



FUTURE ANYTHING

FUTURE FEST

Activate Essentials

Kate Clauson and Josh McHugh

Agenda

Activate 101

Shape of the program
Accessing the Curriculum

Pre-Program

Impact Measurement

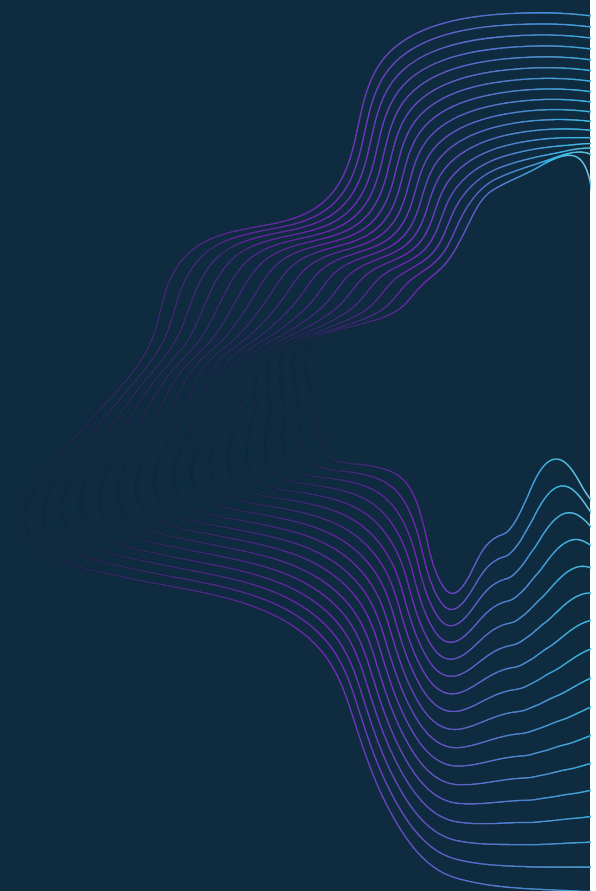
Delivery

Curriculum aligned assessment instruments
Mapping Activate curriculum delivery
Building Authenticity

Post Program

Showcases and Finals

Next steps + Support for your program

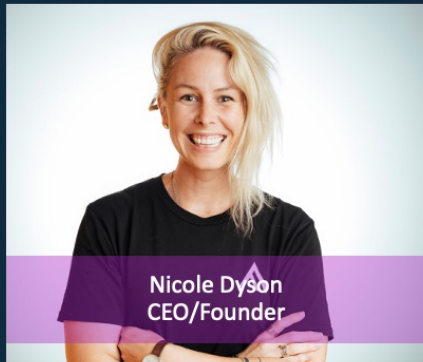




Who are we?



Meet the team



Nicole Dyson
CEO/Founder



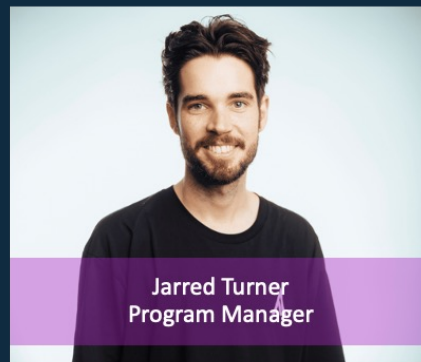
Kate Clauson
Director of Activate



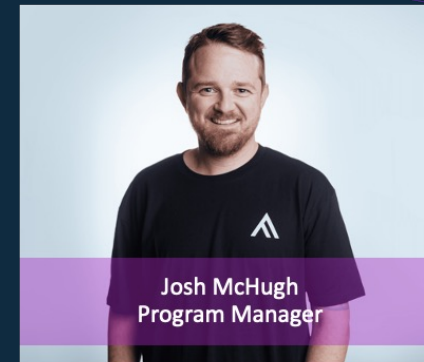
Dan Dempsey
Director Teacher Professional Learning



Jess Roberts
Director of Operations



Jarred Turner
Program Manager



Josh McHugh
Program Manager



Activate 101




What is Activate?



An in-curriculum program that takes young people from looking at problems that matter, through to pitching their own innovative ideas that make the world a better place.





As an entrepreneur, pitch an innovative idea that makes your world a better place.



















8 Streams



What is the mission or Driving
Question?



2025 Streams

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.								



The Shape of the Program



Three phases

Induction and professional development

- Bespoke School Induction Program
- Professional Development
- Ongoing Coaching and Support

Program delivery

- Fully Resourced Curriculum
- Your own 'Entrepreneur in Residence'
- Catapult Cards Kit

Celebration and impact

- School Showcase
- High-profile Student Competition
- Tailored Evaluation & Reporting



Pre Program



Pre-Program

Teacher PD

You are here! What do you need to ensure you're set up for success?

Pre-Program Check In

We will check in prior to launch to see what you need.

Registration

Connect/Induction
Call

This is a great opportunity to meet our team and ensure we are across your plans for the program.

Mapping your unit and
assessment

Activate works best when you make it your own. Take some time to map out how the unit will work in your school context (And reach out if you need help.)

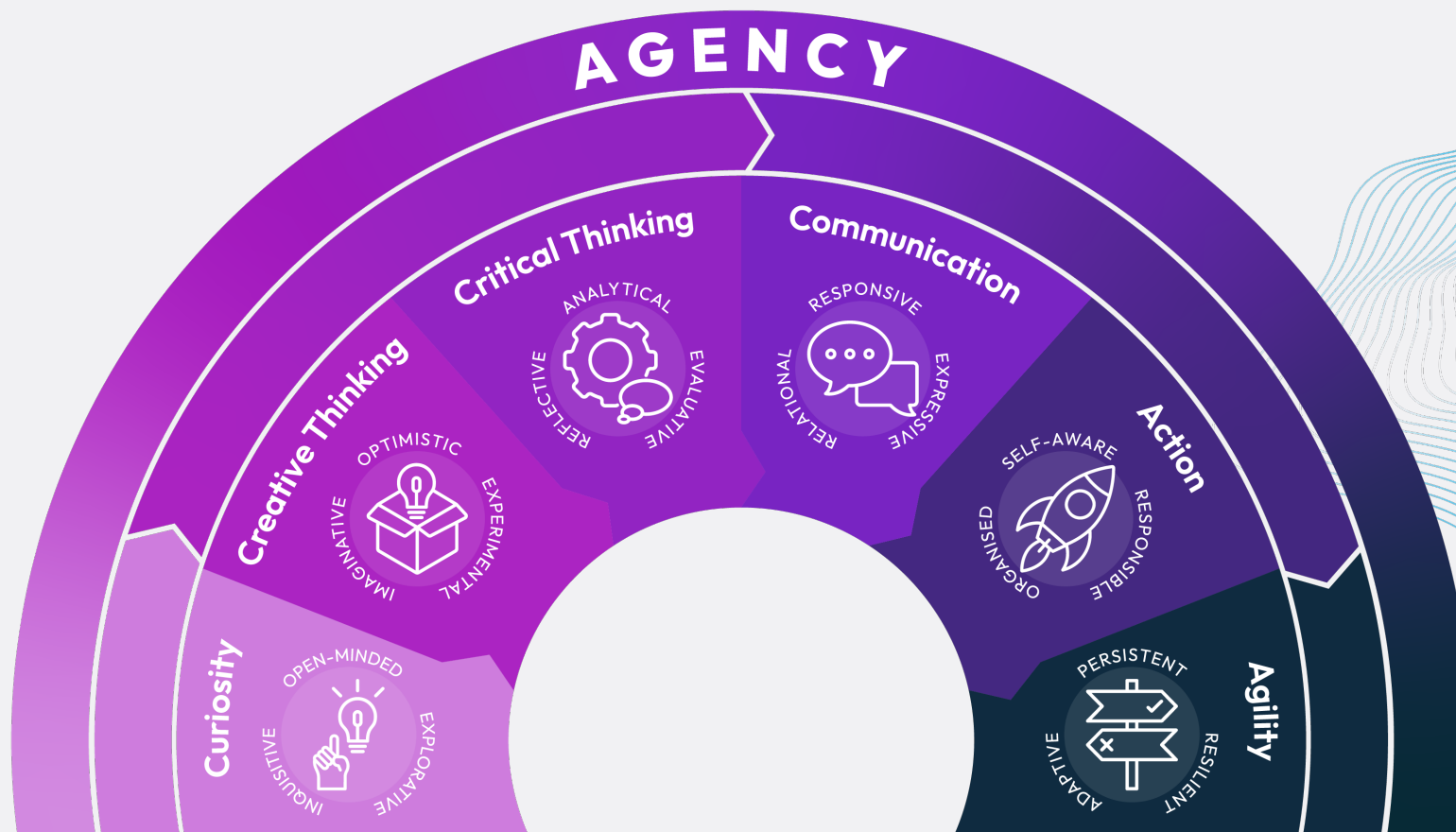


Pre-program
Teacher Survey



How do we measure impact?









Delivery

Typically delivered over 20
hours, across a term or a
semester.



Delivery

Problem Exploration

Week 1-4

This phase of the unit uses the curriculum as a problem provocation explore. Ideally, students should be ideating solutions by the end of Week 4.

Solutions Experimenting

Week 5-8

This phase uses design thinking principles to support students to solve a chosen problem, including prototyping, validating and pitching.

Showcase + Reflection

Week 9+10

This phase of the unit transforms assessment into a celebration. Each school hosts its own showcase event.



Unit Overview



Activate 2025 | Social Enterprise Unit Overview

As an entrepreneur, pitch an innovative social enterprise that makes the world a better place.



L	Lesson/Date	Learning Goals	Success Criteria	Portfolio Items	Capabilities	Key Activities	Deeper Dive	Teacher Tips and Advice
1	The Beginning	We are learning to understand the shape of the Future Anything Activate program through the exploration of the Driving Question. We are learning to understand the capabilities that underpin the Activate program	Use what you know to pitch an innovative social enterprise that makes the world a better place.	Mini challenge pitch	Creative Thinking Communication	<input type="checkbox"/> Complete a Mini Challenge to help understand the skills and capabilities needed for the unit. <input type="checkbox"/> Learn about the unit by working through the rest of the Activate 101 PowerPoint. <input type="checkbox"/> The Capabilities PowerPoint unpacks the 6 capabilities needed to complete the Activate unit. Identify the capabilities in action using the Red Flags vs. Green Flags Activity	<input type="checkbox"/> None in this lesson	<p>The mini challenge is a great way to get students immediately engaged in communication and creative thinking. Don't feel like you need to use the PowerPoint here – it's important that Lesson 1 starts with a great inciting incident, so throw your students in the deep end, then unpack afterwards. You'll need to have students form groups of 3-4 for the challenge. You could do this with a random name generator, a pack of cards (students form groups with each suit represented), or use the Mini Challenge prompt handout to print cards for each student.</p> <p>The Mini Challenge prompts will provide more support to your students around what to create. Alternatively, you could try giving each group an Opportunity card and Ideation card (from the Catapult Cards decks) and they can ideate with some clear parameters.</p> <p>If you plan to set reflection activities each lesson (these are a great homework task!), set your expectations here. You may want students to use a program like OneNote or Flipgrid to record their reflections rather than type them.</p>
2	How did I get here?	We are learning to build a profile to help us understand who we are; our strengths and weaknesses; likes and dislikes. We are learning to appreciate how our past has informed our present; creating personalised areas of expertise and authenticity.	Use what you know to build a learner profile. Use what you know to share insights about yourself with others.	Activate Pre-Program Survey Learner Profile	Curiosity	<input type="checkbox"/> Complete the Student Pre-Program Survey <input type="checkbox"/> Complete a selection of activities to help you build a profile of yourself as a learner.	<input type="checkbox"/> Create a brief presentation about a topic of interest, and share it back to the class.	<p>This lesson is all about students gathering insights about themselves via quizzes, reflections and other activities. You are welcome to draw from what already happens in your school context (e.g. pastoral care or similar).</p> <p>Ensure every student completes the Pre-Program survey, and plan time to share their insights with others. Make sure you complete the Teacher Pre-Program Survey if you haven't done so already.</p> <p>The deeper dive is a great way to get to know your students better. If this is a new class or if you're struggling with buy in, gathering intel about their interests and passions can be a huge help later!</p>


For your planning


Recommended reading



Lesson Plans

Future Anything | Activate 2025 (Social Enterprise Stream)

FUTURE ANYTHING

**Business for Good**
Lesson 3 of 20 | 60 mins

Learning Goals

- ▲ We are learning to understand the different types of organisations that exist and how they contribute to the economy.

Success Criteria

- ▲ Use what you know to explain the purpose and structure of social enterprises.

Capabilities


Curiosity	Creative Thinking	Critical Thinking	Communication	Action	Agility
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Lesson Preparation


- ▲ Australian Spatial Analytics [video](#)
- ▲ Social Enterprises Explored PowerPoint
- ▲ Social Enterprise Comparison Table
- ▲ [Social Enterprise Finder](#)


Portfolio Items

- ▲ Social Enterprise Comparison Table

Future Anything | Activate Lesson Plans

Future Anything | Activate 2025 (Social Enterprise Stream)

FUTURE ANYTHING

**Business for Good**
Lesson 3 of 20 | 60 mins

Starter

Watch [this video](#) about Australian Spatial Analytics. Discuss: How does the company create social or environmental good?

Key Activity

Key Activity 1: Social Enterprise Introduction
Work through the Social Enterprises Explored PPT as a class to learn about the different types of social enterprise. Try to guess which business model each of the examples falls into based on the example videos.

Key Activity 2: Social Enterprise Comparison
In a small group, find two (or 3) social enterprises from the [Social Enterprise Finder](#). Read a bit about them, then complete the Social Enterprise Comparison Table to explore their funding, mission, and what their points of difference are (what sets them apart).

Deeper Dive

Deeper Dive Activity 1: Which model?
Partner up with another small group. Read them your notes about each social enterprise from your comparison table (but skip the last question). Ask them to guess which impact model each example fits into, tell them if they are correct or not, then swap. Not getting them correct? Dive back into the PowerPoint and examples to firm up your understanding.


Deeper Dive Activity 2: Risks and Rewards
Brainstorm the risks and rewards of the social enterprise business model, including for the business owner, employees, customers and the wider community. You may want to record your ideas on the Risks and Rewards worksheet. Then, answer the reflection questions.

Reflection

- ▲ Why do you think the social enterprise model might be more sustainable than a charity?

Level Up

1. Research one For Profit; one Not for Profit; and one Social Enterprise organisation of your choice and present a Venn diagram of the similarities and differences back to the class.
2. Explain the difference between 'Social Enterprise' and 'Corporate Social Responsibility' in a For Profit businesses, using examples.

Future Anything | Activate Lesson Plans

Lesson Plans



Business for Good

Lesson 3 of 20 | 60 mins

FUTURE ANYTHING

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An engaging starter to build rapport and interest

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Key activities should cover core course content

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Optional deeper dives support further exploration

Reflection

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Individual reflection questions - great as an exit ticket or homework task

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Extension work for fast finishers



Future Anything | Activate Lesson Plans

Sample Assessment




FUTURE ANYTHING


Activate 2025 Social Enterprise Task Sheet

+	
Name	
Class	
Subject Teacher	
Genre	Persuasive speech
Task	Present your solution to the question "As an entrepreneur, how can we pitch an innovative, scalable, sustainable solution that makes the world a better place?"
Capabilities Assessed	<ul style="list-style-type: none"> Curiosity Creative Thinking Critical Thinking Communication Action Agility
Task Conditions	<ul style="list-style-type: none"> 14-minute oral presentation 1-4 people per idea
Details	<ul style="list-style-type: none"> Assessment submitted on time Assessment submitted late Absence on submission date Extension granted Special Provisions (Guidance Officer) Evidence attached (e.g. Doctors certificate)
Details:	
Teacher Signature	
Comments	


Task Context	<p>"Humanity's greatest advances are not in its discoveries, but in how those discoveries are applied to reduce inequity." - Bill Gates, business magnate, entrepreneur, philanthropist, investor, and computer programmer.</p> <p>Today, philanthropists, change makers and entrepreneurs of all ages are developing innovative solutions to tackle some of society's most pressing problems. These individuals are ambitious and <u>passionate</u> tackling major issues and offering new ideas for wide-scale positive change.</p> <p><u>Your role:</u> Entrepreneur pitching your own innovative, sustainable and scalable solution that makes the world a better place.</p> <p><u>Audience:</u> A panel of industry leaders and potential investors.</p> <p><u>Purpose:</u> To demonstrate a deep understanding of problems that exist in our world, and the ways in which enterprise can solve these; to persuade the audience to invest in your solution.</p>
Task Instructions	<p>Complete the following parts of the assessment task:</p> <p>Part A – Multimodal Persuasive Pitch Part B – Portfolio Part C – Showcase Part D – Reflection</p>



Future Anything 2



Future Anything 3



Future Anything 4



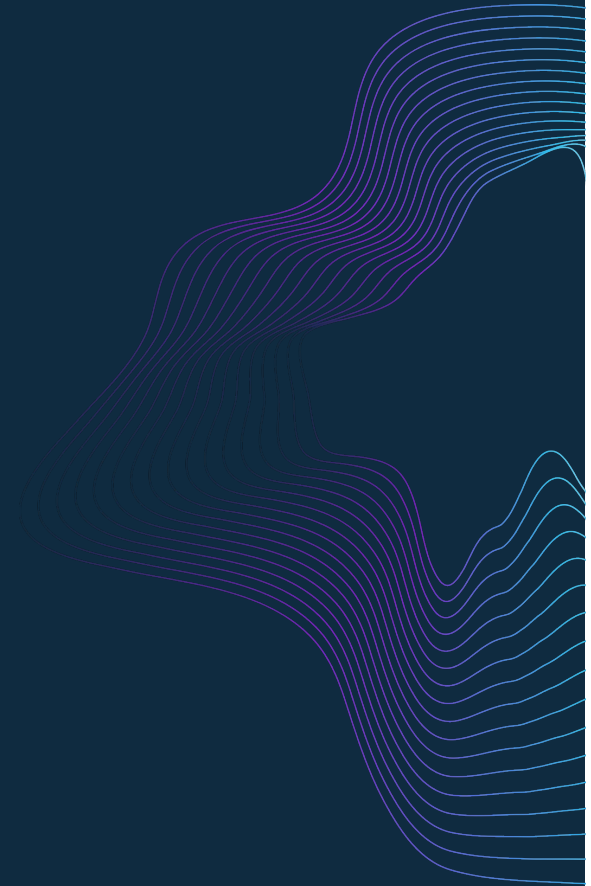
Curriculum aligned assessment



How do I assess the unit?



Pitch



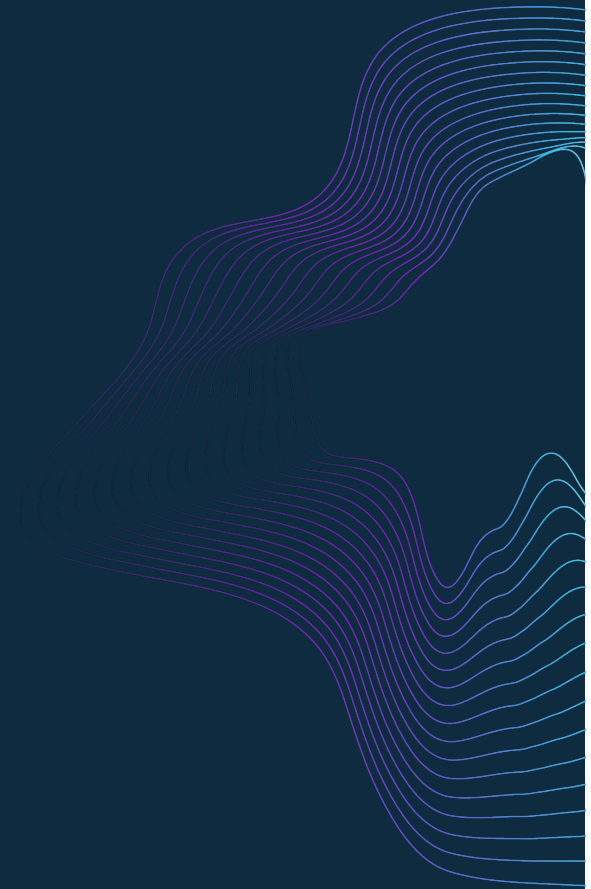
Report



Trade display



Portfolio



Portfolio items



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Mapping your unit





Business for Good

Lesson 3 of 20 | 60 mins

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An engaging starter to build rapport and interest

Key activities should cover core course content

Optional deeper dives support further exploration

Individual reflection questions - great as an exit ticket or homework task

Extension work for fast finishers

When will you assess?
When will you showcase?
Where will you dive deeper?
Anything you want to skip (or skim?)



Levelling Up Your Delivery



Personalisation with AI?



I am teaching 10 highly disengaged year 8 students the program attached. I really want to build a strong connection with the young people and also gamify their experience of this curriculum so they a) experience micro moments of success in every lesson b) have heaps of fun and c) get to the final product and have a side hustle.

What are twenty strategies / games / activities that I could use that would make this unit really engaging for my context? I'm open to these being short activities for lessons, or strategies (like reward charts / points) that extend the duration of the unit.



I am delivering the attached unit to a high achieving group of year 10 students at a private school in South Australia. My students are really good at exams – they're expert level at remembering content and presenting it back. But, they struggling in project-based learning environments where they need to be creative and where their first idea is often not the best idea.

What are twenty strategies that I could use with these students to build their confidence with experimenting, and staying open minded?



Building Authenticity



Who are the authentic voices that
would amplify this learning?
Where are the authentic spaces
and experiences that would
amplify this learning?



Using your Activator

Who?

- Every school can **opt in** to be matched with an Activator
- Think of them as your very own 'Entrepreneur in Residence'.

When?

- Arrange for Activators to spend time with your students in around Week 7/8 of your unit

How?

- Have them listen to business ideas/practice pitches, ask questions, provide constructive feedback to help your young people improve or pivot their thinking



Other authentic voices

Marketing

Manufacturing

Differentiation

Prototyping

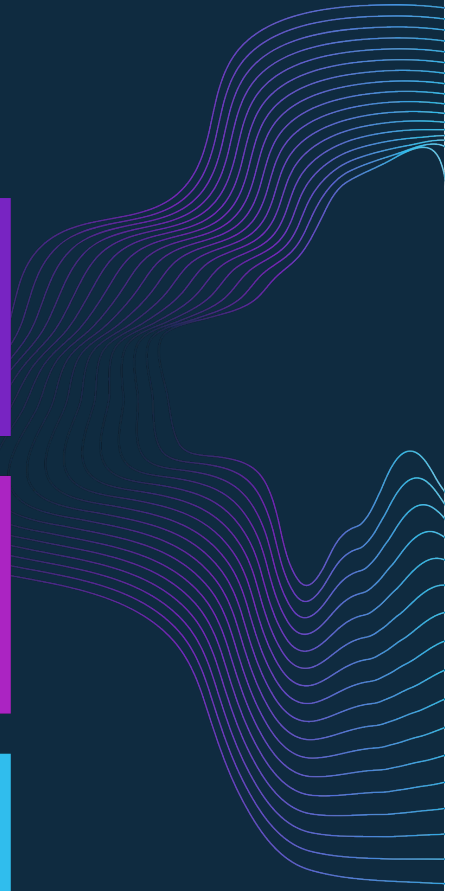
Creativity

Finances

Pitching

Feedback

SDGs





Celebration

Post Program

School
Showcase

Each school
hosts it's own
showcase
event.

Finals Applications

All participating
Activate students
have the option to
apply for Future
Anything Finals
Applications close the
end of Term 3.

Future Anything
Semi- Finals

Our panel of judges
select the top 40
teams to pitch in our
eight livestream Semi-
Final events at the
beginning of Term 4.

Future
Anything
Grand Final

The winners of each
of the Semi-Finals,
along with a 'Wild
Card' entry pitch in
our large scale
Grand Final held in
November.



How will students share their
learning?





Support for your program



Relationship Managers



<https://bit.ly/4g2bfly>

STAY IN TOUCH!

Our team are always on hand to help with your Activate journey. Got a question about a particular activity or lesson? Students struggling for ideas? Need a bit of extra inspiration? Get in touch – we'd love to hear how you're travelling and help out.

Every school is matched with a dedicated member of our team – if you're not sure who your lead contact at Future Anything, email us at hello@futureanything.com and we'll point you in the right direction!



Nicole Dyson
Founder & CEO

EMAIL NIC →

MEET WITH NIC →



Kate Clauson
Program Director
(Activate)

EMAIL KATE →

MEET WITH KATE →



Dan Dempsey
Program Director (Prof
Learning)

EMAIL DAN →

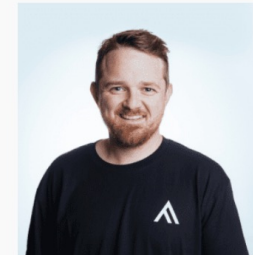
MEET WITH DAN →



Jarred Turner
Program Manager

EMAIL JARRED →

EMAIL JARRED →



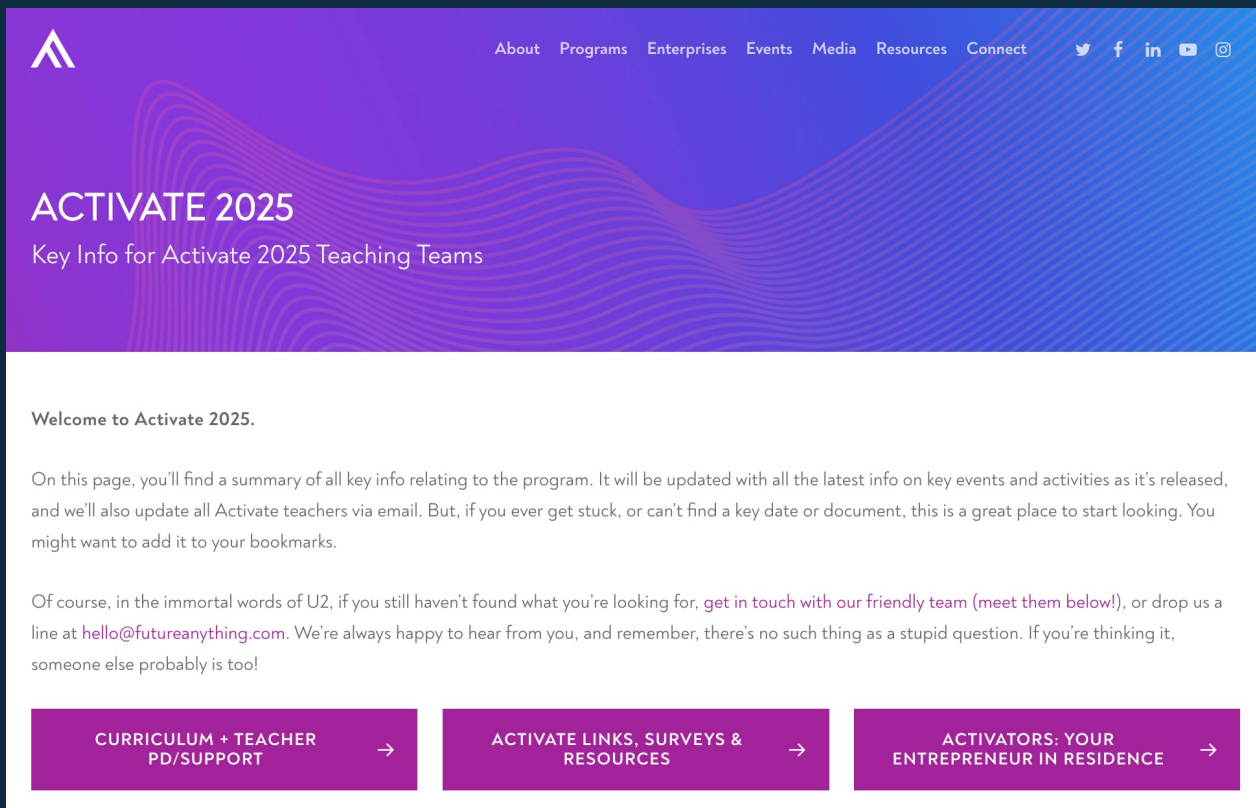
Josh McHugh
Program Manager

EMAIL JOSH →

MEET WITH JOSH
(COMING SOON!) →



Activate 2025 Info Page



The screenshot shows the top of a web page with a purple and blue wavy header. The header contains the 'A' logo on the left, a navigation menu with links: About, Programs, Enterprises, Events, Media, Resources, Connect, and social media icons for Twitter, Facebook, LinkedIn, YouTube, and Instagram on the right. Below the header, the text 'ACTIVATE 2025' is followed by 'Key Info for Activate 2025 Teaching Teams'. The main content area has a white background with the heading 'Welcome to Activate 2025.' and two paragraphs of text. The first paragraph explains that the page will be updated with the latest info on key events and activities, and that teachers will be updated via email. The second paragraph encourages users to get in touch with the friendly team if they can't find what they're looking for, providing the email address hello@futureanything.com. At the bottom, there are three purple buttons with white text and right-pointing arrows: 'CURRICULUM + TEACHER PD/SUPPORT', 'ACTIVATE LINKS, SURVEYS & RESOURCES', and 'ACTIVATORS: YOUR ENTREPRENEUR IN RESIDENCE'.

ACTIVATE 2025
Key Info for Activate 2025 Teaching Teams

Welcome to Activate 2025.

On this page, you'll find a summary of all key info relating to the program. It will be updated with all the latest info on key events and activities as it's released, and we'll also update all Activate teachers via email. But, if you ever get stuck, or can't find a key date or document, this is a great place to start looking. You might want to add it to your bookmarks.

Of course, in the immortal words of U2, if you still haven't found what you're looking for, [get in touch with our friendly team \(meet them below!\)](#), or drop us a line at hello@futureanything.com. We're always happy to hear from you, and remember, there's no such thing as a stupid question. If you're thinking it, someone else probably is too!

CURRICULUM + TEACHER PD/SUPPORT →

ACTIVATE LINKS, SURVEYS & RESOURCES →

ACTIVATORS: YOUR ENTREPRENEUR IN RESIDENCE →

futureanything.com/activate-2025-info





Future Anything

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Future Anything: Spark
No views • 1 week ago



Future Anything: Ignite
No views • 1 week ago



Building Classroom Creativity
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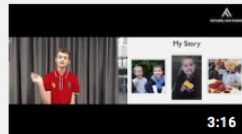
Catapult Cards
31 views • 3 weeks ago



Future Anything Spark: Our 2
Day Entrepreneurship...
17 views • 1 month ago



Future Anything Ignite: Our 5
Day Entrepreneurship...
6 views • 1 month ago



You're the Boss - Future
Anything 2020 Grand Final...
5 views • 1 month ago



Safe & Secure - Future
Anything Grand Final Pitch
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ReCycle - Future Anything
2020 Grand Final Pitch
8 views • 1 month ago



The I AM Project - Future
Anything 2020 Grand Final...
8 views • 1 month ago



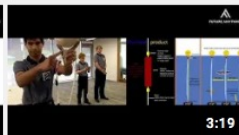
Heal It - Future Anything
20202 Grand Final Pitch
7 views • 1 month ago



FunpunsbyAndy - Future
Anything 2020 Grand Final...
7 views • 1 month ago



Did I Say Yes? - Future
Anything 2020 Grand Final...
8 views • 1 month ago



Aqua Shield - Future Anything
2020 Grand Final Pitch
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Launch+ Series: Episode 10
4 views • 3 months ago



Launch+ Series: Episode 9
6 views • 3 months ago



Townsville City Council Big
Ideas Challenge 2020
12 views • 3 months ago



Launch+ Series: Episode 8
5 views • 3 months ago



16:43



16:31



10:56



8:55



14:15



12:25

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SUBSCRIPTIONS

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- Sports
- Gaming
- Movies & Shows

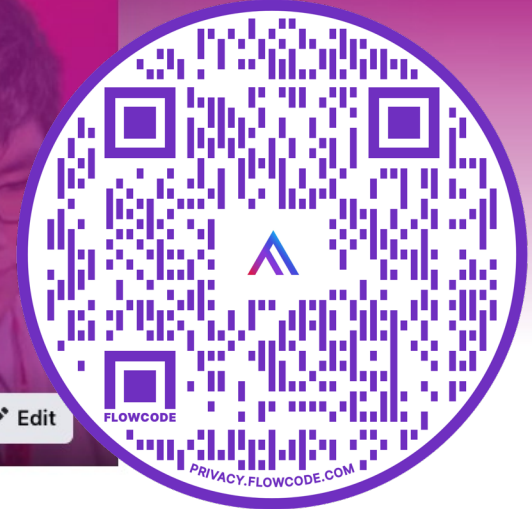
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- Movies & Shows
- Gaming
- Live
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- Learning
- Sports
- Settings
- Report history





ENTERPRISING EDUCATORS' NETWORK



Edit

Enterprising Educators Network

Private group · 418 members



Joined

+ Invite

About

Discussion

Featured

Topics

Members

Events

More



Write something...



Live video



Photo/video



Poll

Featured



Add



Future Anything

March 5, 2021 ·

Welcome to the Teachers of
Entrepreneurship Network.

About

The world of work is changing. It's estimated that the average 15-year-old will have 17 different jobs over 5 different careers (McCrindle 2015).

For the first time in history, employers are listing more enterprise than technical skills in job advertisements.

Thus, demand for critical thinking has increased by 170%, creativity by 62%, presentation skills by 24%, and teamwork by 20%.

Yet research shows that over 30% of young



<https://futureanything.com/enterprises/>



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ENTERPRISES

Each year, our award winning Activate program culminates in students pitching in a large scale National Final



Finalists Pitch Video Gallery

All Future Anything Activate students can apply to the annual National Final to pitch to a panel of high profile judges for the chance to secure the funding and support they need to launch their social enterprise ideas out of the classroom and into the real world. To see some of the innovative, scalable and sustainable ideas that Future Anything students have created, check out some of our past students pitching below.

Sign up to find out when tickets go on sale
for this year's National Final.

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