

FUTURE ANYTHING



# ACTIVATE

Program Overview





## INTRODUCING **ACTIVATE**

Activate is Future Anything's flagship, in-curriculum program that empowers teachers, schools and young people to 'think' like entrepreneurs.

Unlike most other school enterprise initiatives, Activate integrates fully with mainstream curriculum delivery. Schools can select from a range of age-appropriate content across core subject focus areas including Science, English, Business, Health and Physical Education, STEM and Civics & Citizenship.

Future Anything supports teaching teams with extensive and personalised professional development, comprehensive lesson materials, suggested formative and summative assessment tools, plus ongoing networking, and real-time support designed to enrich the experience for educators, students and the broader school community.

Each year, Activate culminates in an exciting, large-scale pitching competition where the best student-led enterprises have the opportunity to win the funding and support to take their ideas out of the classroom and into the real world.

With supported educators leading future-ready curriculum, we really can bend the future; one youth-led idea at a time.



Future Anything  
transforms young  
people's curiosity and  
creativity into innovative  
ideas that make their  
world a better place.





# WHY ACTIVATE?

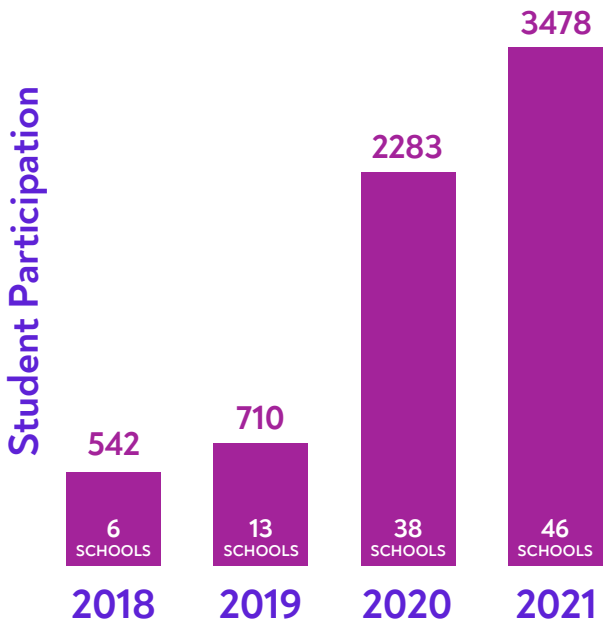
We're building a generation of young people who 'think' like entrepreneurs.

Activate uses entrepreneurship as a vehicle to build the capacity of young people across six key future capabilities.

Through the successful completion of targeted modules within the Activate program, students have the opportunity to achieve micro-credentials in each of the six future capabilities; a valuable evidentiary base for students to demonstrate their capacity in metacognitive skills and core competencies that are highly desirable in the workforce.

**100%** of teachers said they would recommend Activate to other teachers and schools.

**79%** of students said they would recommend Activate to other young people.



After completing Activate in 2021, students' confidence increased in all six future capabilities:

## 1. PROBLEM SOLVING

Good problem solvers are curious, and use their initiative to understand, define and tackle problems as they arise.

BEFORE ACTIVATE	AFTER ACTIVATE
<b>78%</b>	<b>85%</b>

## 2. COMMUNICATION

Good communicators speak clearly, listen actively and change how they communicate to suit different audiences.

BEFORE ACTIVATE	AFTER ACTIVATE
<b>74%</b>	<b>87%</b>

## 3. INNOVATION

Innovators challenge the way we do things through imagining new possibilities. They seek opportunities for improvement and are willing to try and test new ideas (even if they don't always work).

BEFORE ACTIVATE	AFTER ACTIVATE
<b>64%</b>	<b>77%</b>

## 4. ADAPTIVE MINDSET

People with an adaptive mindset adjust to feedback and change, and bounce back from setbacks. They staying curious and positive even when under pressure.

BEFORE ACTIVATE	AFTER ACTIVATE
<b>70%</b>	<b>79%</b>

## 5. COLLABORATION

Good collaborators have the ability to work with different people, build positive relationships and contribute to achieving shared goals. They are able to break large projects into achievable steps, and manage their time and resources efficiently.

BEFORE ACTIVATE	AFTER ACTIVATE
<b>75%</b>	<b>83%</b>

## 6. CRITICAL THINKING

Good critical thinkers question information (who is saying this and why?), look at different opinions or perspectives on an issue and challenge their own thoughts and ideas (why do I think this way?).

BEFORE ACTIVATE	AFTER ACTIVATE
<b>74%</b>	<b>84%</b>



# HOW IT WORKS

The Activate program includes professional development for teaching teams, comprehensive lesson materials (with ‘level up’ and ‘level down’ activities to support differentiation), formative and summative assessment tools and advice and inspiration to enrich the experience for both educators and students.

Activate culminates in a large-scale pitching competition where the best student led enterprises pitch against each other for the chance to secure the funding and support to take their ideas out of the classroom and launch them in the real world.



## TERM 1 PRE-PROGRAM

Educators access an extensive suite of curriculum resources and assessment instruments through our smart online platform.

All Activate educators are invited to attend a professional development workshop alongside other Activate schools unpacking the program specifics, exploring key pedagogical approaches and networking with colleagues from other schools to build connections and share best practice.

Future Anything works alongside your teaching team to contextualise the delivery of Activate for your school through our personalised induction program.

## TERM 2 AND/OR 3 PROGRAM DELIVERY

Activate educators deliver their chosen Activate curriculum stream in classrooms, supported with inspiration and advice through regular Live Learning sessions and regular check-ins.

Activate culminates in each school's very own showcase event, celebrating and sharing the innovative, scalable and sustainable business solutions that students have designed with your school and local community.

## TERM 4 POST-PROGRAM

Students submit their innovative ideas for a chance at exciting prizes and glory!

Expert judges select the top teams to progress to the Future Anything Grand Final, where they pitch to a judging panel of industry leaders.

Winners have the chance to secure funding and support to launch their business in the real world.

# ACTIVATE STREAMS

Activate offers ten focussed and engaging subject streams. All content has been developed by experienced educators and can be delivered within main-stream curriculum as an assessable unit of work.

Choose a single stream, or work alongside our team to build a whole school approach to entrepreneurial pedagogy through purposefully embedding a number of streams.

LEVEL*	ACTIVATE STREAM	THE MISSION? “As an entrepreneur...”	PROGRAM LENGTH
Entry	WELLBEING	...pitch an innovative idea that improves the mental health and wellbeing of a chosen target audience.”	20 x 60min lessons
Entry	CIVICS AND CITIZENSHIP	...pitch an innovative idea that encourages citizens to actively participate in their democracy.”	20 x 60min lessons
Entry	LOCAL ENTERPRISE	...pitch an innovative idea that could be sold (for a profit) at your local market.”	20 x 60min lessons
Entry	SPORT	...pitch an innovative idea that improves participation or performance in a chosen physical activity.”	20 x 60min lessons
Intermediate	SOCIAL ENTERPRISE	...pitch an innovative, scalable, and sustainable business that makes the world a better place.”	20 x 60min lessons
Intermediate	ENGLISH	...persuasively pitch an innovative idea that ‘closes the gap’ for a marginalised group of choice.”	30 x 60min lessons
Intermediate	SCIENCE	...pitch an innovative idea that makes the world a safer place from human impact or natural disasters.”	30 x 60min lessons
Challenging	BUSINESS ENTERPRISE	...pitch an innovative, scalable, and sustainable business that you have validated in-market.”	20 x 60min lessons
Challenging	STEM (Diegetic Prototyping)	...pitch an innovative and scalable idea that uses diegetic prototyping to make solutions from the future possible today.”	20 x 60min lessons
Challenging	STEM (Genetics and DNA)	...pitch an innovative and scalable idea that uses contemporary genetics research to solve a problem.”	30 x 60min lessons

\* Entry Level units are typically targeted to Year 7 or 8 students. Intermediate Level units are typically targeted to Year 8 or 9 students. Challenging Level units are typically targeted to Year 9 or 10 students. Depending on the context of your school, some units may be more applicable for different subjects/year levels. [Connect with us](#) to discuss the best option for your school.

Got a question? Check out our [FAQ](#) to see some answers to commonly asked queries.



# WHAT'S INCLUDED

1. **ACTIVATE INDUCTION PROGRAM** designed to contextualise the program delivery for you and your school. This includes a 30 minute onboarding consultation with your school's Lead Teacher and/or School Leadership Team and a 60 minute 1-1 professional learning session with your entire Activate Teaching Team.
2. **FULLY RESOURCED CURRICULUM AND ASSESSMENT INSTRUMENTS** for your chosen curriculum stream/s. This includes a unit overview, detailed lesson plans, activity templates, video case studies, formative and summative assessment tools and more, all with 'level up' and 'level down' activities to support differentiation for your students.
3. One day of **PROFESSIONAL DEVELOPMENT** for all Activate teachers. This engaging and dynamic day of learning and doing will focus on the tools needed to build an entrepreneurial, project-based learning classroom, as well as unpacking the curriculum delivery of Activate, plus valuable networking opportunities to connect with other like-minded, innovative Activate educators.
4. **ONE CATAPULT CARDS KIT** for your school. An innovative new enterprise teaching tool, [Catapult Cards](#) are a series of process-driven decks of cards that take students from looking at problems around them to pitching their own innovative, scalable and sustainable idea; one deck at a time.
5. **UNLIMITED COACHING AND SUPPORT** for the duration of the program via our dedicated online community, regular program updates and one-to-one real-time consultations.
6. **YOUR SCHOOL'S VERY OWN ENTREPRENEUR IN RESIDENCE (EIR)**, supporting you and your students with up to 5 hours of expert, industry support and mentorship.
7. All the guidance and support materials you need to run your very own **SCHOOL SHOWCASE** event; catalysing partnerships between educators, students and your local startup ecosystem.
8. **TAILORED EVALUATION & REPORTING** to assess the impact of Activate on your students' confidence in the future capabilities.
9. **POST-PROGRAM OPPORTUNITIES** for all students to apply for our high profile Future Anything Grand Finals, with winners securing the funding and support to take their ideas out of the classroom and into the real world.

# INVESTMENT

**SPECIAL OFFER FOR RETURNING ACTIVATE SCHOOLS\***

Register by 17th September, 2021

ALUMNI PRICING OFFER	ALUMNI PRICING OFFER	ALUMNI PRICING OFFER
<b>SINGLE STREAM</b>	<b>TWO STREAMS</b>	<b>THREE STREAMS</b>
1 x CURRICULUM SUBJECT STREAM ONLY	2 x CURRICULUM SUBJECT STREAMS	3 x CURRICULUM SUBJECT STREAMS
<b>\$1750+GST</b>	<b>\$2950+GST</b>	<b>\$3950+GST</b>
\$2950+GST	\$4950+GST	\$5950+GST
includes	includes	includes
unlimited students + teachers	unlimited students + teachers	unlimited students + teachers

Looking to unleash the entrepreneurial mindset of your students with more than three curriculum streams? We've got you covered. Get in touch with our team and we'll tailor a bespoke package for your school.

## NEXT STEPS

CLICK HERE TO REGISTER NOW

Need more info? Check out our Activate FAQ [here](#)

Want to chat about the options for your school? We'd love to hear from you, email us at [hello@futureanything.com](mailto:hello@futureanything.com)

\*Alumni pricing is for returning Activate schools only. Alumni pricing cannot be used in combination with any other discount or offer.

“

Activate is an amazing program that takes students through a process that not only helps them to create a business idea, but makes them believe in themselves. The Activate program enables students to experience a world outside of school, and show them all the possibilities they can achieve.”

Vicki Cull, Redbank Plains SHS

Program fees valid for 2022. Prices subject to change without notice.



# ADDITIONAL PROGRAMS AVAILABLE

If an in-curriculum program isn't for you right now, why not consider one of our workshop programs instead?

Delivered at your school by our experienced facilitators, our high energy workshops 'spark' innovative thinking and empower students to ideate, prototype and pitch solutions to problems they care about.



**FLARE**  
ONE DAY WORKSHOP

Flare is a fast paced day of listening, learning and doing. Young people hear from a diverse range of local entrepreneurs before rapidly prototyping their own innovative solutions.



**SPARK**  
TWO DAY WORKSHOP

This two day, facilitated workshop sparks curiosity, a drive to collaborate with others and a passion for solving problems that matter to your school and local community.



**IGNITE**  
FIVE DAY WORKSHOP

Ignite is our high energy, five day intensive workshop that culminates in students pitching innovative, scalable and sustainable ideas to a panel of judges in their school's very own Showcase Event.



**TEACHER PROFESSIONAL DEVELOPMENT**

Our practical, cross-curricular teacher professional development workshops unpack the 'what' and, more importantly the 'how' of an innovative and future-focused approach to teaching and learning.



“  
*I absolutely loved teaching the Activate program and can't wait to deliver it again next year. The Future Anything team is fantastic and provides regular, valuable support. It is an amazing, innovative and forward thinking initiative that the students can really get their teeth into.*”

Alexia Little,  
Cardijn College, SA







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