

INTRODUCING

ACTIVATE

Activate is Future Anything's flagship in-curriculum program that empowers teachers, schools and young people to build innovative ideas and enterprising mindsets.

enterprising adjective enterprising | \'enterprizing, 'enterpri-\: marked by an independent energetic spirit and by readiness to act.

Delivered over a Term or Semester, Activate integrates fully with mainstream curriculum delivery as an assessable unit of work in Business, Science, STEM, English, Design Technologies and Humanities classrooms.

Activate teachers are supported with hands-on and research backed **professional development**, a comprehensive toolkit (including **lesson plans**, formative and summative **assessment tools** and **case studies**) plus real-time and personalised coaching and support from Future Anything's team of experienced educators.

Activate students explicitly build the **future capabilities** needed to thrive in the future of work. They **celebrate their ideas** at a school showcase event and have the opportunity to take their ideas out of the classroom in our **national pitch competition**, with the best ideas winning the funding and support to launch out of the classroom and into the real world.

Activate schools are **future-focussed**, building **meaningful real-world connections between learning in the classroom and life outside the school gates**. They are connected to the innovation ecosystem through the provision of their very own 'Entrepreneur in Residence' and celebrate their students' and teachers' success through our national pitch competition and the Future Anything Educator Awards.

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



WHY FUTURE **ANYTHING?**

IPI WE KNOW SCHOOLS

Future Anything is the only entrepreneurial education provider in Australia that is founded and led by an educator. This means, we know schools and we know curriculum.

INDIVIDUALISED PROGRAMS

We know that curriculum is not plug and play, 'one size fits all'. We work with our schools to differentiate the delivery to ensure that your program supports the needs of your young people and your broader school community.

CONTINUED SUPPORT

We know that confident educators deliver compelling curriculum. That's why we're here for teachers. Our schools have access to ongoing on-demand coaching and support from the FA Team to ensure they're set up for success.

WE BELIEVE IN IDEAS

We're here for your students. We provide pathways post-program for your passionate entrepreneurs to take their ideas out of the classroom and into the real world.

WHY ACTIVATE?

We're building a generation of teachers and young people who 'think' like entrepreneurs; they are enterprising in the way that they approach learning and life.

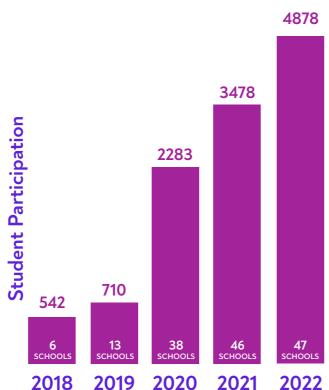
Activate uses entrepreneurship as a vehicle to build the capacity of young people across six key future capabilities.

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

2. COMMUNICATION

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

BEFORE ACTIVATE

4. ADAPTIVE MINDSET

People with an adaptive mindset adjust

to feedback and change, and bounce

back from setbacks. They stay curious and

positive even when under pressure.

AFTER ACTIVATE

3. CREATIVITY & 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).





AFTER ACTIVATE

ACTIVATE 70%

BEFORE



AFTER ACTIVATE

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

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?).





ACTIVATE

HOW IT WORKS

Activate is delivered over a whole term or semester by teachers who are empowered and supported by Future Anything every step of the way.



TERM 1

PRE-PROGRAM

Tailored school induction program

One day of (virtual) professional development

Access unlocked to the extensive

Activate curriculum

Introduction to your school's Activator 'Entrepreneur in Residence'

TERM 2 AND/OR 3

PROGRAM DELIVERY

Teachers lead Activate in their classrooms

Access to coaching and support from the Future Anything team

Each school hosts their school showcase event

Interested students apply for the Future Anything finals

POST-PROGRAM

The top 40 teams pitch in our (virtual) Semi-Finals

Winners progress to our high profile Future Anything Grand Final

Students secure funding + support to launch their ideas

Detailed evaluation and impact reports provided to all schools



PROGRAM SUMMARY

We offer six engaging, curriculum aligned streams as well as the exciting option to create your own stream.

ENTERPRISE STEAMS

Our Enterprise streams are perfect for schools looking to run an industry-connected and future-focussed project-based learning approach to entrepreneurship education that empowers students to ideate, prototype and pitch innovative business ideas that make their world a better place.

Curriculum Alignment:

Economics & Business | Religion & Ethics | English | Humanities & Social Sciences |

Design & Digital Technology | Maths

See page 10

MULTIDISCIPLINARY STEAMS

Our Multidisciplinary streams are perfect for schools looking to run a cross-curricular and curriculum aligned approach to project-based learning that empowers students to be the change they want to see in their world.

Curriculum Alignment:

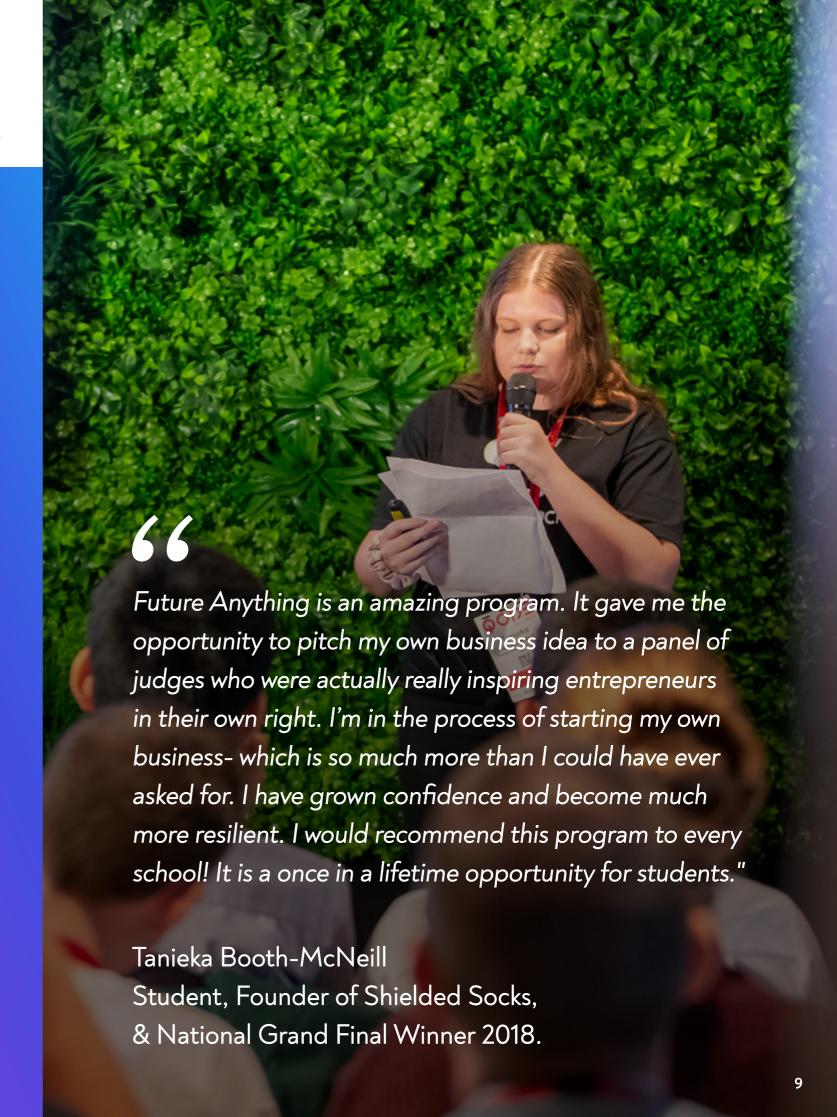
Science | Humanities & Social Sciences | Design & Digital Technology |
STEM | Health & Physical Education

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CREATE YOUR OWN

Got a wild idea for something completely different? Let us help you to build a bespoke unit of curriculum for you and your students. Fully resourced, curriculum aligned and with all the perks of being an Activate school.

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ENTERPRISE STREAMS

STREAM:	LOCAL ENTERPRISE	SOCIAL ENTERPRISE	STARTUP ENTERPRISE
Driving question:	"As an entrepreneur, design and develop an innovative product to sell (for profit) at a local market."	"As an entrepreneur, pitch an innovative business idea that makes the world a better place."	"As an entrepreneur, pitch an innovative, scalable, and sustainable business that you have validated in-market."
Students in:	Years 7/8	Years 8/9/10	Years 10/11
Delivery in:	Economics & Business, Design & Digital Technology, Maths	Economics & Business, Religion & Ethics, English, Humanities & Social Sciences, Design & Digital Technology, Maths	Economics & Business, Design & Digital Technology, Maths
Program duration:	1 Term / 10 weeks 20 x 60min lessons	1 Term / 10 weeks 20 x 60min lessons	1 Semester / 20 weeks 40 x 60min lessons
Overview:	Ideal for upper-primary and lower-secondary students, our Local Enterprise program is a great hands-on introduction to key business principles and financial literacy. Leaning into the principles of the Circular Economy and using our Entrepreneur's Odyssey, students ideate, prototype create a market product that they can sell for a profit. This program culminates in students running a market stall at your very own school-based market.	Our most popular stream, Social Enterprise has been implemented as a curriculum-aligned and assessable unit of work in everything from Year 9 Economics and Business through to Year 12 Religion and Ethics. This accessible and engaging program supports students to use business principles to ideate, prototype and pitch their own social enterprise; an idea that has the head of a business, but the heart of a charity. This program culminates in your students pitching their innovative ideas in your own 'Shark Tank' showcase experience.	Want to see your students move beyond just pitching ideas to launching them? Over the course of a whole semester, students first use the Entrepreneur's Odyssey to ideate, prototype and pitch their own innovative, sustainable and scalable business idea. Then, they are challenged - and supported - to launch that idea. Students will prototype and test and prototype again. They'll build a Minimum Viable Product (MVP), and engage their target customer in user interviews. Finally, they'll create a brand, and then market their idea in the real world. This is a practical and handson program that culminates in your own School Showcase Event

MULTIDISCIPLINARY STREAMS

STREAM:	PEOPLE X	PLANET X	TECHNOLOGY X
Driving question:	"As an entrepreneur, pitch an innovative idea that makes the world healthier, happier and/or more equitable for all."	"As an entrepreneur, pitch an innovative idea that reduces or reverses negative environmental impact on our planet."	"As an entrepreneur, pitch your prototype of an innovative solution that uses technology to make the world a better place."
Students in:	Years 7/8/9	Years 8/9/10	Years 9/10/11
Delivery in:	Science, Health & Physical Education, English & STEM	Science, Humanities & Social Sciences & STEM	Science, Humanities & Social Sciences, Design & Digital Technology & STEM
Program duration:	1 Term / 10 weeks 20 x 60min lessons	1 Term / 10 weeks 20 x 60min lessons	1 Term / 10 weeks 20 x 60min lessons
Sustainable Developmental Goal (SDG) Alignment:	 No Poverty Zero Hunger Good Health & Wellbeing Quality Education Gender Equality Decent Work & Economic Growth Reduced Inequalities Peace, Justice & Strong Institutions 	6 Clean Water & Sanitation 7 Affordable & Clean Energy 11 Sustainable Cities & Communities 12 Responsible Consumption & Production 13 Climate Action 14 Life Below Water 15 Life on Land	Any of the 17 SDGs
Overview:	experience a mental health condition in their lifetime and 9.2% of the	In a world that has already lost 80% of its forests and 27% of our coral reefs, the next generation has a complex and emergent role in tackling environmental challenges.	Technology is shifting at an exponential rate. Every second, 127 new devices are connected to the internet and the number of devices analyzing and sharing data is to hit 50 billion by 2030.

than \$1.90 a day.

Leaning on the SDGs as a global framework for change, students work in small teams to ideate, prototype and pitch an innovative idea that supports a healthier, happier and more equitable world for all.

Leaning on the SDGs as a global framework for change, students work in small teams to ideate, prototype and pitch an innovative idea that reduces or reverses negative impacts on our environment to create a more sustainable world.

Leaning on the SDGs as a global framework for change and diving into technology such as drones, robotics, Al, VR & AR, wearables, Web3, blockchain and cryptocurrency, students will work in teams to ideate, prototype and pitch an innovative solution that uses current and emerging technology to make the world a better place.



CREATE YOUR OWN STREAM

STREAM: CREATE YOUR OWN

Driving question:

We work with your teachers to design a Driving Question that aligns

to your key curriculum outcomes.

Students in: Years 7-12

Delivery in: You choose!

Program duration:

1 Term / 10 weeks 20 x 60min lessons

Overview:

Want your school's very own enterprising unit around space, agriculture, water, medicine, philosophy or something else entirely? Have a different idea for an enterprising curriculum, but not sure where to start? Or, maybe you have an existing unit that you'd like to shake up and revamp?

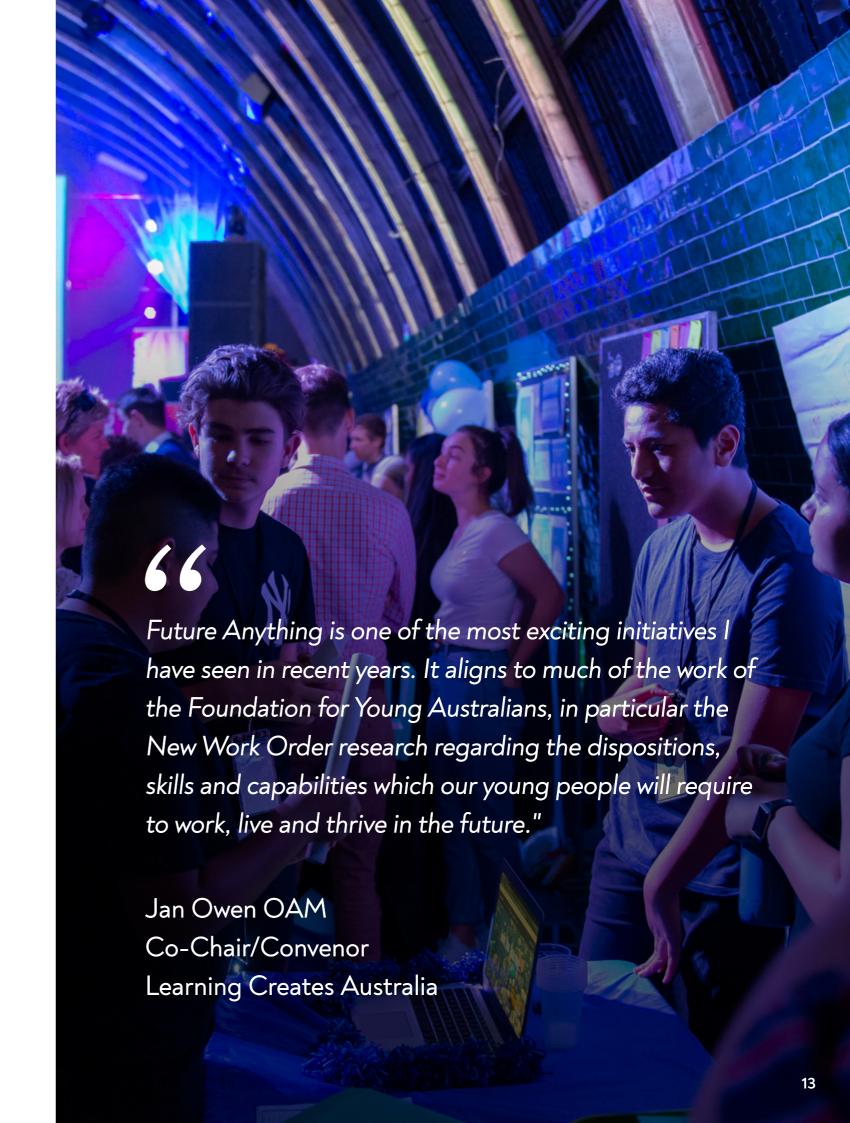
Let Future Anything help.

We work alongside your teaching team to co-design a fully resourced and assessable unit of work that culminates in your students presenting innovative ideas that make the world a better place.

We'll use the best of our resources alongside your own existing curriculum to supercharge a new engaging, hands-on and future-focussed unit purposefully designed for your school context.

Plus, you get all the benefits of being an Activate school, including:

- Ongoing coaching and support for your teachers
- ▶ Your school's own Entrepreneur in Residence (EiR)
- ▶ Your school's own Showcase experience
- ▶ The opportunity for all of your students to compete in our Future Anything Grand Finals where they could win the funding and support to launch their ideas out of the classroom and into the real world.



INVESTMENT

Choose one stream, or work alongside our team to build a whole school approach to project-based learning and/or entrepreneurship through purposefully embedding a number of streams. Not sure of the best option(s) for your school? Contact us and we'll work with you to develop the best fit for you.

ENTERPRISE & MULTIDISCIPLINARY STREAMS

1x SUBJECT STREAM

\$2950+GST

2 x SUBJECT STREAMS

\$4950+GST

3 x SUBJECT STREAMS*

\$5950+GST

Includes all Core Inclusions (see page 16) for unlimited teachers/students

CREATE YOUR OWN STREAM

\$6900+GST

One-day of face-to-face co-design on site with teachers and key stakeholders.

Design and development of a fully resourced curriculum, including lesson plans and resources.

Design and development of assessment instrument/s that are curriculum aligned.

PLUS all Core Inclusions (see page 16) for unlimited teachers/students

SUPERCHARGE YOUR EXPERIENCE

ACTIVATE ADD ONS

Want to deepen the Activate experience for your students and teachers? Bring Future Anything's experienced educators into your school in person with our Activate Add Ons:

ADD ON 1

FOR YOUR TEACHERS

Build educators' capability and confidence with a full day of face-to-face Professional Learning for your Activate teaching team on site at your school on a day of your choosing. We'll come to you, and contextualise the PD to meet the needs of your teachers and school community.

\$2950+GST

ADD ON 2

FOR YOUR STUDENTS

Amplify the Activate experience and boost student engagement with a one-day face-to-face workshop for your Activate students. We come to you; running an engaging day of listening, learning and doing that will set your students (and teachers) up for Activate success.

\$2950+GST

ADD ON 1 + 2

FOR YOUR SCHOOL

Why not have both? Add one day of face-to-face professional learning for your Activate teaching team AND an engaging one-day workshop for your Activate students.

Plus, to help build momentum, we'll also run a one hour PD session for your whole staff on one of the days.

\$5500+GST

CLICK HERE TO REGISTER NOW

*Bonus: Register for 3 subject streams and get Activate Add On 1 FREE, saving \$2950



60

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

WHAT'S INCLUDED

CORE ACTIVATE INCLUSIONS

Activate includes everything teaching teams need to embed enterprising mindsets in every classroom.

BESPOKE 1-1 INDUCTION PROGRAM

We meet with your key teachers and leaders prior to kicking off the program to ensure you're set up for Activate success.

TEACHER ONLINE PROFESSIONAL DEVELOPMENT WORKSHOP

All Activate teachers have access to an engaging day of professional learning covering everything from the pedagogy of project-based learning to networking with experienced Activate teachers on how to get the most out of the program.

FULLY RESOURCED CURRICULUM WITH ASSESSMENT INSTRUMENTS

Log in to our easy-to-use learning management system to access lesson plans, resources (including PowerPoints, templates, case studies and more!). See a preview of the content here.

YOUR SCHOOL'S OWN 'ENTREPRENEUR-IN-RESIDENCE'

Each school is matched with an industry leader, supporting teachers and students as a mentor, sounding board, and cheerleader throughout Activate. Meet the 2022 Activators here.

1x CATAPULT CARDS KIT

Catapult Cards are a series of process-driven decks of cards that support classrooms to go from looking at problems around them through to pitching their own innovative, scalable and sustainable idea. Check them out here.

ONGOING COACHING + SUPPORT FOR TEACHERS

Each school is partnered with a Future Anything Program Manager- your go to for everything you need throughout the delivery of the program.

ACCESS TO A COMMUNITY OF LIKE-MINDED EDUCATORS

Each year we have hundreds of teachers delivering Activate around the country (and the world).

SUPPORT TO DELIVER YOUR OWN SCHOOL SHOWCASE EVENT

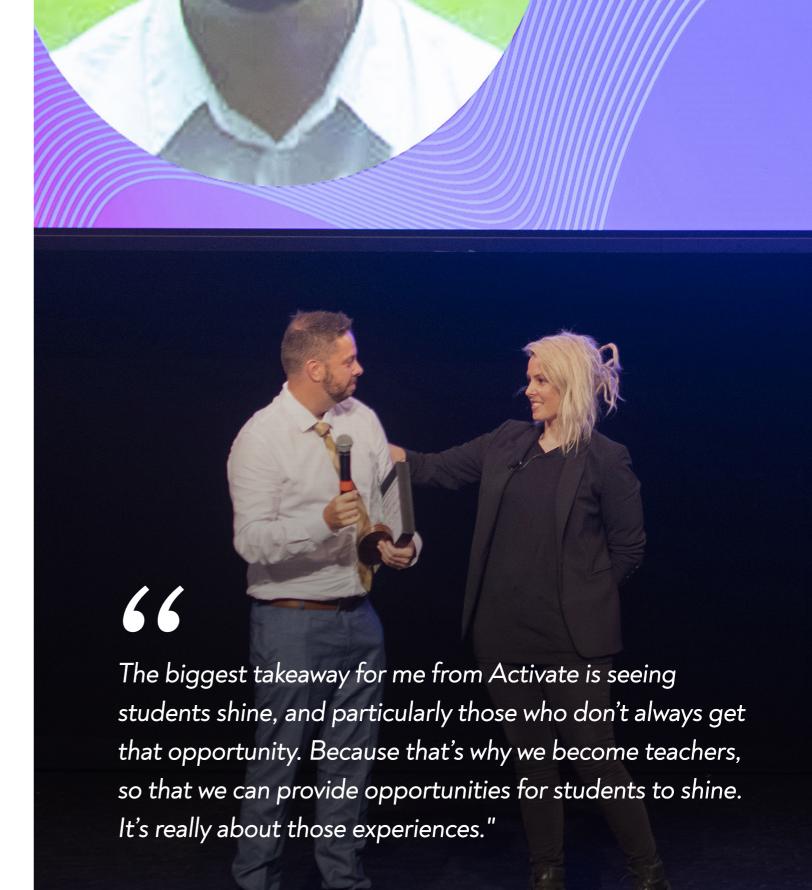
The culmination of your school's Activate program is your very own school-based showcase event. We support you with everything you need to run a calendar-stopper.

NATIONAL STUDENT COMPETITION WITH PRIZES

All students can apply for our Future Anything Finals with the chance to pitch for the funding and support to launch their ideas out of the classroom and into the real world.

TAILORED EVALUATION & REPORTING

As educators, we know how powerful real-time data can be for supporting you and your learners, so we provide all schools with bespoke impact reports pre- and post-program so you can see exactly what your students get out of their Activate experience.



Chris Gauthier

Yarrabilba State Secondary College & Future Anything Educator of the Year 2021



NEXT STEPS

Ready to bring Activate 2023 to your school?

Great! Click here to register now to secure your spot.

Have a question? Or need more information?

Check out our Activate FAQ here.

Want to chat about the right program for your school?

We'd love to hear from you, email us at hello@futureanything.com and we can set up a time to chat.



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futureanything.com

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✓ hello@futureanything.com

f Facebook

O Instagram

y Twitter

► YouTube Channel

Spotify Podcasts

₡ Apple Podcasts