# The future of schooling:

# From provocation to practice.

**Future Fest**

**29th August 2024**

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# How are you feeling right now?

| Enraged | Panicked | Stressed | Jittery | Shocked | Surprised | Upbeat | Festive | Exhilarated | Ecstatic |
|---------|----------|----------|---------|---------|-----------|--------|---------|-------------|----------|
| Livid | Furious | Frustrated | Tense | Stunned | Hyper | Cheerful | Motivated | Inspired | Elated |
| Fuming | Frightened | Angry | Nervous | Restless | Energised | Lively | Excited | Optimistic | Enthusiastic |
| Anxious | Apprehensive | Worried | Irritated | Annoyed | Pleased | Focused | Happy | Proud | Thrilled |
| Repulsed | Troubled | Concerned | Uneasy | Peeved | Pleasant | Joyful | Hopeful | Playful | Blissful |
| Disgusted | Glum | Disappointed | Down | Apathetic | At ease | Easygoing | Content | Loving | Fulfilled |
| Pessimistic | Morose | Discouraged | Sad | Bored | Calm | Secure | Satisfied | Grateful | Touched |
| Alienated | Miserable | Lonely | Disheartened | Tired | Relaxed | Chill | Restful | Blessed | Balanced |
| Despondent | Depressed | Sullen | Exhausted | Fatigued | Mellow | Thoughtful | Peaceful | Comfortable | Carefree |
| Despair | Hopeless | Desolate | Spent | Drained | Sleepy | Complacent | Tranquil | Cozy | Serene |

HIGH ENERGY

LOW ENERGY

LOW PLEASANTNESS

HIGH PLEASANTNESS

We are feelings creatures and beings and we have to honor and cherish

"Emotion regulation is not about not feeling. Neither is it exerting tight control over what we feel. And it's not about banishing negative emotions and feeling only positive ones. Rather, emotion regulation starts with giving ourselves and others the permission to own our feelings—all of them."

- Professor Marc Brackett

# Mono-culture forest

# Mixed-growth natural forest

?

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# Mechanistic

## Simple & Complicated

Hierarchical structure

Knowledge & skills siloed

Role definitions

Routines

Reducible/lock-step functions

Chain of command

Training

Stick to the fixed plan

# Biologic

## Complex

Feedback loops

Knowledge & skills shared

Cross-scale relationship

Sense making

Adaptive strategies

Looking for patterns

Learning while doing

Prototyping and testing

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# How do you feel about the future?

# What excites you most?

# Biggest challenge?

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"The future is already here - it's just not evenly distributed."

- William Gibson

# THE CONE OF POSSIBILITIES

YOU ARE HERE

POSSIBLE FUTURES

PREFERRED FUTURES

PROBABLE FUTURES

PLAUSIBLE FUTURES

TIME

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Source: Joseph Voros, "A Generic Foresight Process Framework," 2003

Singularity
UNIVERSITY
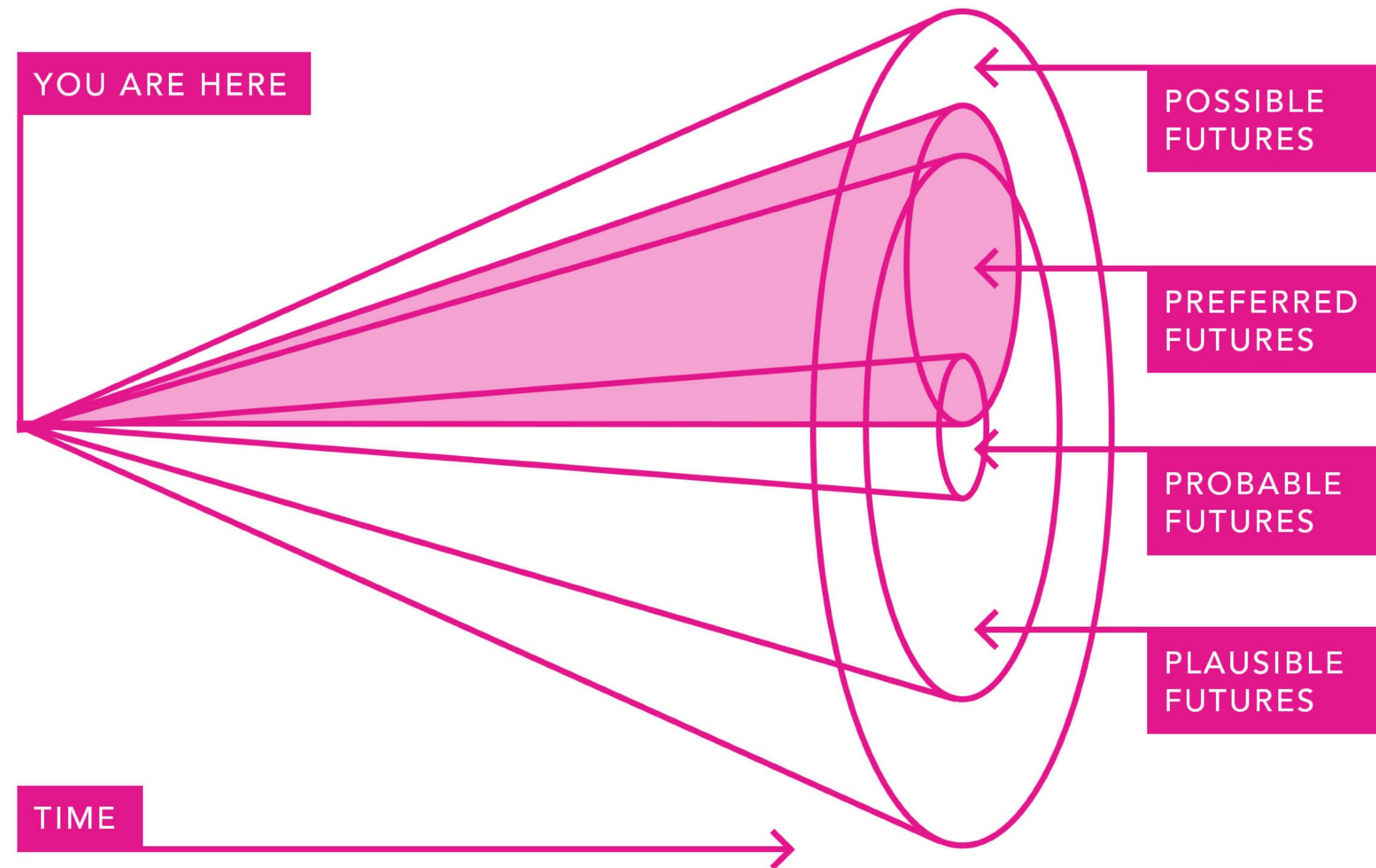
# Figure 3. Three-horizon thinking
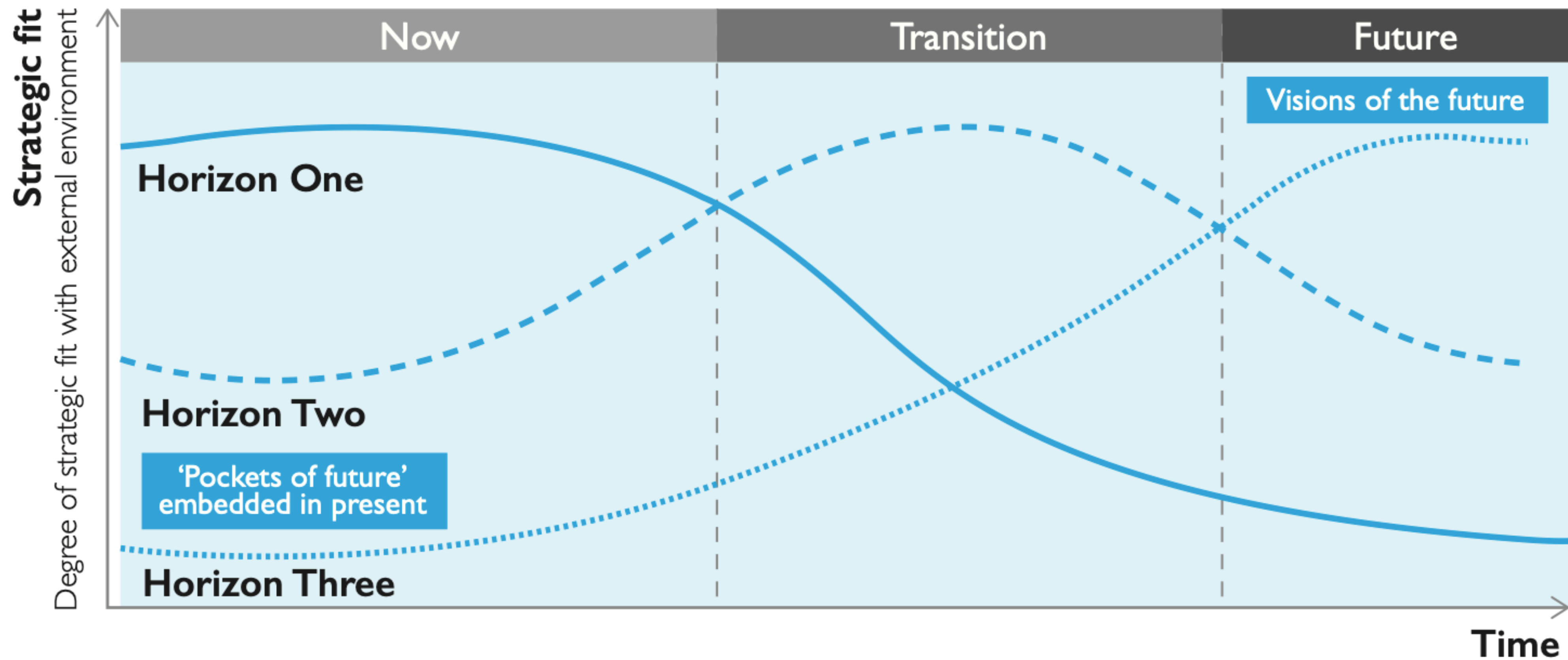


Source: Adapted from the International Training Centre's Foresight Toolkit,
at training.itcilo.org/delta/Foresight/3-Horizons.pdf.

Instead of arbitrarily assigning goals on a quarterly or yearly time line, use a cone instead. First identify highly probable events for which there's already data or evidence, then work outward. Each section of the cone is a strategic approach, and it encompasses the one before it until you reach major systems-level evolution at your company.



More — Data, evidence, and certainty

Tactics — Strategy — Vision — Systems-level evolution

1–2 years — 2–5 years — 5–10 years — 10+ years

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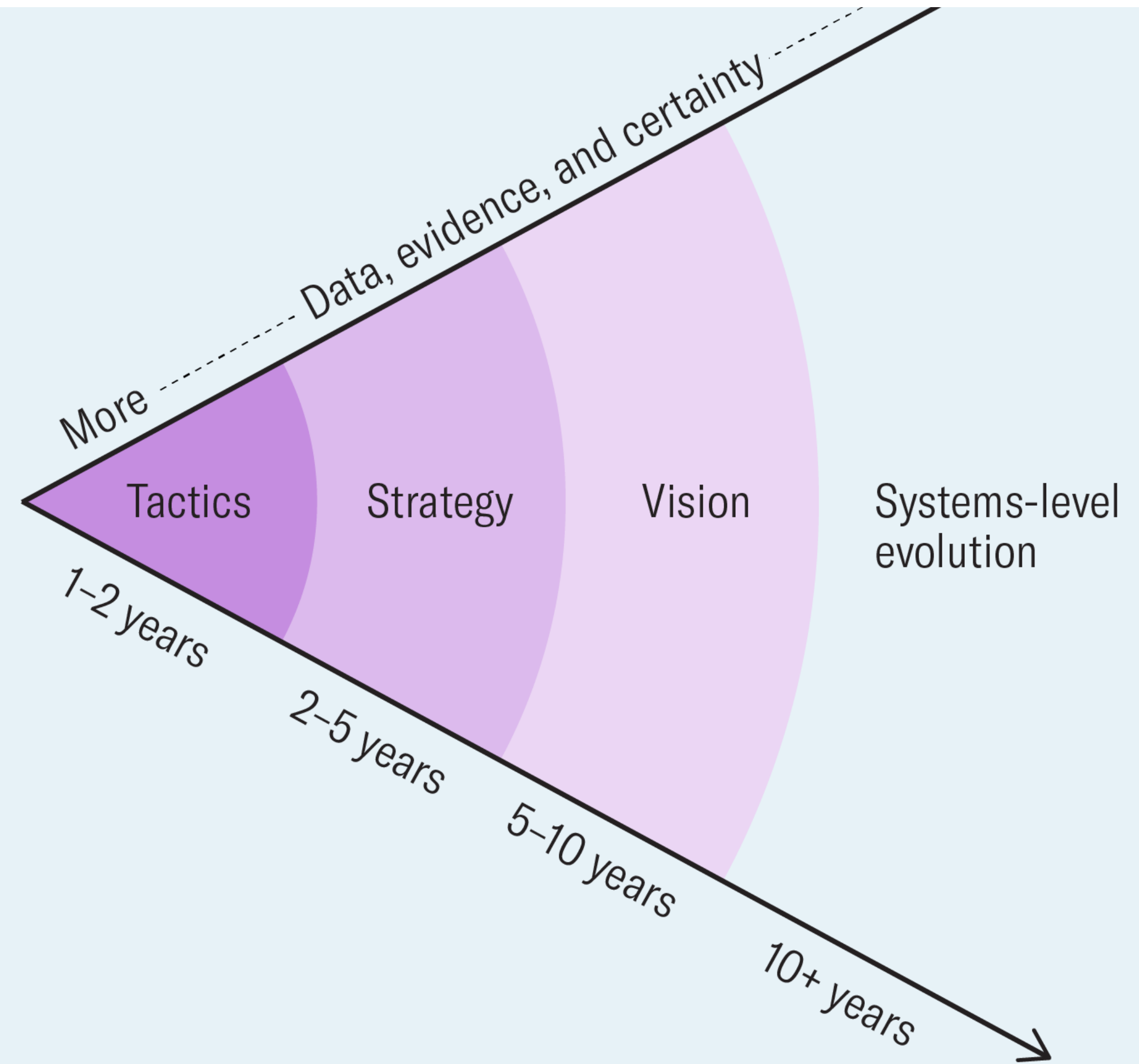
# What is the future we actually want?

## Just because we can, should we?

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# Center for Humane Technology

# Ledger of Harms

**BETA VERSION**   Updated June 2021

Under immense pressure to prioritize engagement and growth, technology platforms have created a race for human attention that's unleashed invisible harms to society. Here are some of the costs that aren't showing up on their balance sheets.

We hope these factoids, each supported by a citation, help to advance your work. Please share with others who might also find them useful.

This ledger is a work in progress -- we welcome your feedback and suggested corrections. This project is made possible by our generous funders.
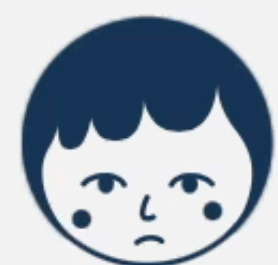
# The Next Generations

From developmental delays to suicide, children face a host of physical, mental and social challenges

# What happened on 30 November 2022?

# What happened on the 15th February 2024?

ChatGPT

Canva

Whimsical Diagrams

DALL·E

Explore GPTs

Yesterday

Light Theme Party Checklist

AI Ethics & Student Involvement

AI in Education: Ethical Integration

Previous 7 Days

TLF Policy Documents

AI Ed Conference Recap

Senior Researcher Role Summary

New Ways of Working

Innovative English Teaching

Motivating ESL with SDT

Add Team workspace
Collaborate on a Team plan

Louka Parry

ChatGPT 4

# How can I help you today?

**Plan a trip**
to experience Seoul like a local

**Give me tips**
to overcome procrastination

**Make me a personal webpage**
after asking me three questions

**Help me pick**
an outfit that will look good on camera

Message ChatGPT

ChatGPT can make mistakes. Check important info.

# Tyler Perry halts $800m studio expansion after being shocked by AI

**US film and TV mogul says he has paused his plans, having seen demonstrations of OpenAI video generator**

**Dan Milmo** *Global technology editor*

Fri 23 Feb 2024 21.06 AEDT

Share



📷 Tyler Perry said: 'I am very, very concerned that in the near future, a lot of jobs are going to be lost.' Photograph: John Angelillo/UPI/Rex/Shutterstock

Tyler Perry has paused an $800m (£630m) expansion of his Atlanta studio complex after the release of OpenAI's video generator Sora and warned that "a lot of jobs" in the film industry will be lost to artificial intelligence.

The US film and TV mogul said he was in the process of adding 12 sound

Generate an image of a 1943 German Solidier
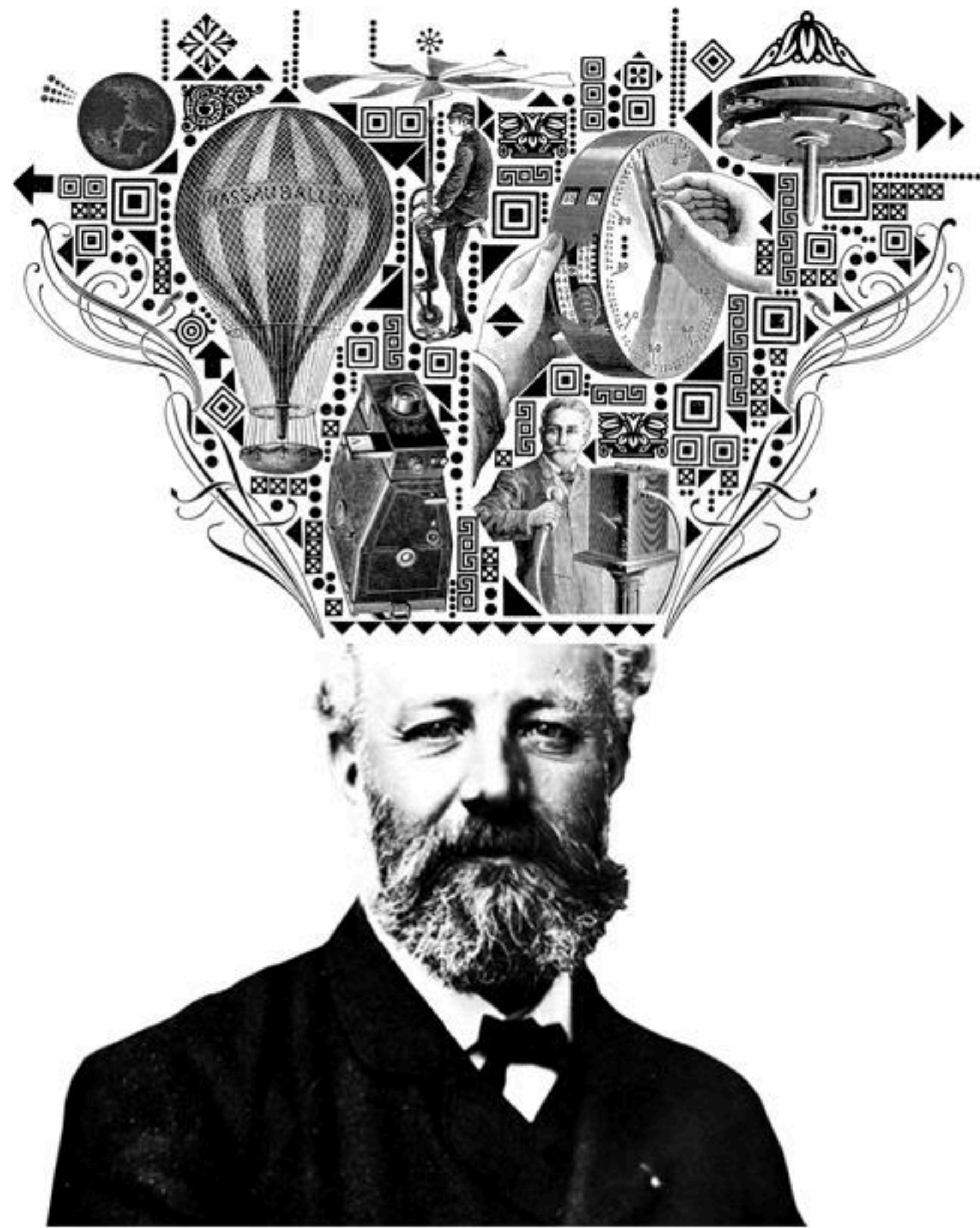
Sure, here is an image of a 1943 German soldier:

Generate more

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"our brains are already working at near-optimal capacity"

Time to Expand the Mind
Fitz & Reiner
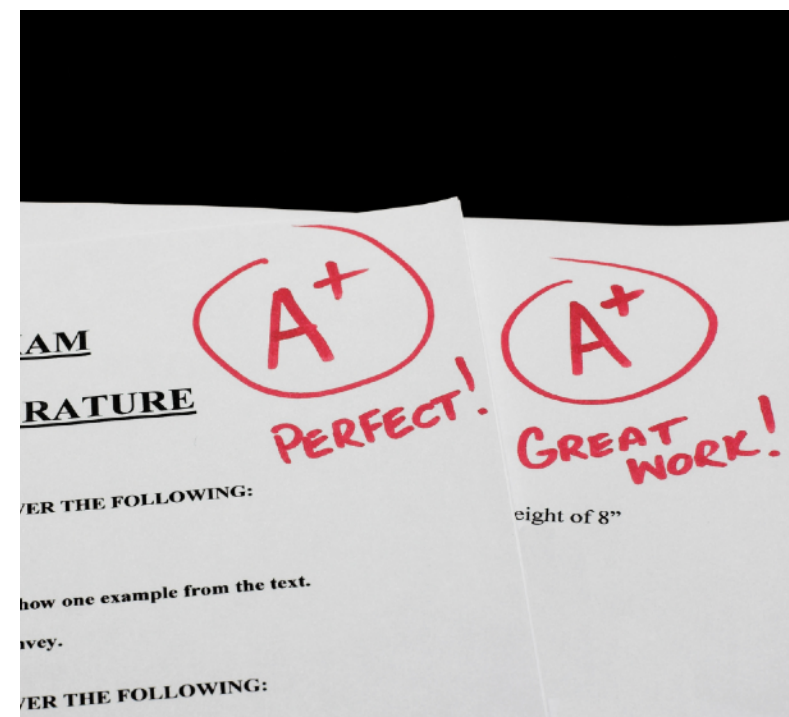Nature, 3 March 2016

# The challenges

**The Future of Work**

How can education equip all young people with the skills and competencies for rapidly evolving economies and the digital revolution?

**Innovation Capacity**

How can schools foster initiative, resilience and entrepreneurial spirit?

**Educational Attainment**

How can we improve learning outcomes in all contexts, especially for those children and adults on the margins of society?

**Mental Health**

What can education do to help promote wellbeing and reduce mental health difficulties?

**Social Cohesion**

How can we help young people feel confident in their own identities and vested in community at local and global levels?

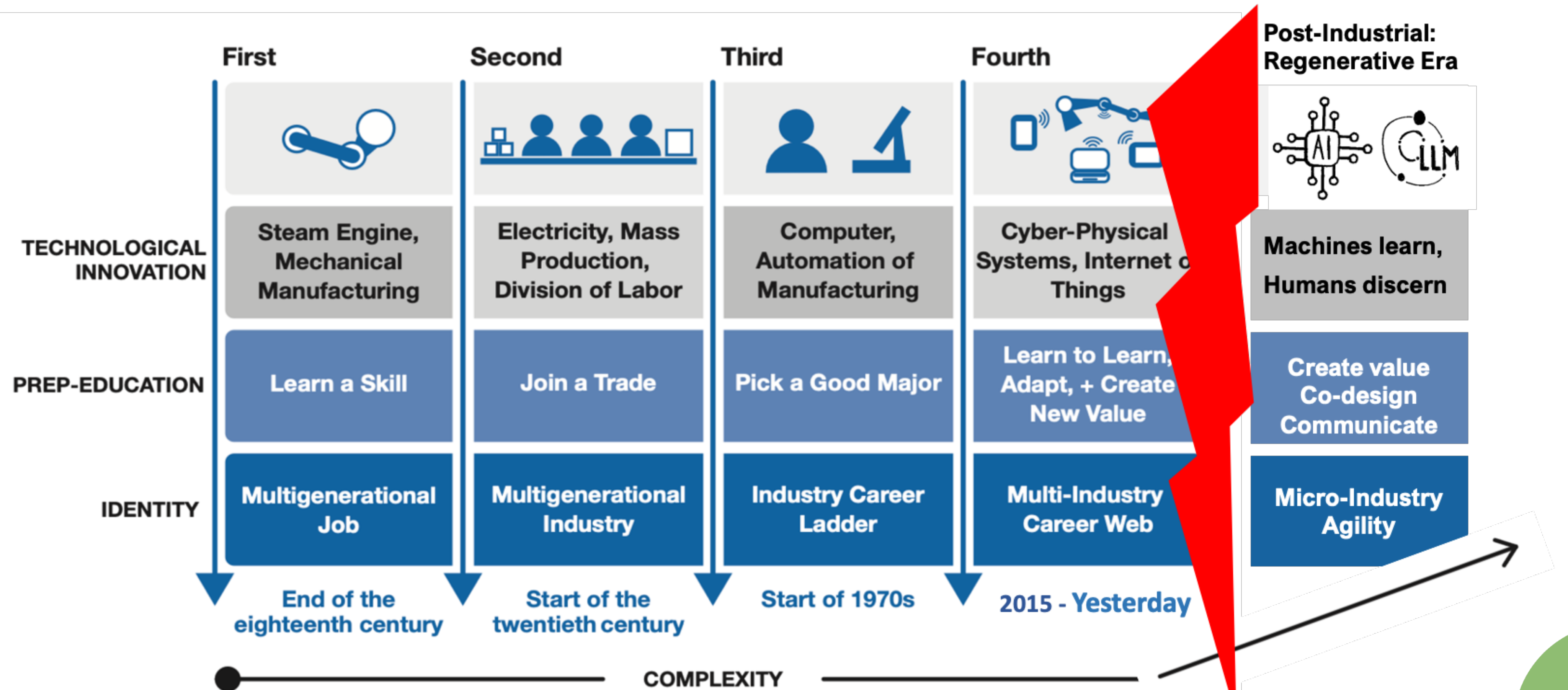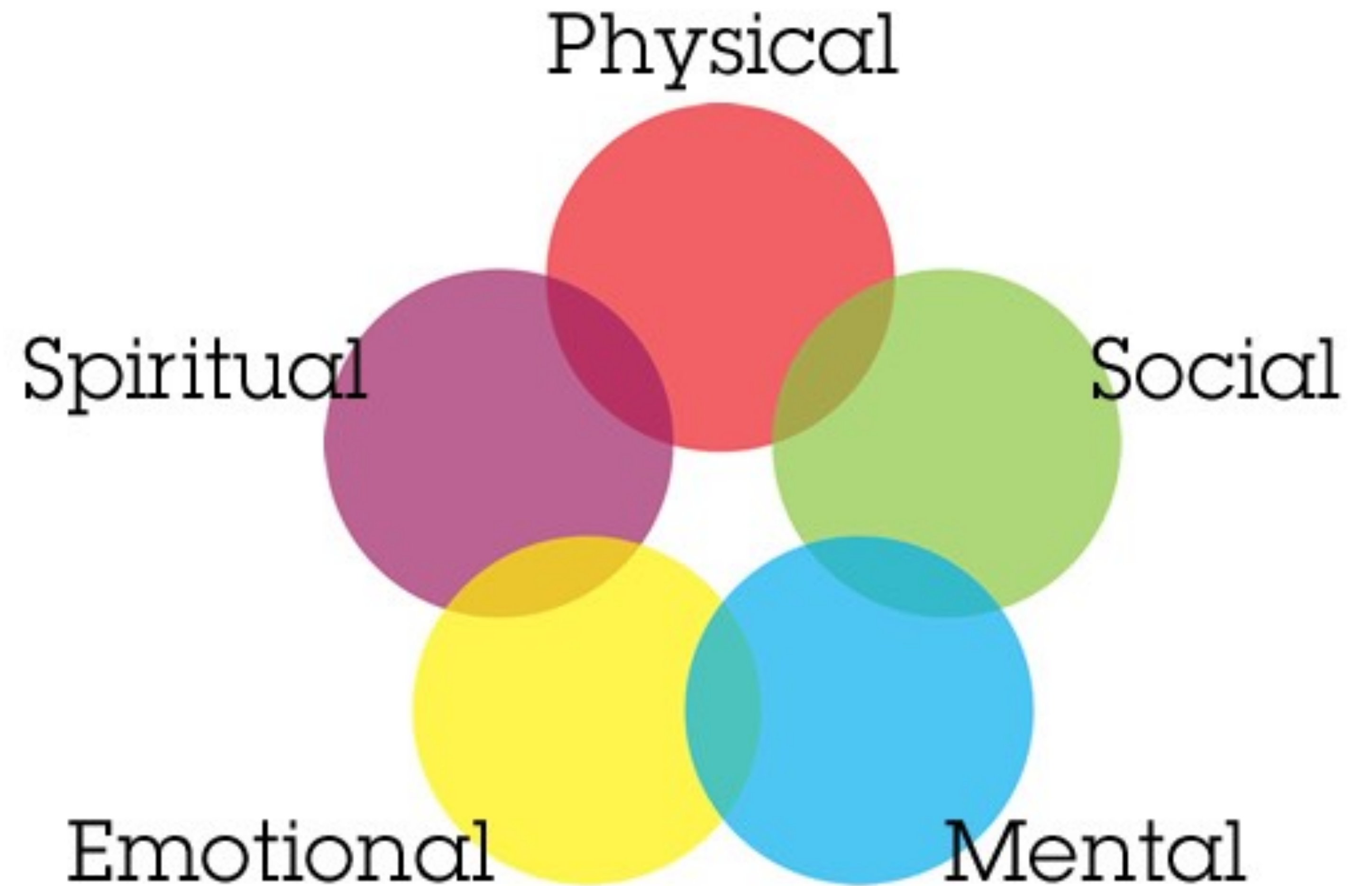THE LEARNING FUTURE

# Our preferred future The 1st RR...



Figure 1.1: The Fourth Industrial Revolution

Credit: McGowan & Shipley, The Adaptation Advantage, adapted by The Learning Future

# Visions for the Future of Education

# "We are venn diagrams, not spreadsheets"

### Credit: Multi-dimensional model of wellbeing

# Top 10 skills of 2023

1. Analytical thinking
2. Creative thinking
3. Resilience, flexibility and agility
4. Motivation and self-awareness
5. Curiosity and lifelong learning
6. Technological literacy
7. Dependability and attention to detail
8. Empathy and active listening
9. Leadership and social influence
10. Quality control

**Type of skill**

- Cognitive skills
- Self-efficacy
- Management skills
- Technology skills
- Working with others

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FIGURE 2: The Education 4.0 Taxonomy

Level 1 — Abilities and skills
- Cognitive (analytical)
  - Creativity
  - Critical thinking
  - Digital skills and programming
  - Problem solving
  - Systems analysis
- Social (inter-personal)
  - Collaboration
  - Communication
  - Negotiation
  - Socio-emotional awareness
- Physical
  - Balance, coordination, positional awareness, strength

Level 1 — Attitudes and values
- Self-regulatory (intra-personal)
  - Adaptability
  - Conscientiousness
  - Curiosity
  - Grit
  - Growth mindset
  - Initiative
- Societal (extra-personal)
  - Civic responsibility
  - Environmental stewardship
  - Empathy and kindness
  - Global citizenship

Level 1 — Knowledge and information
- Disciplinary knowledge
  - Discipline-specific

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© Center for Curriculum Redesign
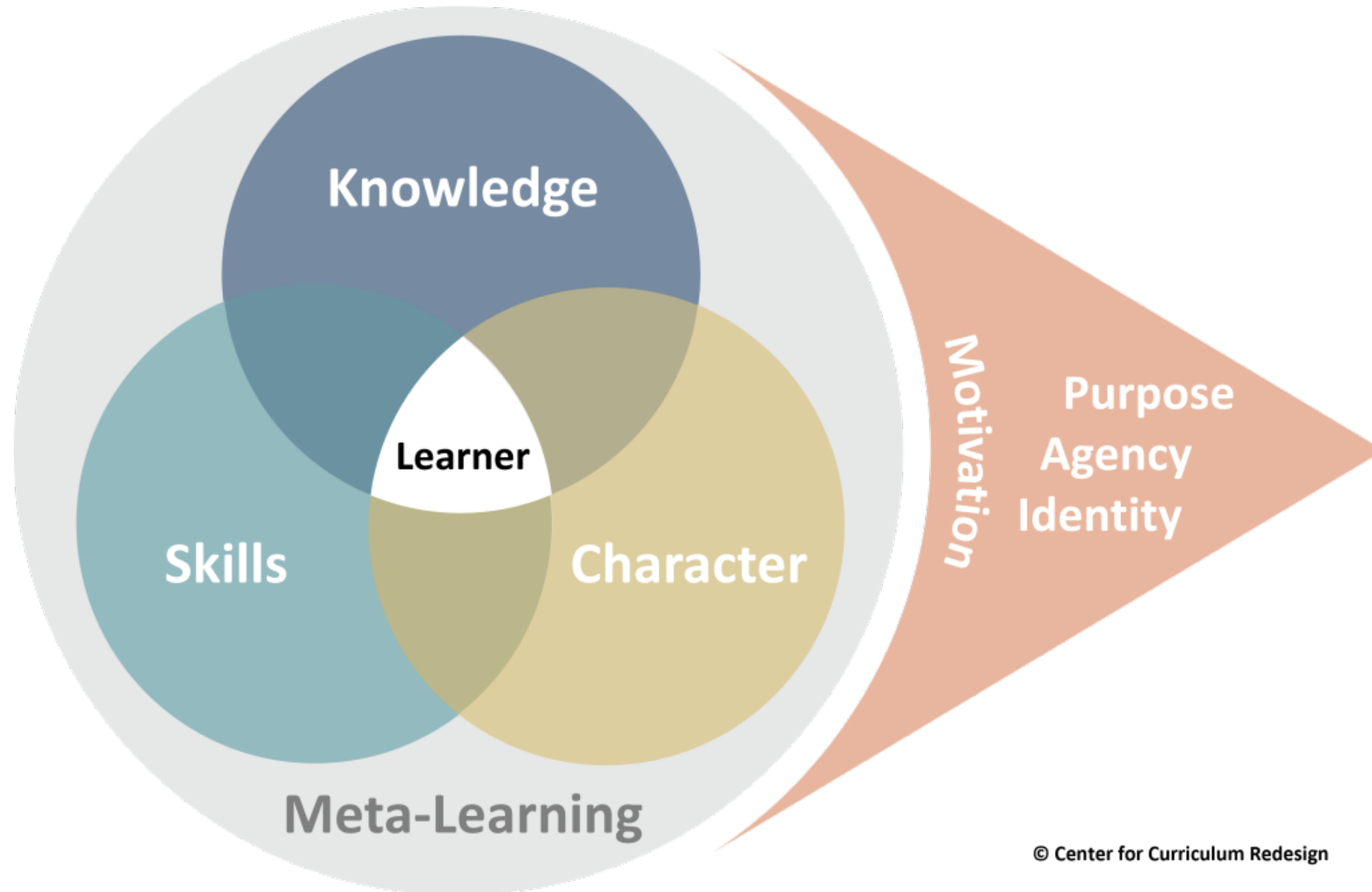
"The right question is: Given AIs powerful capabilities, and increasingly so, how do we adapt education to remain relevant?

By developing both Expertise AND Transfer"

- Education for the Age of AI, 2024
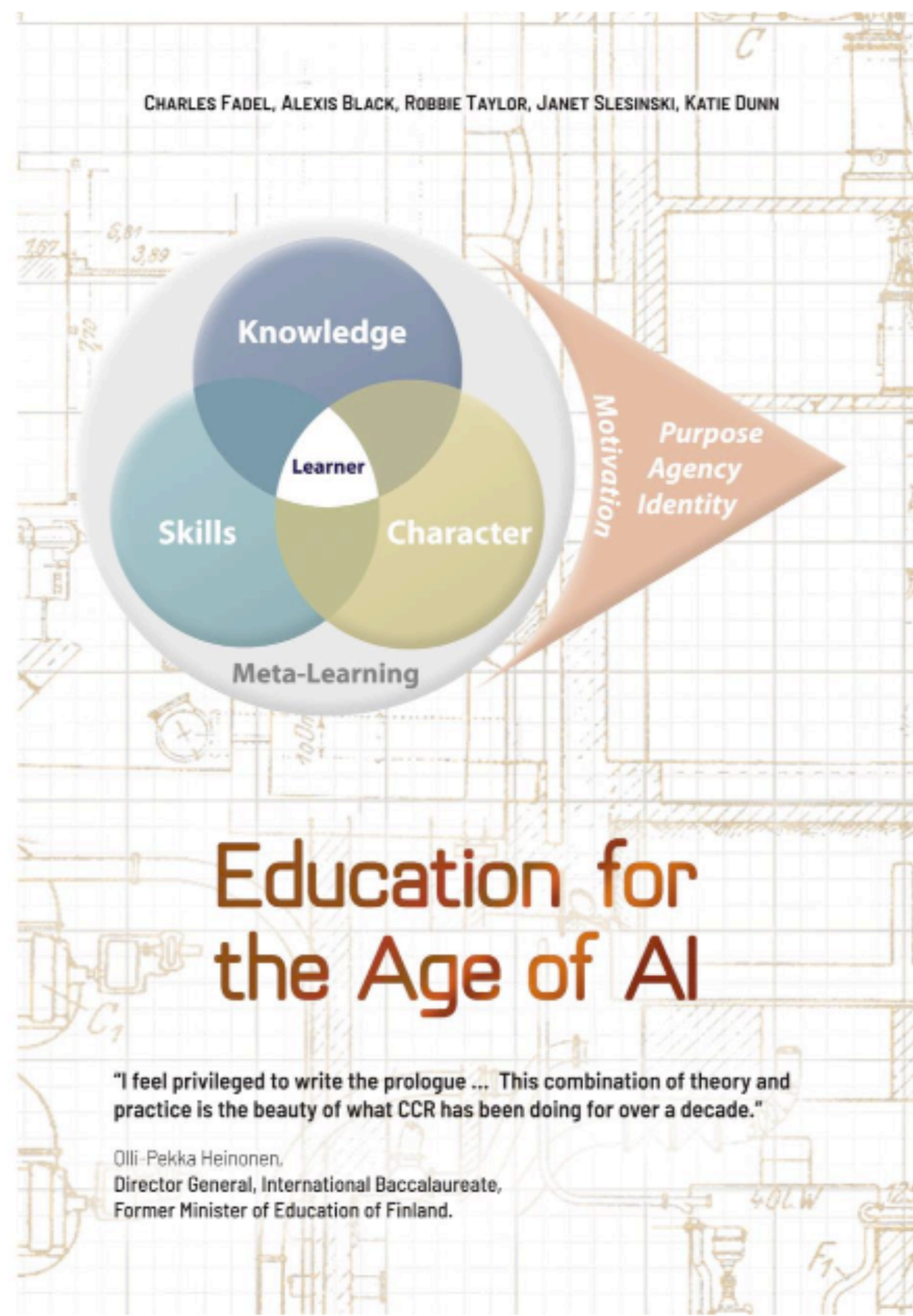
...what does this all mean?

It's not what you know. It's what you can do with what you know.

Reoccurring or predictable tasks, roles or routines will be automated by technology in this lifetime.

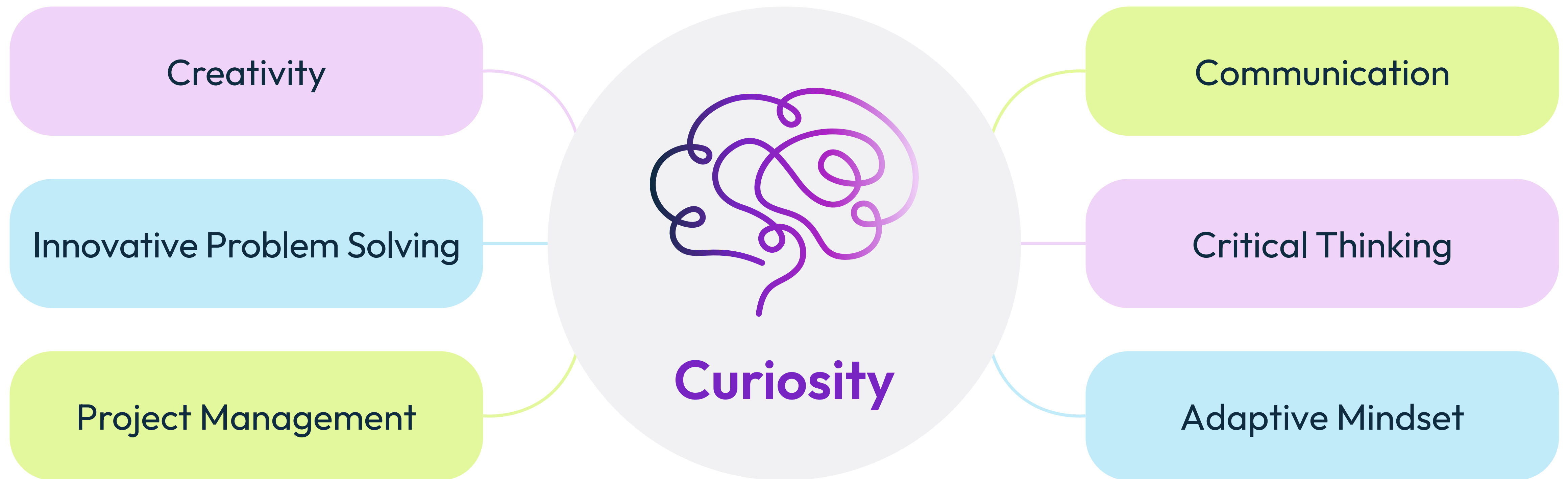Engaged Learner

Compliant Learners

# Capability Rich Curriculum

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# Knowledge Rich Curriculum

# Enterprise Skills

Creativity

Innovative Problem Solving

Project Management

**Curiosity**

Communication

Critical Thinking

Adaptive Mindset

# CURIOSITY

Before Activate 2024

**66%** of students understand what it takes to be a curious thinker

After Activate 2024

**84%**

**34%** feel totally confident in these skills **35%**

# COMMUNICATION

Before Activate 2024

After Activate 2024

**81%** of students understand what it takes to be a good communicator **86%**

**48%** feel totally confident in these skills **56%**

# PROJECT MANAGEMENT

Before Activate 2024

After Activate 2024

**56%** of students understand what it takes to be a good project manager **69%**

**42%** feel totally confident in these skills **49%**

# CRITICAL THINKING

Before Activate 2024

After Activate 2024

**62%** of students understand what it takes to be a good critical thinker **72%**

**42%** feel totally confident in these skills **49%**

# INNOVATIVE PROBLEM SOLVING

Before Activate 2024

After Activate 2024

**61%** of students understand what it takes to be an innovative problem solver **74%**

**39%** feel totally confident in these skills **46%**

# CREATIVITY

Before Activate 2024

After Activate 2024

**80%** of students understand what it takes to be a creative thinker **82%**

**38%** feel totally confident in these skills **45%**

# ADAPTIVE MINDSET

Before Activate 2024

After Activate 2024

**68%** of students understand what it takes to have an adaptive mindset **75%**

**43%** feel totally confident in these skills **48%**

How do we step back in order to enable our young people to step up?