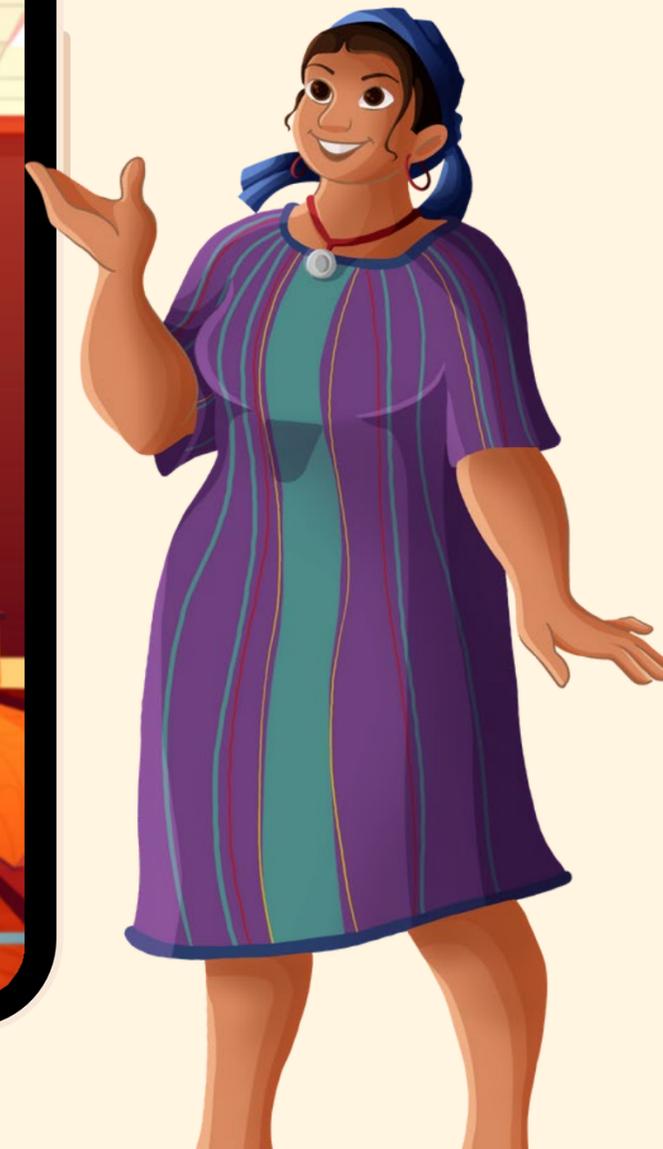
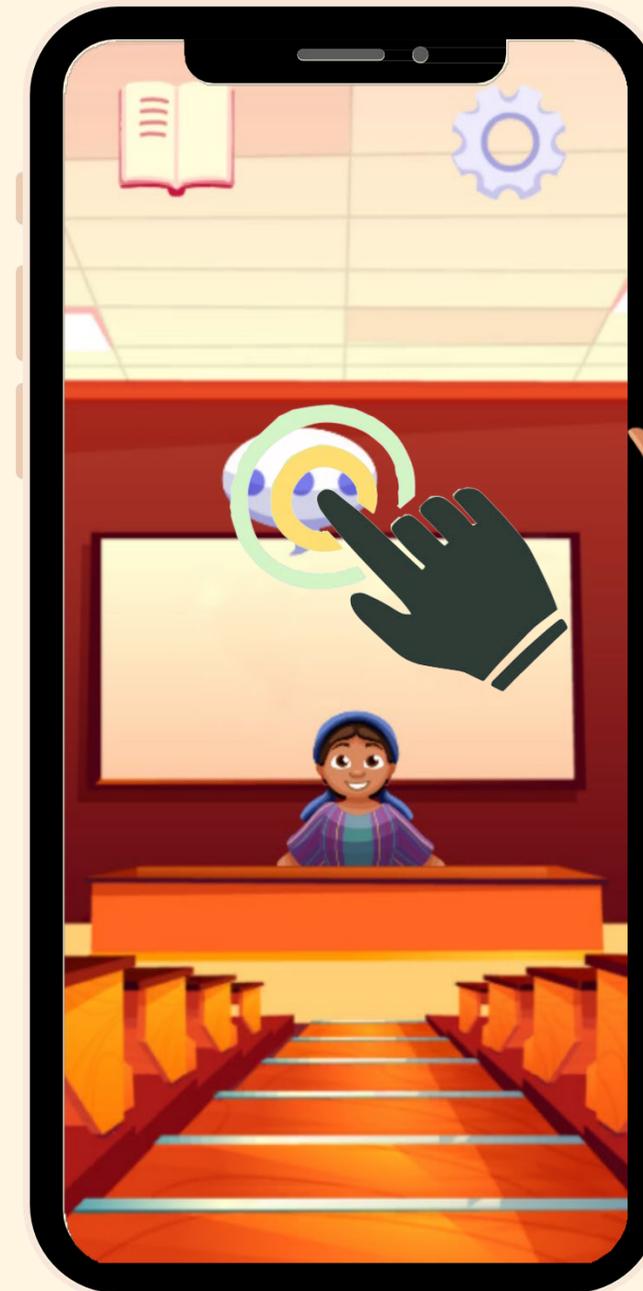
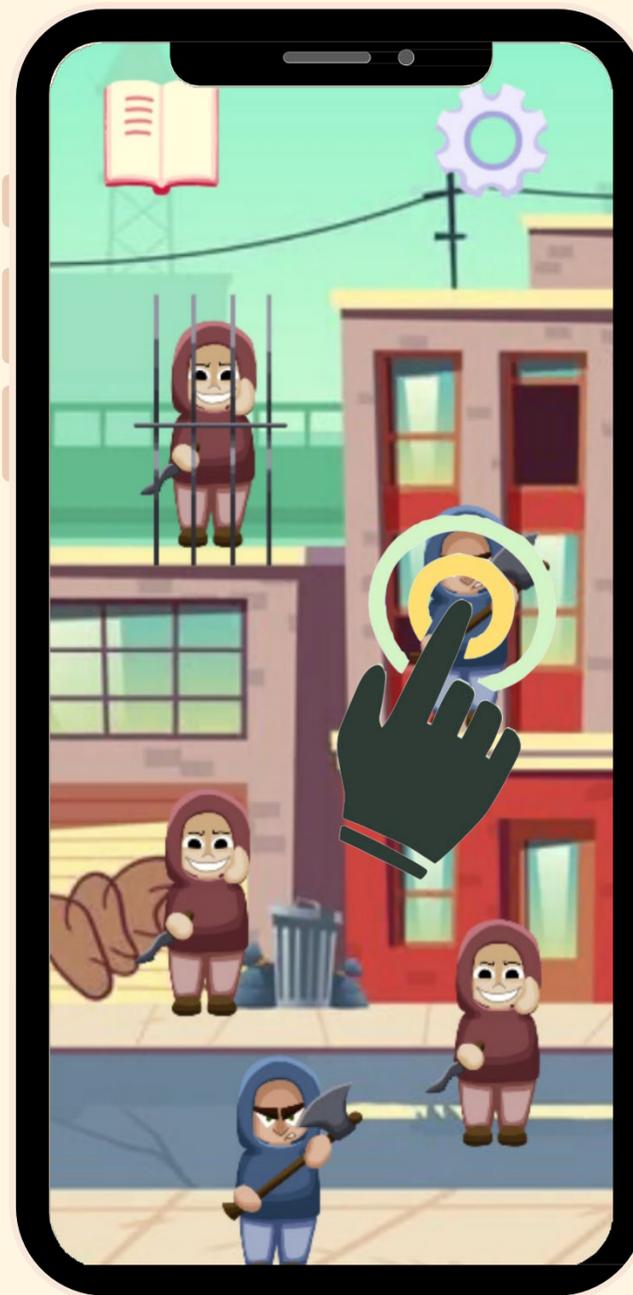
Rigoberta Menchú

First level

Click on the criminals to lock them up.

Second level

Click on the speech bubbles to speak at the congress.



17. PARTNERSHIPS FOR THE GOALS



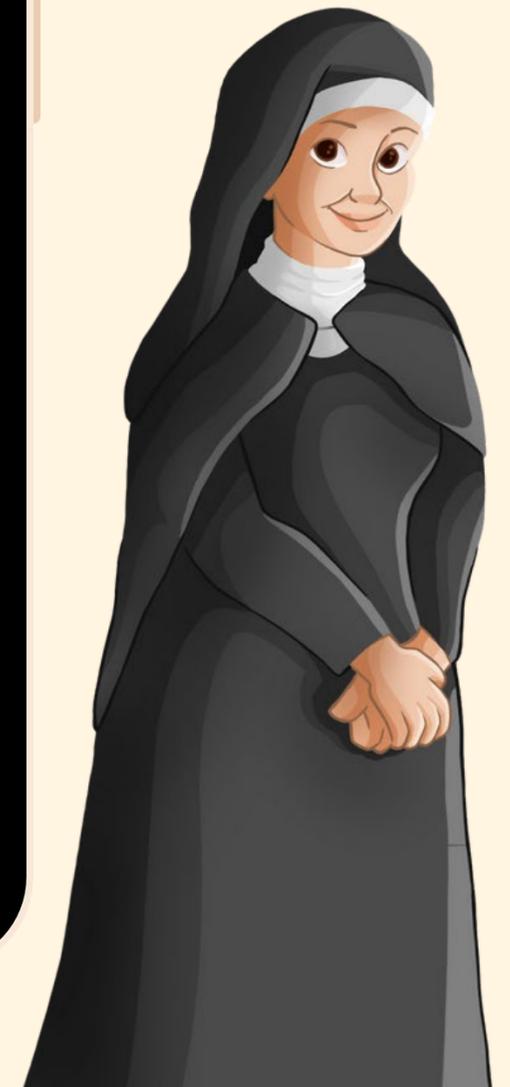
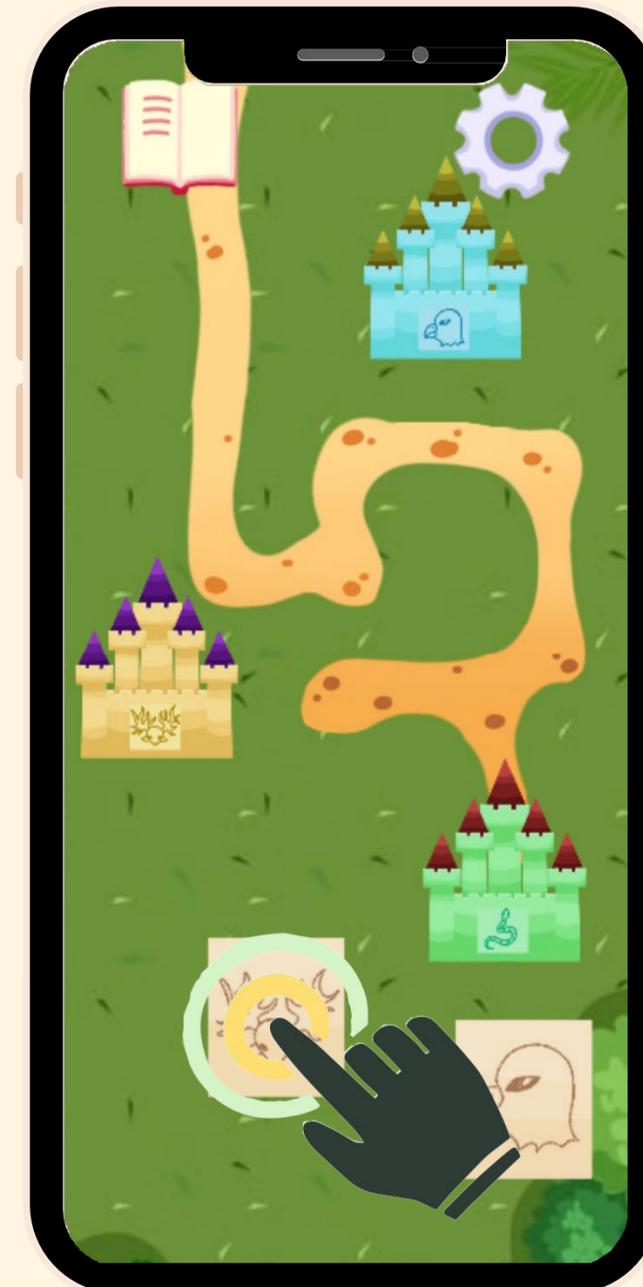
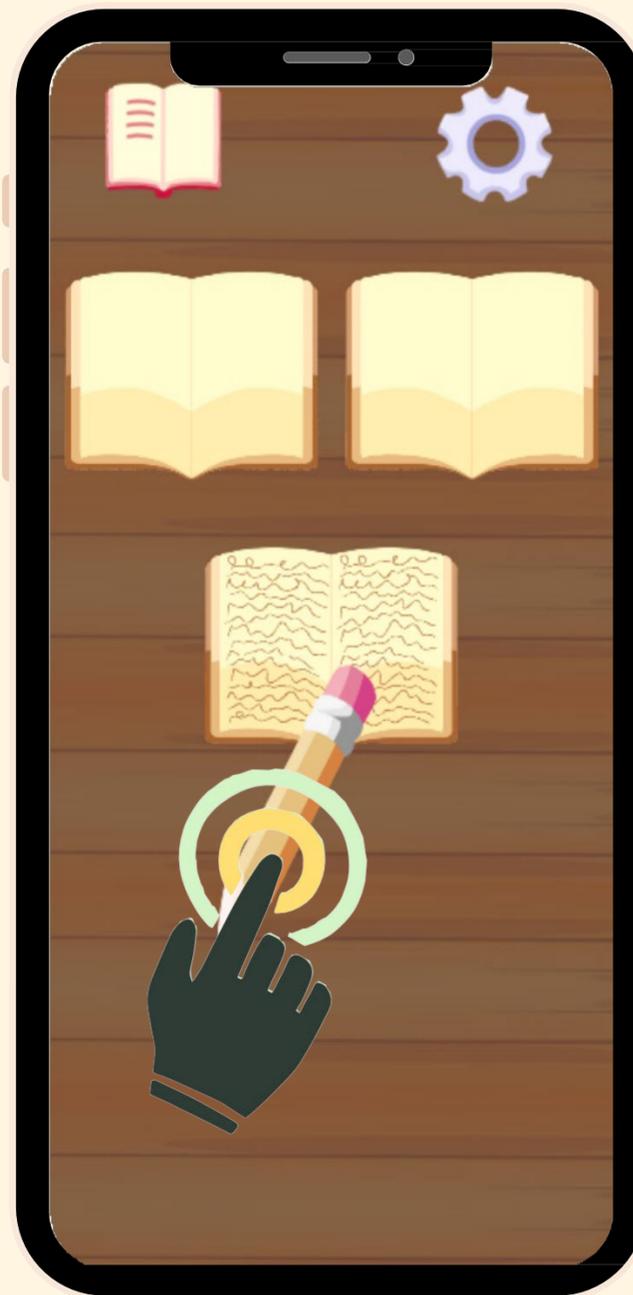
Santa Teresa de Jesús

First level

Drag pencil over books to write.

Second level

Drag icons over castles to make alliances between kingdoms.





Co-funded by
the European Union



Universidad
Francisco de Vitoria
UFV Madrid



Generation for INNOVATION, RESILIENCE,
LEADERSHIP and SUSTAINABILITY

THE GAME IS ON!

This project has been funded with support from the European Commission. This document reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

