



FUTURE ANYTHING

Activate 2025

Program Overview





Future Anything

Unleashing passion, potential and agency in every classroom.

Future Anything supports schools with a portfolio of curriculum-aligned programs for educators and students that build the 21st Century Skills that young people need to thrive in our ever-evolving world.

Why Future Anything?

We know schools and we know curriculum

Founded and led by an experienced team of educators, our programs are co-designed with teachers and young people and aligned to curriculum.

We're here for educators, every step of the way

We work with you and your team to ensure the learnings and impact of our work together continue beyond your program.

We're flexible, collaborative and responsive

We know every school (and class) is different. We work with you and your teaching team to contextualise your program so that it supports the needs of your students.

We're here for students

We provide post-program pathways for your passionate innovators to take their ideas out of the classroom and into the real world.



School Entrepreneurship Workshops



Activate In-curriculum Program



Teacher Professional Development



Our kids and staff have loved the opportunity to work with Future Anything. The opportunities to engage in real world learning, driven by the students' areas of interest, within a framework that supports the curriculum has been invaluable.

Our kids have engaged to such a high level with their social impact projects that we are expanding the opportunities this year, and I can't wait to see the outcome."

Andrew Peach,
Principal, Marsden State High School, QLD



Introducing Activate

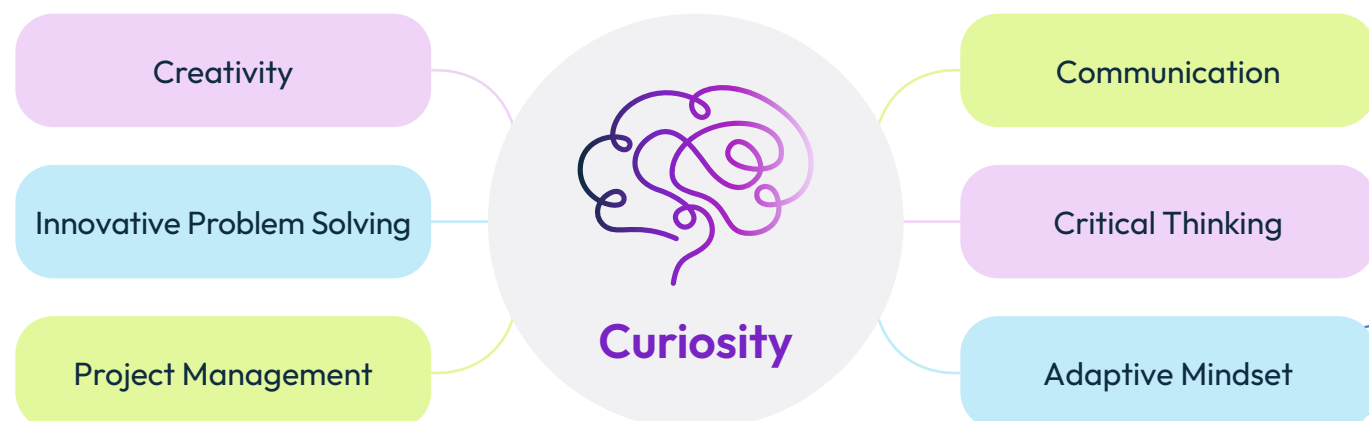
Activate is Future Anything's award-winning in-curriculum program.

Delivered over a term or semester by primary and secondary classroom teachers, young people take an enterprising approach to their learning: they ideate, prototype, and pitch their own innovative solutions to the problems in their world.

Using entrepreneurship as a vehicle, Future Anything programs build the 21st Century Skills required for young people to thrive in the future.

What do we mean by enterprising?

Enterprising (adj):
Marked by an independent, energetic spirit and by readiness to act.



All participating schools and students have the opportunity to enter their innovative ideas in a global competition, pitching for a share in tens of thousands of dollars in prizes, funding and support to launch their ideas into the real world.



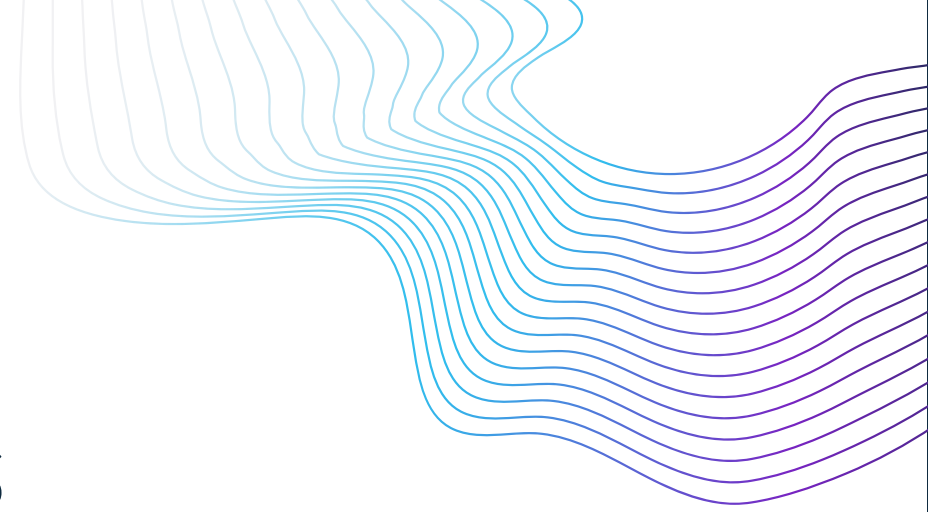
[In Activate, I learned] how to bounce back from challenges."

Activate student,
Alkimos College, WA

[I learned] critical thinking. This can help me when making decisions and solving problems efficiently."

Activate student,
Balcombe Grammar School, VIC





How does Activate work?

Activate is delivered in three phases, designed by experienced educators to set both teachers and students up for success.

1 Induction and professional development

After a bespoke onboarding and induction program, Activate schools get access to a suite of professional development opportunities to set their teaching team up for success.

Choose between our face-to-face Professional Learning Conference or virtual options, and continue to access 1-1 coaching and support from our experienced and friendly team throughout the delivery of the program.

Bespoke School Induction Program

Professional Development

Ongoing Coaching and Support

2 Program delivery

Activate teachers are provided with digital access to 20+ hours of curriculum content, including detailed lesson plans, case study videos and suggested assessment instruments.

Each Activate school is also partnered with their very own Activator or 'Entrepreneur in Residence'; an industry representative who provides 5+ hours of mentoring to teachers and students.

Fully Resourced Curriculum

Your own 'Entrepreneur in Residence'

Catapult Cards Kit

3 Celebration and impact

Activate schools are supported to run their own community 'Showcase Event' and all participating students have the opportunity to apply for the Future Anything Grand Final where winners receive the funding and support to launch their ideas in the real world.

Every Activate school also receives detailed impact and evaluation reporting.

School Showcase

High-profile Student Competition

Tailored Evaluation & Reporting



[In Activate, I learned] not to give up when things are hard and to keep trying."

Activate student,
St Michael's Collegiate, TAS





Activate Streams









Choose from seven curriculum-aligned subject streams, or 'Create Your Own' curriculum.

Enterprise Streams

Delivered most often in Business, Economics and Entrepreneurship subjects, our Enterprise Streams put students in the role of 'entrepreneur' and stretch them to develop financially sustainable ideas with commercial viability.

Impact Streams

Delivered in everything from Humanities and Science to Service Learning and Digital & Design Technologies subjects, our Impact Streams focus on curiosity and creativity, with optional booster modules which explore the 'business' side of innovation.

Stream	Mission	Final Product	Year 5	Year 6	Year 7	Year 8	Year 9	Year 10	Year 11	Year 12
 Local Market	"As an entrepreneur, design and sell an innovative, sustainable and profitable product at a local market."	A physical market stall with product/s for sale.	█							
 The Passion Project	"As an explorer, develop a project that brings a curiosity or passion you have to life, and share this with your community."	An engaging display at a school-based Passion Project Expo.	█							
 Side Hustle	"As an entrepreneur, create your own 'side hustle' as a way to make money whilst still at school."	A portfolio and/or multi-modal presentation of learning.			█					
 Impact X	"As a changemaker, share an innovative idea that tackles one of the UN's Sustainable Development Goals."	Tradeshow display and/or multi-modal persuasive pitch.			█					
 Social Enterprise	"As an entrepreneur, pitch an innovative social enterprise that makes the world a better place."	A multi-modal persuasive pitch.					█			
 Tech X	"As a designer, prototype an innovative solution that uses technology to make the world a better place."	A portfolio of learning that includes a prototype.						█		
 Startup Enterprise	"As an entrepreneur, build an innovative, scalable, and sustainable business that you have validated in-market."	A business report and/or multi-modal persuasive pitch.						█		
 Create your own	We'll work with you to choose a role, problem and context for students, co-designing your own bespoke mission.	We'll work with you to develop your own curriculum-aligned assessment instrument / final product.	█							



Activate in Action

Activate is for every student in every school. In 2024 alone, Activate reached:



7,500 students in Years 4-12



77 primary and secondary schools



318 classroom teachers



47% are government schools



36% are regional or remote schools



75% of students would recommend the program to others



100% of teachers would recommend the program to others

Key

- Activate students
- Activate teachers
- Years in Activate



Woodville High School



Impact X | Year 7 | Project Nova

Woodville HS has embedded Activate as part of a compulsory year-long Project Based Learning subject for all Year 7 students. With over 200 students participating, the Woodville team further boosted the impact of the program by adding-on bespoke Teacher Professional Development.

Emerald State High School



Side Hustle | Year 7 | Business & Economics
Social Enterprise | Year 10 | Business & Economics

Over the past three years, Emerald SHS has scaled up their approach to Activate by adding an additional stream, and even providing Year 10 students with a prototyping budget. In 2022, one of their teams travelled to Brisbane as a Showcase Finalist.

Yarrabilba State Secondary College



Side Hustle | Year 7 | Integrated English, Humanities and Media Studies
Social Enterprise | Year 8 | Integrated English, Humanities & Media Studies
Impact X | Year 9 | Integrated Science & Maths

Yarrabilba SSC embeds enterprise thinking school-wide, with every Year 7, 8 & 9 student engaging in different Activate streams. This future-focused approach saw them win 'Team of the Year' at the 2023 Future Anything Educator Awards.

St Luke's Catholic College



Social Enterprise | Year 9 | Life Design

Delivered over a term in Year 9 as part of their innovative whole-school approach to pastoral care (Life Design), St Luke's is famous for their annual Pitch Fest - a wonderful celebration of students' participation in Activate.

St Michael's Collegiate



Impact X | Year 7 | Project Based Learning

Collegiate has a strong experiential learning focus, and joined Activate following several successful Future Anything student workshops. Their Year 7 PBL program challenges students to solve problems relating to wellbeing.



Activate Investment

Everything teachers need to unleash passion, potential and agency in their classroom.

Choose your year level



Choose your stream



\$3,450^{+GST}



Supercharge your Activate Experience

- + Student workshop* \$2,950^{+GST}
- + Bespoke teacher PD* \$2,950^{+GST}
- + Additional stream \$1,750^{+GST}/_{/stream}
- + Create your own POA

*These are held on site at your school, and (in most cases) include all travel/accommodation costs for facilitator/s.

“Nervous excitement with anticipation; pitching an idea to a panel of judges after many weeks of ideating, preto and prototyping, persuading and pitching the solution product to a problem that matters to them - that is what it is all about. Seeing the excitement bubbling as each team submits their application, pitches in the Shark Tank and reflects on the growth they have made... if passion for learning is the goal, Activate is the tool!”

Activate teacher,
Matthew Flinders Anglican College, QLD



Ready to bring Activate to your school?

Click here to register 

Want to chat about the right program for your school?

We'd love to hear from you, email us at:
hello@futureanything.com

www.futureanything.com/activate



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