

Keynote





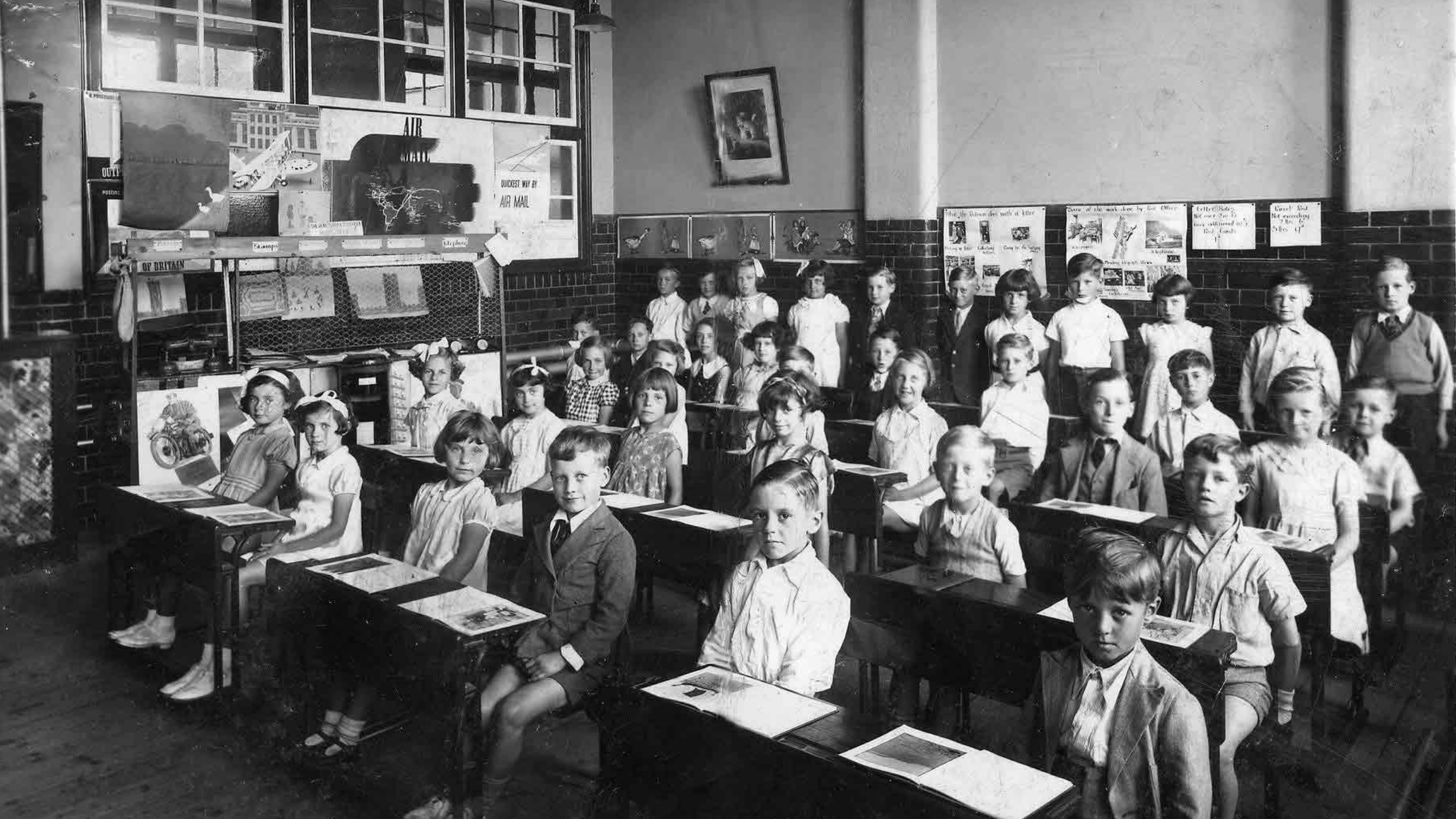
Nicole Dyson
CEO/Founder







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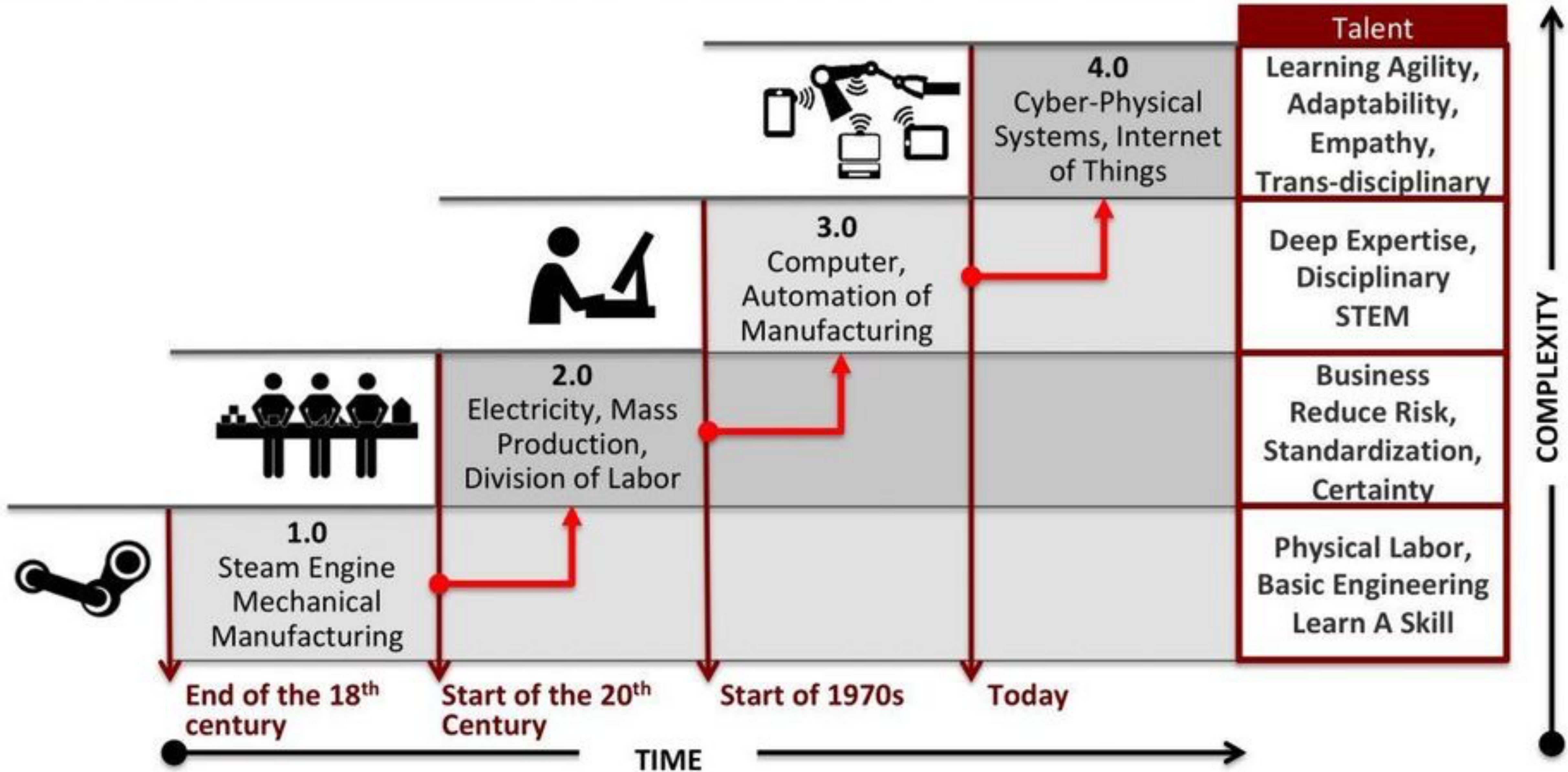
THE FUTURE OF WORK



THE FUTURE OF WORK



Future of Work: 4th Industrial Revolution (World Economic Forum)



ATAR is not used by more than 75% of our young people

Out of the 300,000 young people each year who could have completed year 12, the system is set up to focus only on the ~100,000 who aim for a direct university pathway. ATAR is not used in any other post-school pathway.



Annually, there are

300k

year 12 aged young people

60,000 young people leave school early

of these

240k

complete year 12

At least 40,000 complete year 12 without an ATAR

less than

200k

receive an ATAR

Around 100,000 apply to attend university and 1/2 of university offers are made before ATAR results are released

90k

receive a uni offer

Of those who apply to uni:

✗ 30,000 don't use ATAR

+ 14,000 use ATAR plus

✓ 60,000 use only ATAR

only

74k

use their ATAR when they apply

Post-school destinations for 18 year-olds:

15% TAFE / Apprenticeships

13% OTHER

37% UNIVERSITY

29% EMPLOYED

6% UNEMPLOYED



17 different jobs
5 different careers



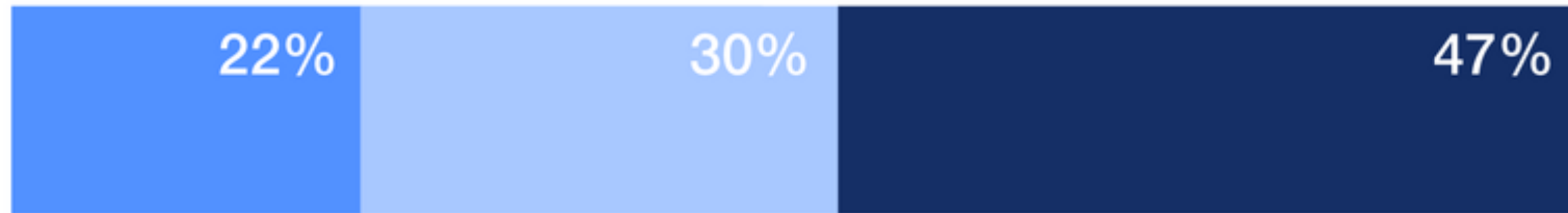
170 million jobs created
92 million jobs displaced



Human-machine frontier

Proportion of tasks completed predominantly by technologies (machines, algorithms etc.), predominantly by people, or by a combination of the two

Now



By 2030



● Technology ● Combination ● People



Source: World Economic Forum. (2025). *Future of Jobs Report 2025*.












**39% of workers' core skills will
change by 2030**



Core skills in 2025












1.  Analytical thinking
2.  Resilience, flexibility and agility
3.  Leadership and social influence
4.  Creative thinking
5.  Motivation and self-awareness
6.  Technological literacy
7.  Empathy and active listening
8.  Curiosity and lifelong learning
9.  Talent management
10.  Service orientation and customer service

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

Note: The skills selected by surveyed organizations to be of greatest importance to workers at the time of the survey.
Source: World Economic Forum. (2025). *Future of Jobs Report 2025*.

Top 10 fastest growing skills by 2030



1.  AI and big data
2.  Networks and cybersecurity
3.  Technological literacy
4.  Creative thinking
5.  Resilience, flexibility and agility
6.  Curiosity and lifelong learning
7.  Leadership and social influence
8.  Talent management
9.  Analytical thinking
10.  Environmental stewardship

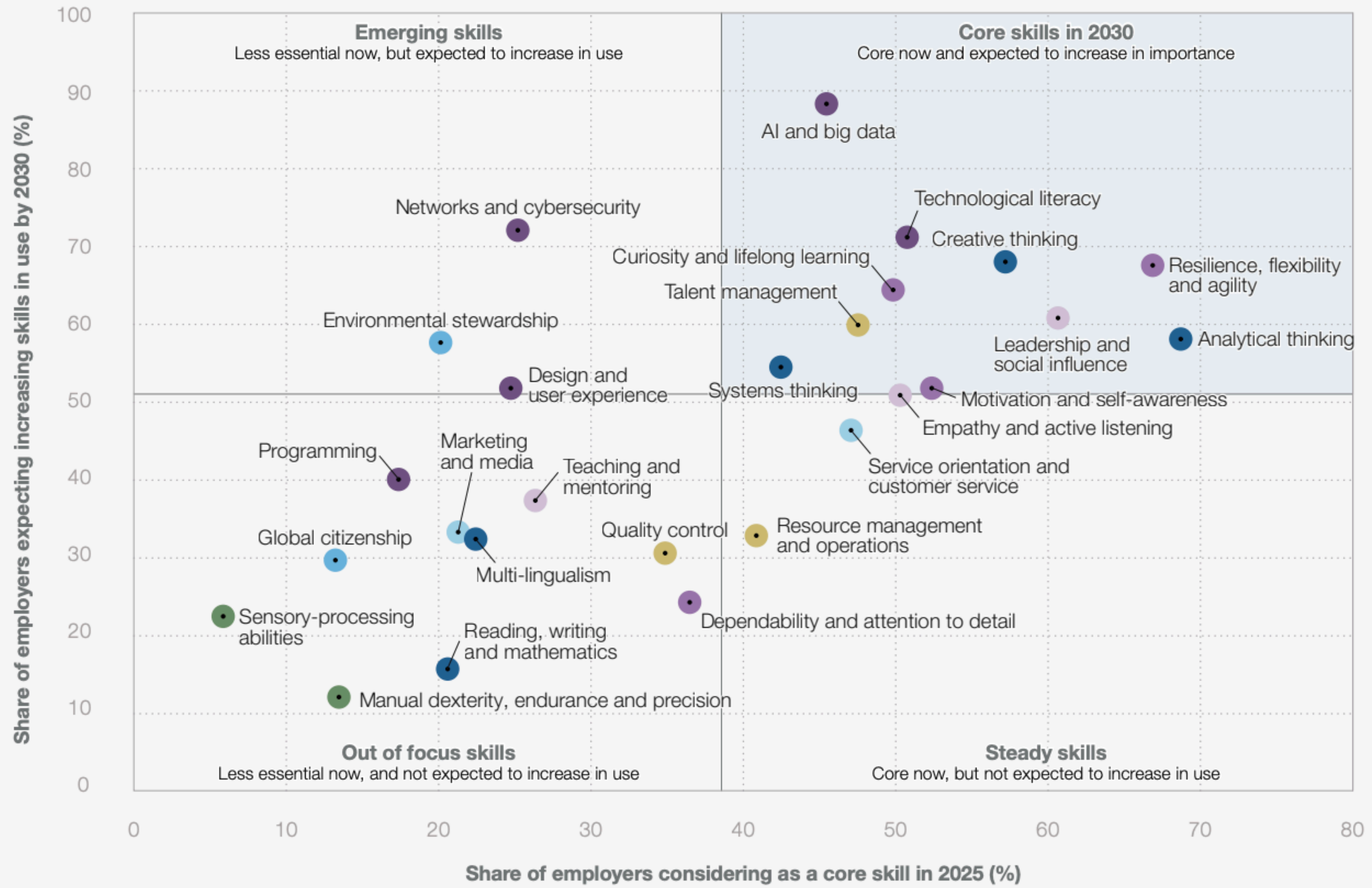
● Cognitive skills
 ● Self-efficacy
 ● Working with others
 ● Management skills
 ● Technology skills
 ● Ethics

Note: The skills selected by surveyed organizations to be increasing most rapidly in importance by 2030.
Source: World Economic Forum. (2025). *Future of Jobs Report 2025*.

























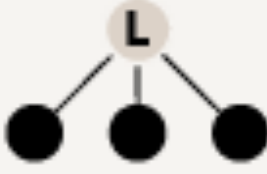
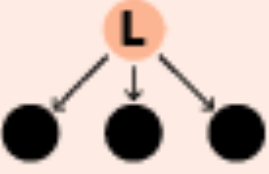
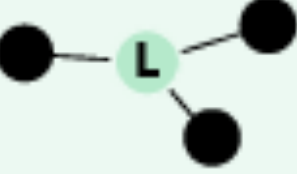
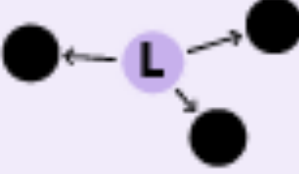
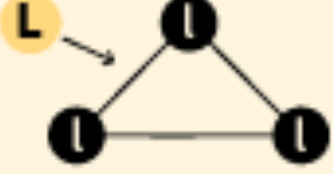

FIGURE 3.6

Core skills in 2030

Share of employers considering skills to be a core skill in 2025 and share of employers expecting skills to increase in importance by 2030.



- Cognitive skills
- Engagement skills
- Ethics
- Management skills
- Physical abilities
- Self-efficacy
- Technology skills
- Working with others

Category	Builders Born: 1925-1945	Baby Boomers Born: 1946-1964	Generation X Born: 1965-1979	Generation Y Born: 1980-1994	Generation Z Born: 1995-2009	Gen Alpha Born: 2010-2024
Slang terms	 We prefer proper English if you please	 Be cool Peace Groovy Way out	 Dude Ace Rad As if Wicked	 Bling Funky Doh Foshizz Whassup?	 Fam GOAT Slay Yass queen	 lit yeet hundo oof rn idrc
Social markers	World War II 1939-1945	Moon landing 1969	Stock market crash 1987	September 11 2001	GFC 2008	COVID-19 2020
Iconic cars	 Model T Ford Final, 1927	 Ford Mustang 1964	 Holden Commodore 1978	 Toyota Prius 1997	 Tesla Model S 2012	 Autonomous vehicles 2020s
Iconic toys	 Roller skates	 Frisbee	 Rubix cube	 BMX bike	 Folding scooter	 Fidget spinner
Music devices	 Record player LP, 1948	 Audio cassette 1962	 Walkman 1979	 iPod 2001	 Spotify 2008	 Smart speakers Now
Leadership style	 Controlling	 Directing	 Coordinating	 Guiding	 Empowering	 Inspiring
Ideal leader	Commander	Thinker	Doer	Supporter	Collaborator	Co-creator
Learning style	Formal	Structured	Participative	Interactive	Multi-modal	Virtual
Influence Advice	Officials	Experts	Practitioners	Peers	Forums	Chatbots
Marketing	Print (traditional)	Broadcast (mass)	Direct (targeted)	Online (linked)	Digital (social)	In situ (real-time)





Verbal
Sit & listen
Teacher

Job security
Commanding
Curriculum centred
Closed book exams
Books & paper



Visual

Try & see

Facilitator

Flexibility

Collaborating

Learner centric

Open book world

Glass & devices





Engaged Learner



Compliant Learners



Skills

Knowledge



Process

Product



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

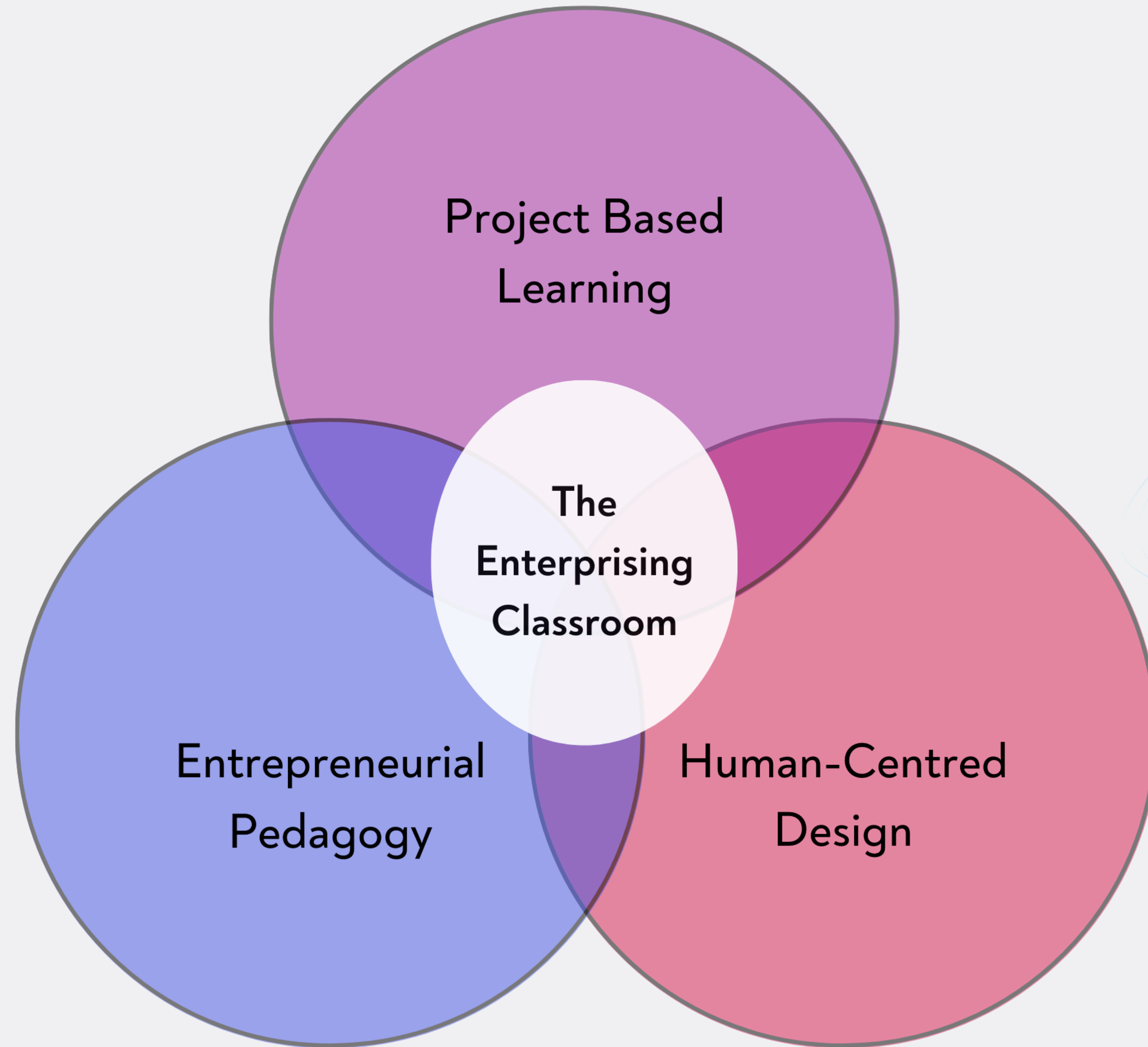


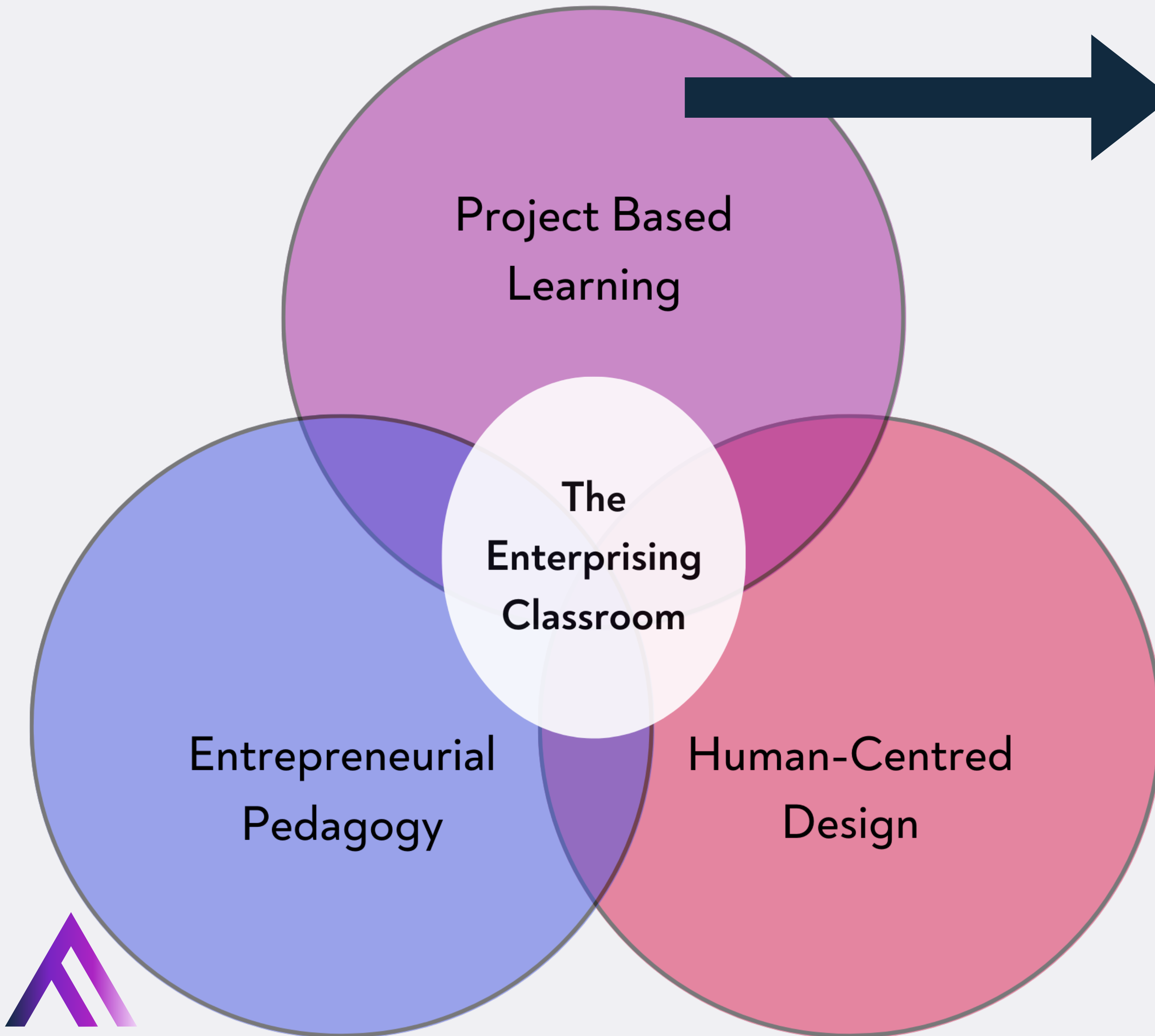
enterprising (adj)

en·ter·pris·ing / \ 'en-tə-r-,prī-zɪŋ , 'en-tə-,prī- \

: marked by an independent
energetic spirit and a readiness to
act

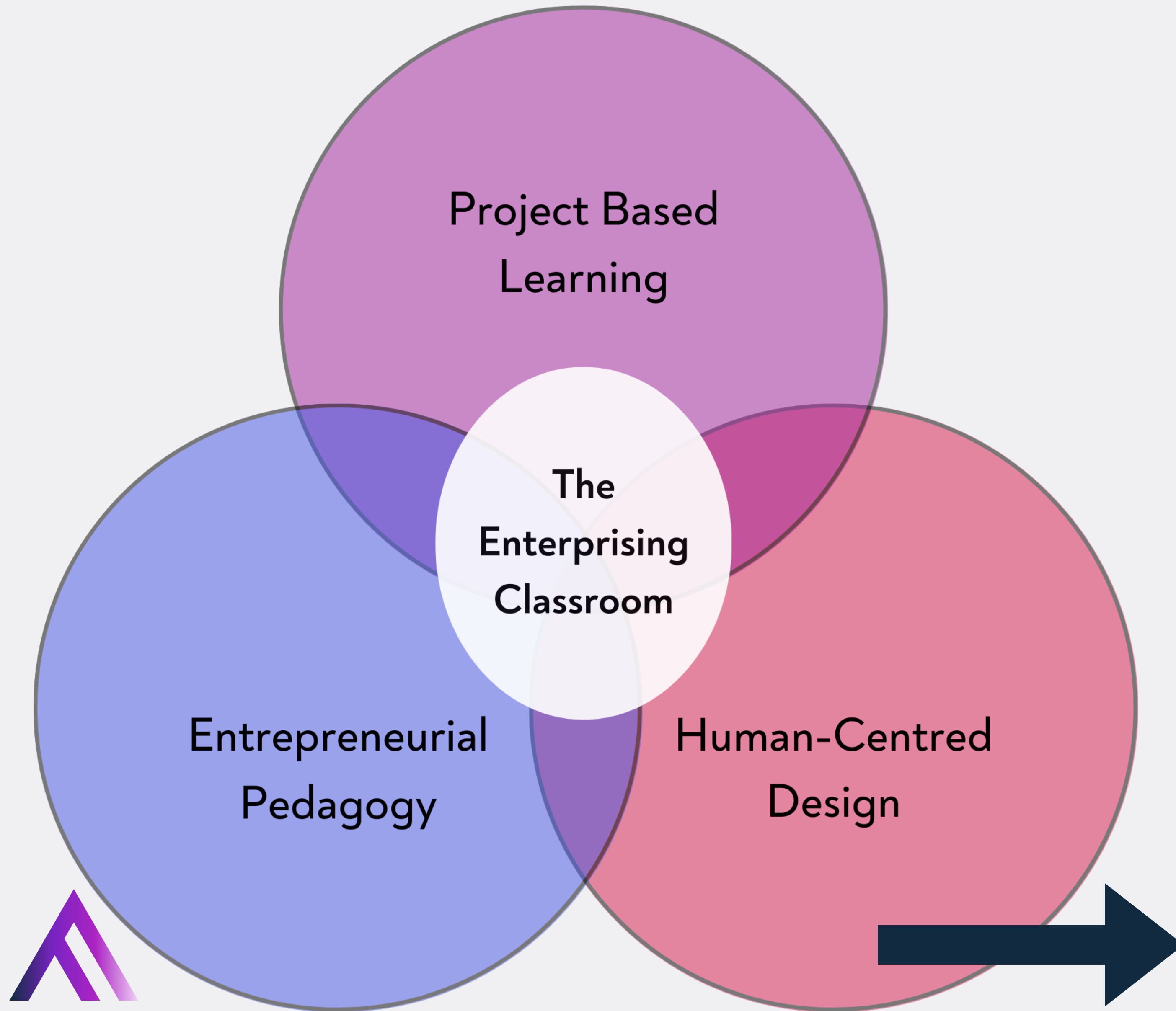






Based on PBL Works' 'Gold Standard PBL':

- Learning Goals
- Driving Question
- Sustained Inquiry
- Authenticity
- Voice and Choice
- Reflection
- Critique & Revision
- Public Product

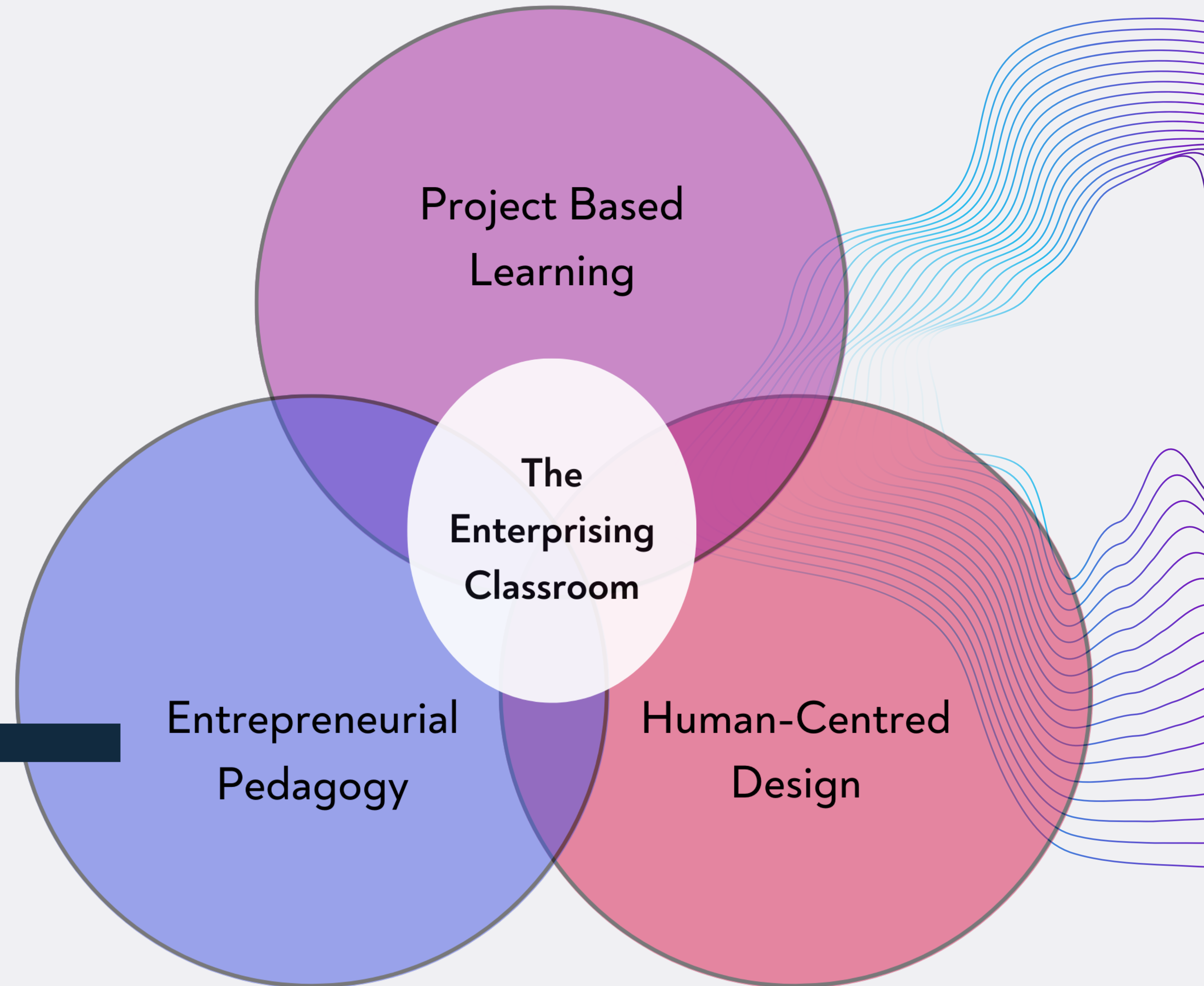


According to IDEO, HCD is a human-centred approach to problem solving.

- Empathy first.
- Focus on the 'root cause'.
- Diverge > < Converge
- Prototype, test, iterate.

Entrepreneurship as a
'learning tool' to build
capabilities & skills.

- Curiosity
- Creative Thinking
- Critical Thinking
- Communication
- Action
- Agility



Capability Rich Curriculum

Content Rich Curriculum





MASTERY
TRANSCRIPT
CONSORTIUM



CATHOLIC
EDUCATION
WESTERN AUSTRALIA



New Pedagogies for
Deep Learning[™]
A GLOBAL PARTNERSHIP



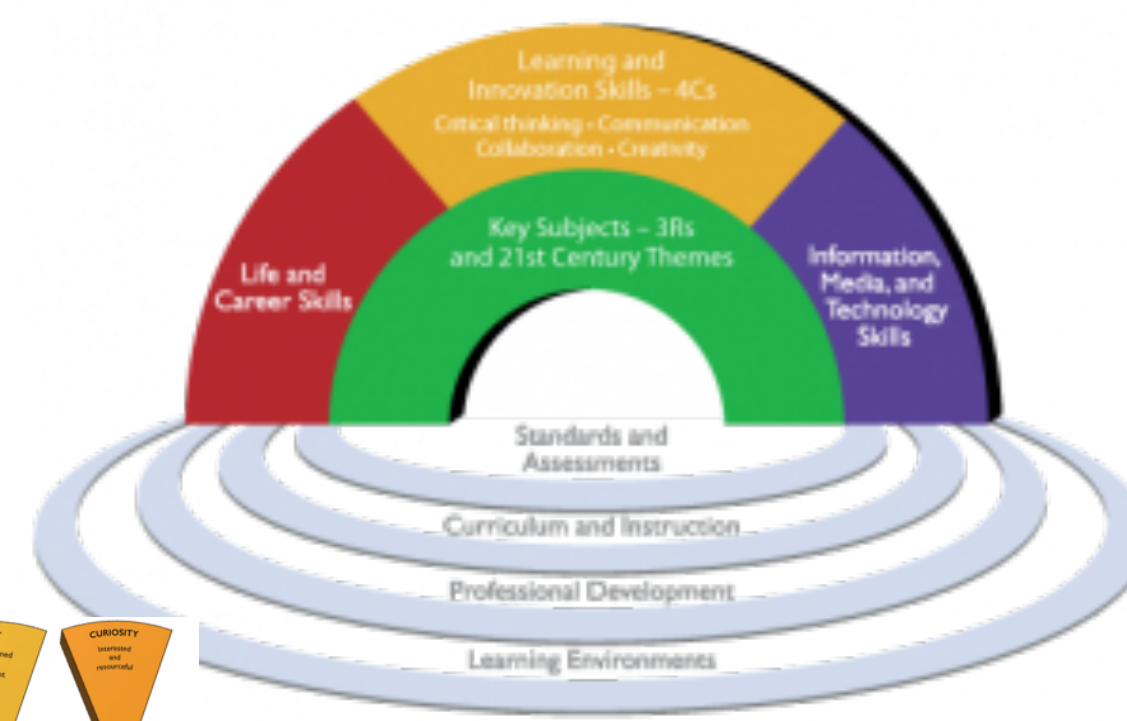
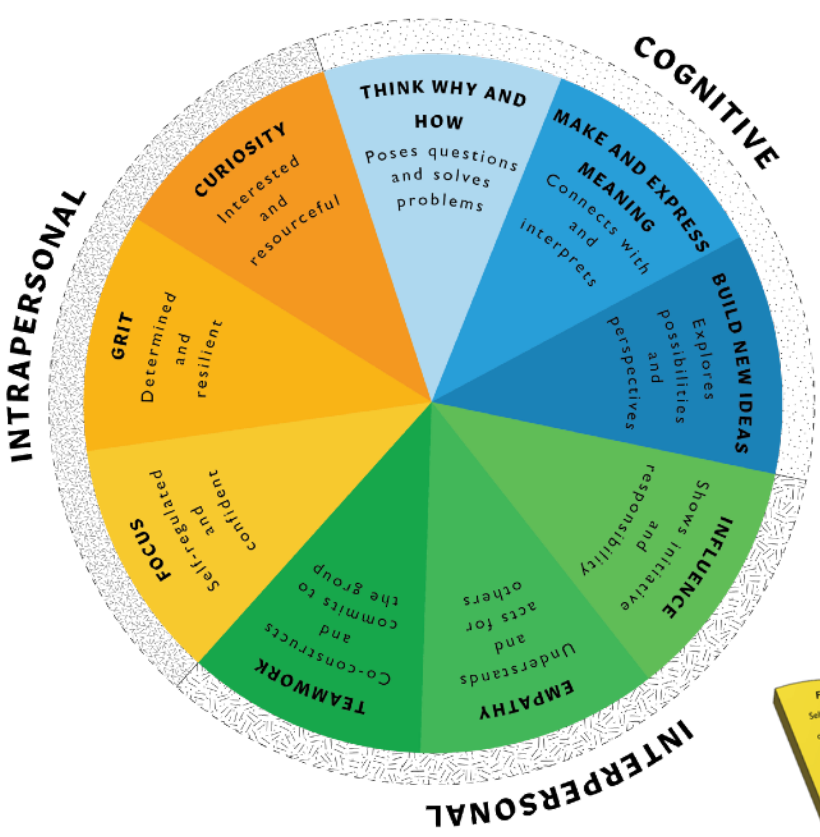
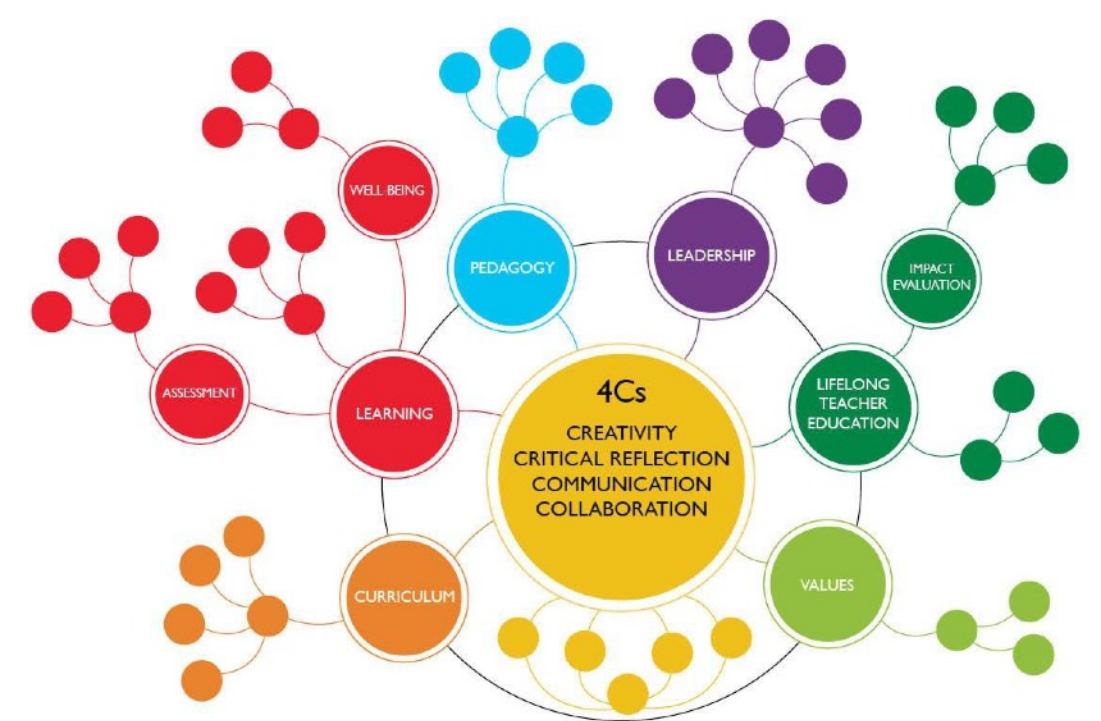
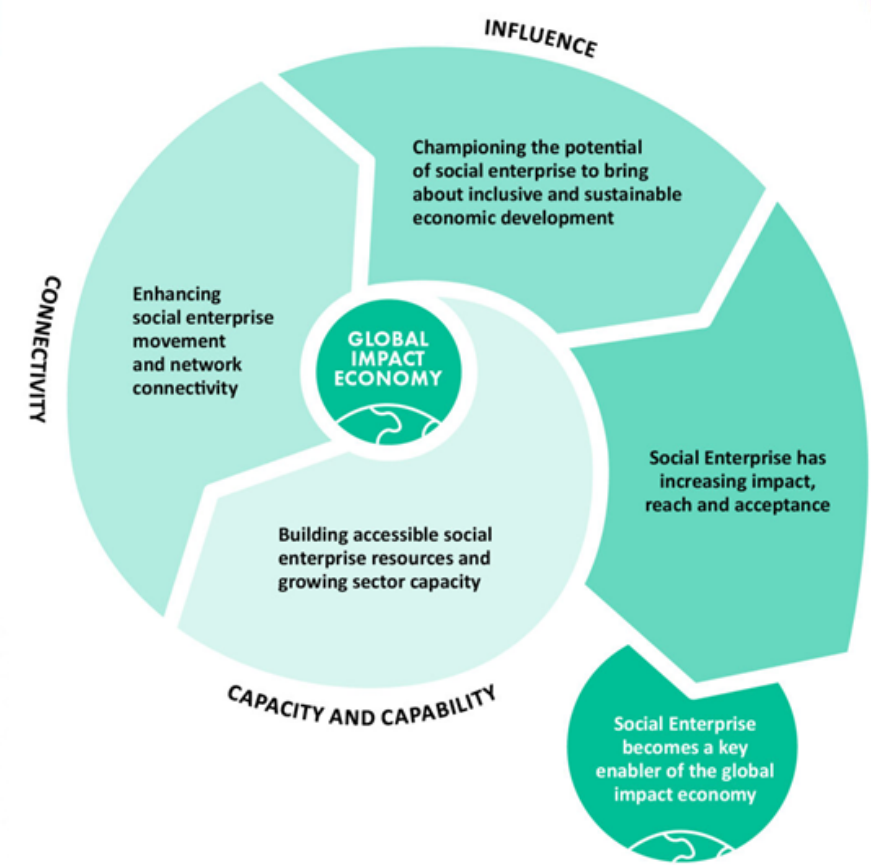
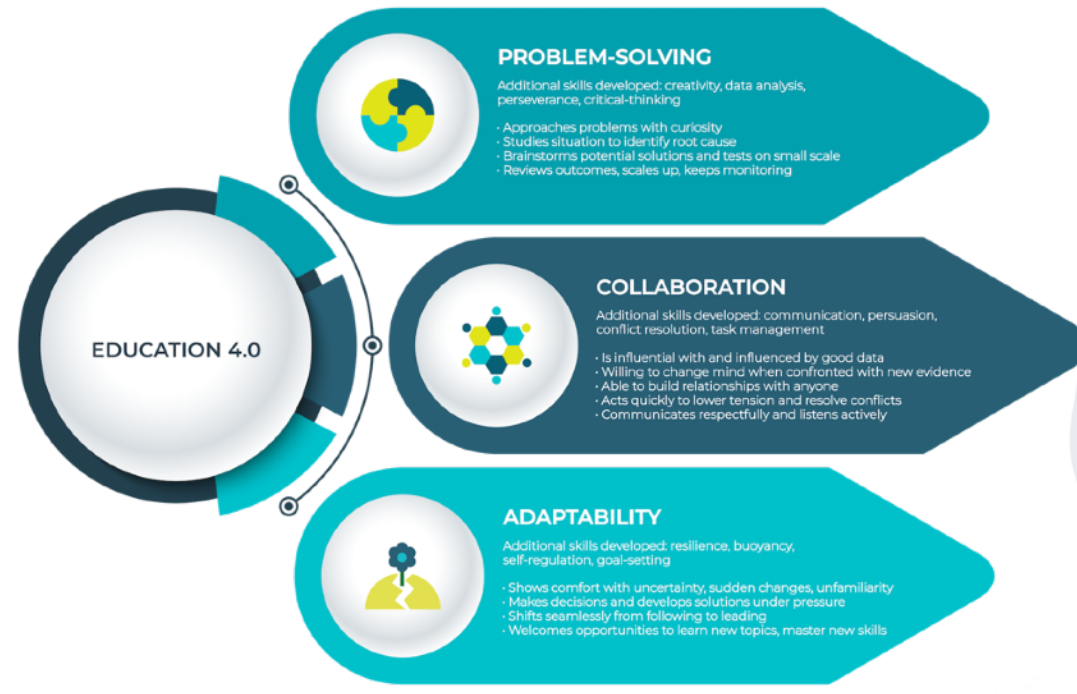
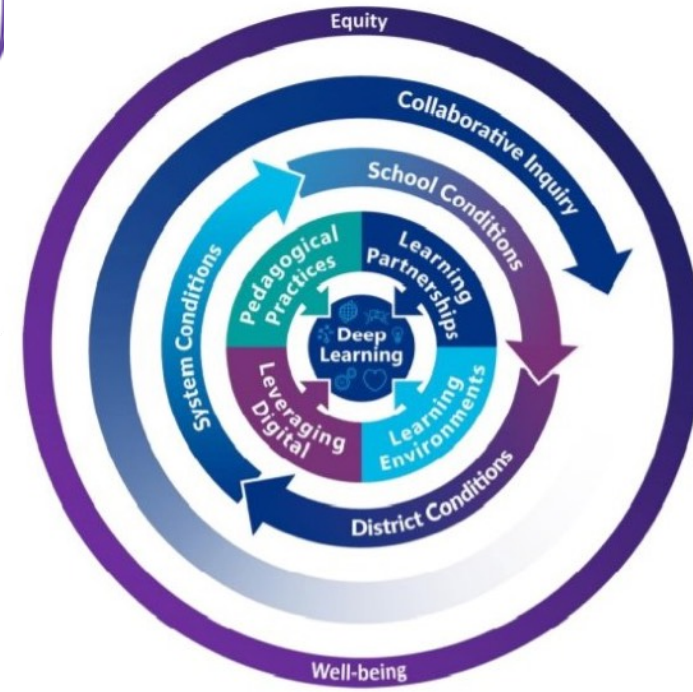
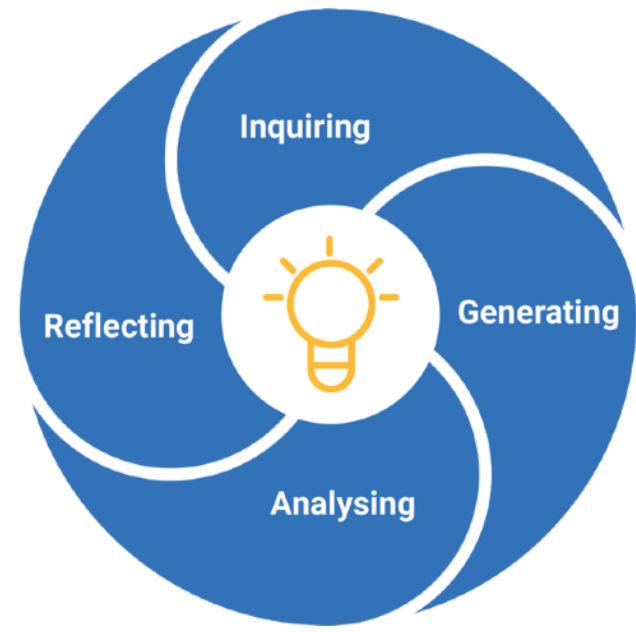
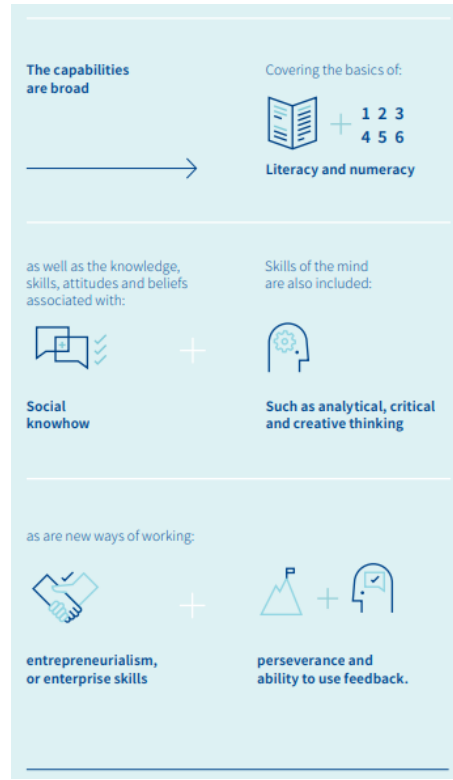
4C Transformative Learning

IDEO

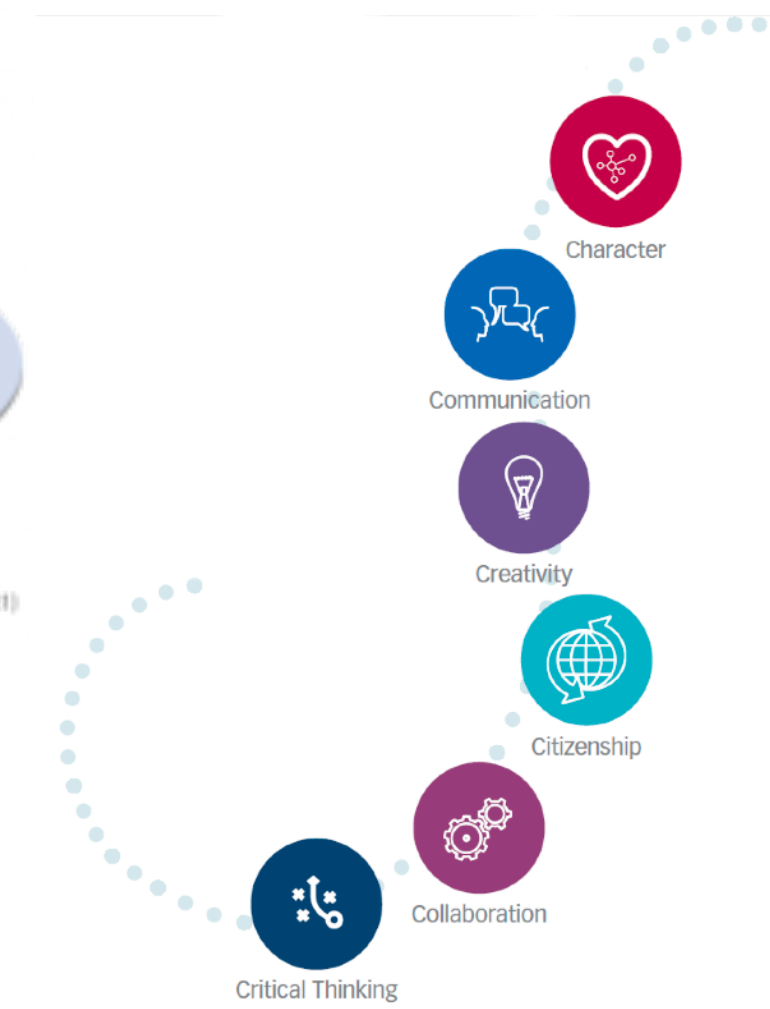
BUCK INSTITUTE FOR EDUCATION

PBLworks



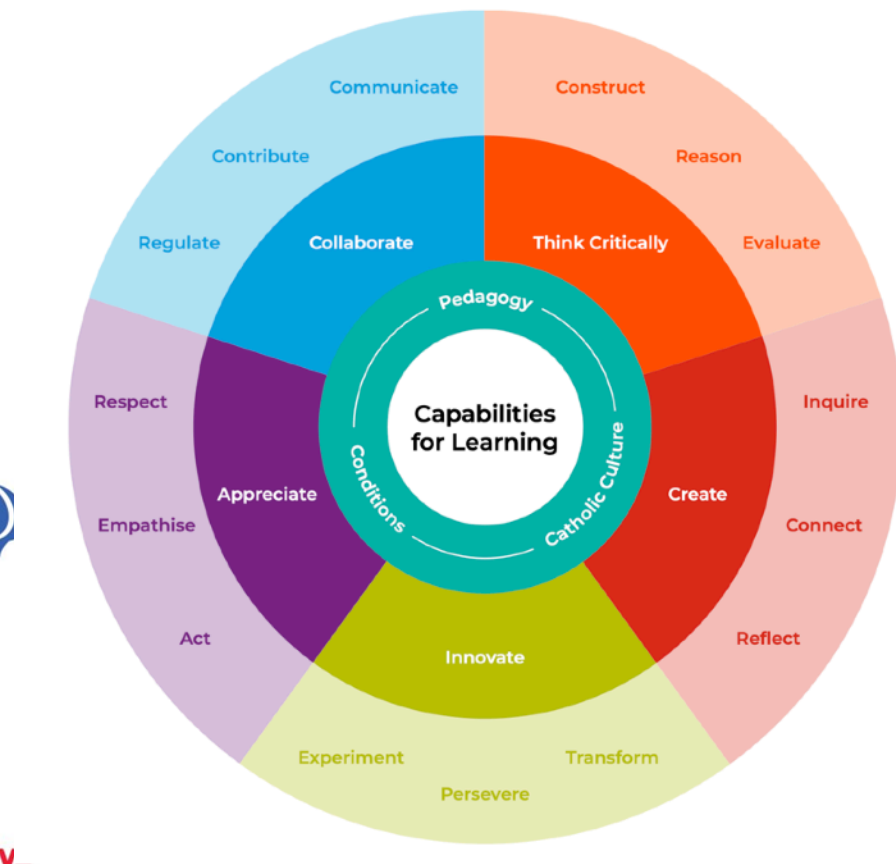


© 2007 Partnership for 21st Century Learning (P21) www.P21.org/Framework

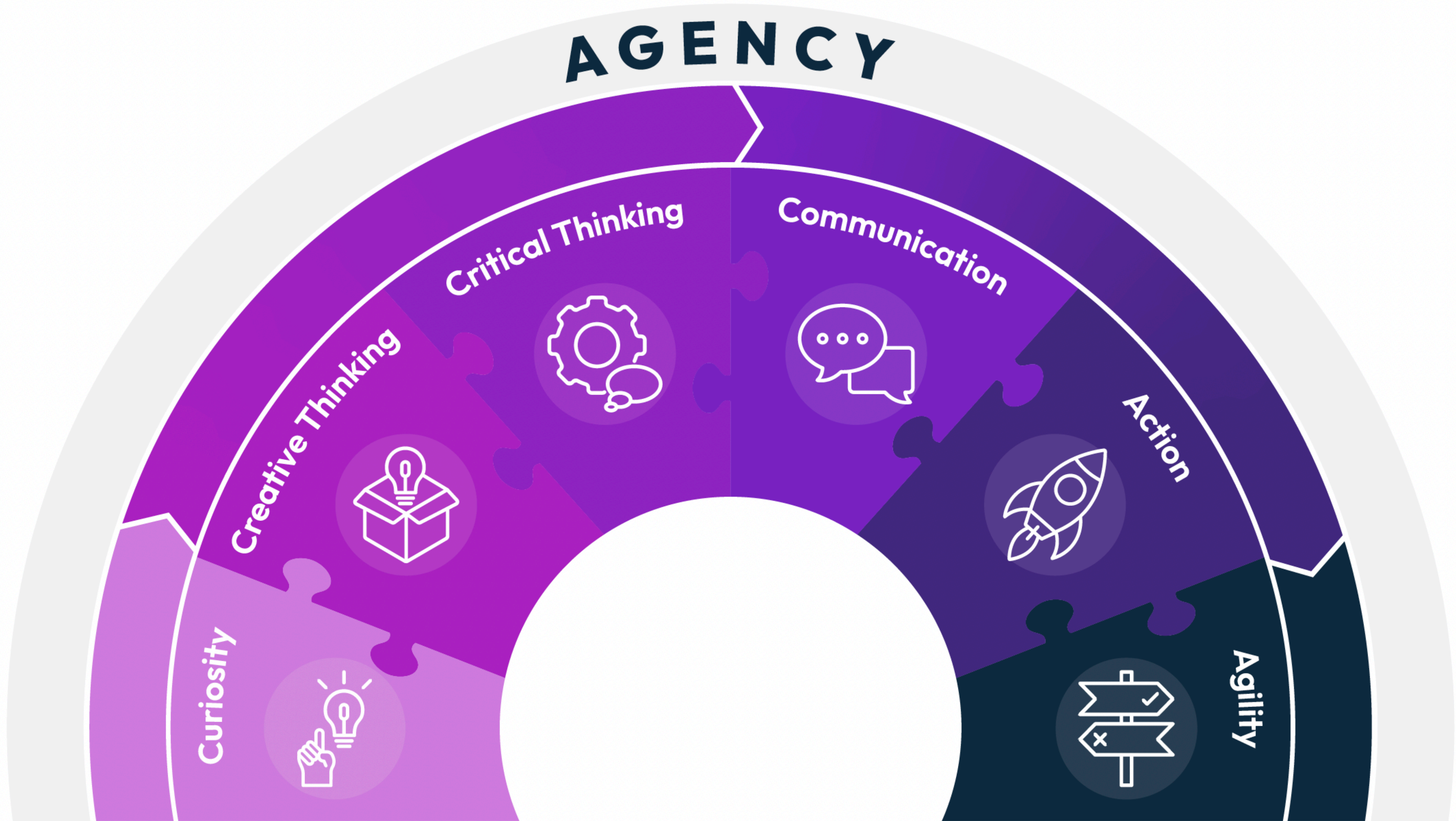


Enterprise skills are transferable skills that enable young people to engage with a complex world and navigate the challenges they will inherit. For example...

- Problem Solving
- Communication
- Digital Literacy
- Teamwork
- Presentation
- Critical Thinking
- Financial Literacy
- Creativity



AGENCY

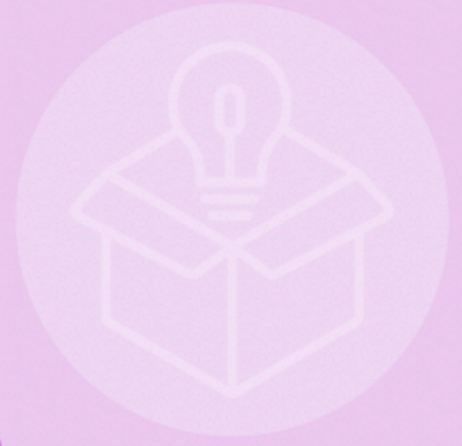


AGENCY

Curiosity



Creative Thinking



Critical Thinking



Communication

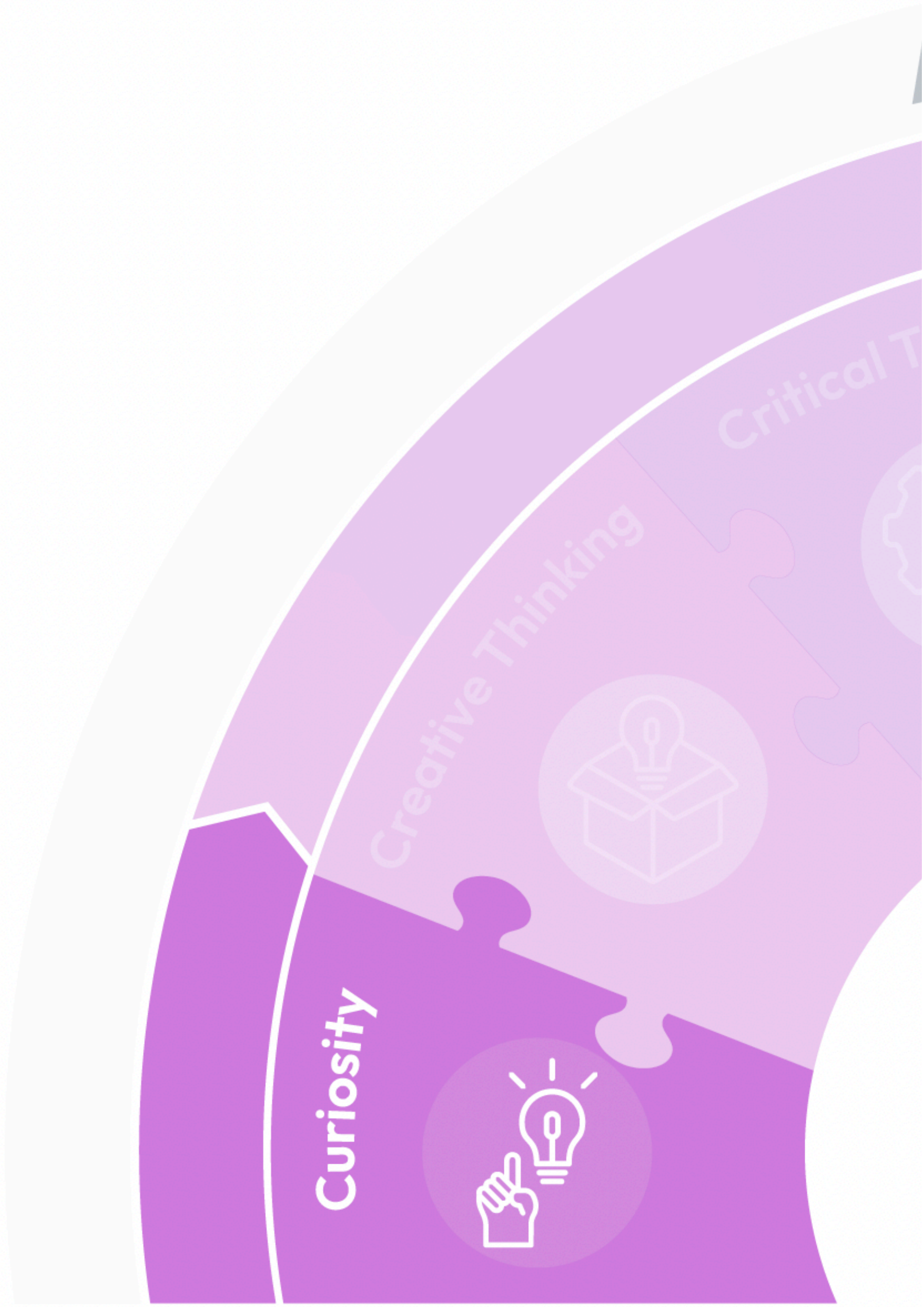


Action



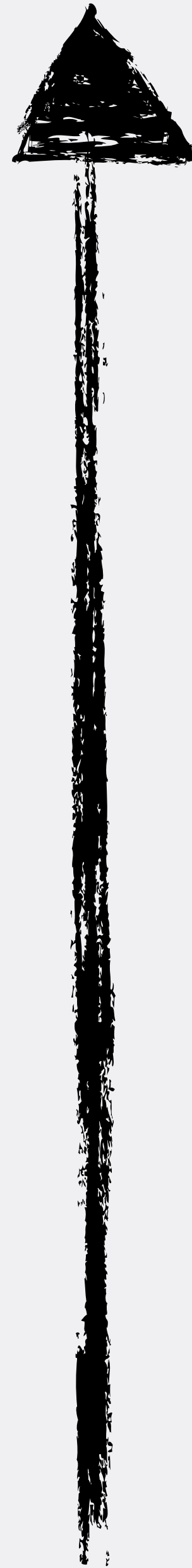
Agility





Curiosity is the drive to explore, ask questions, and seek new understanding about the world around us.

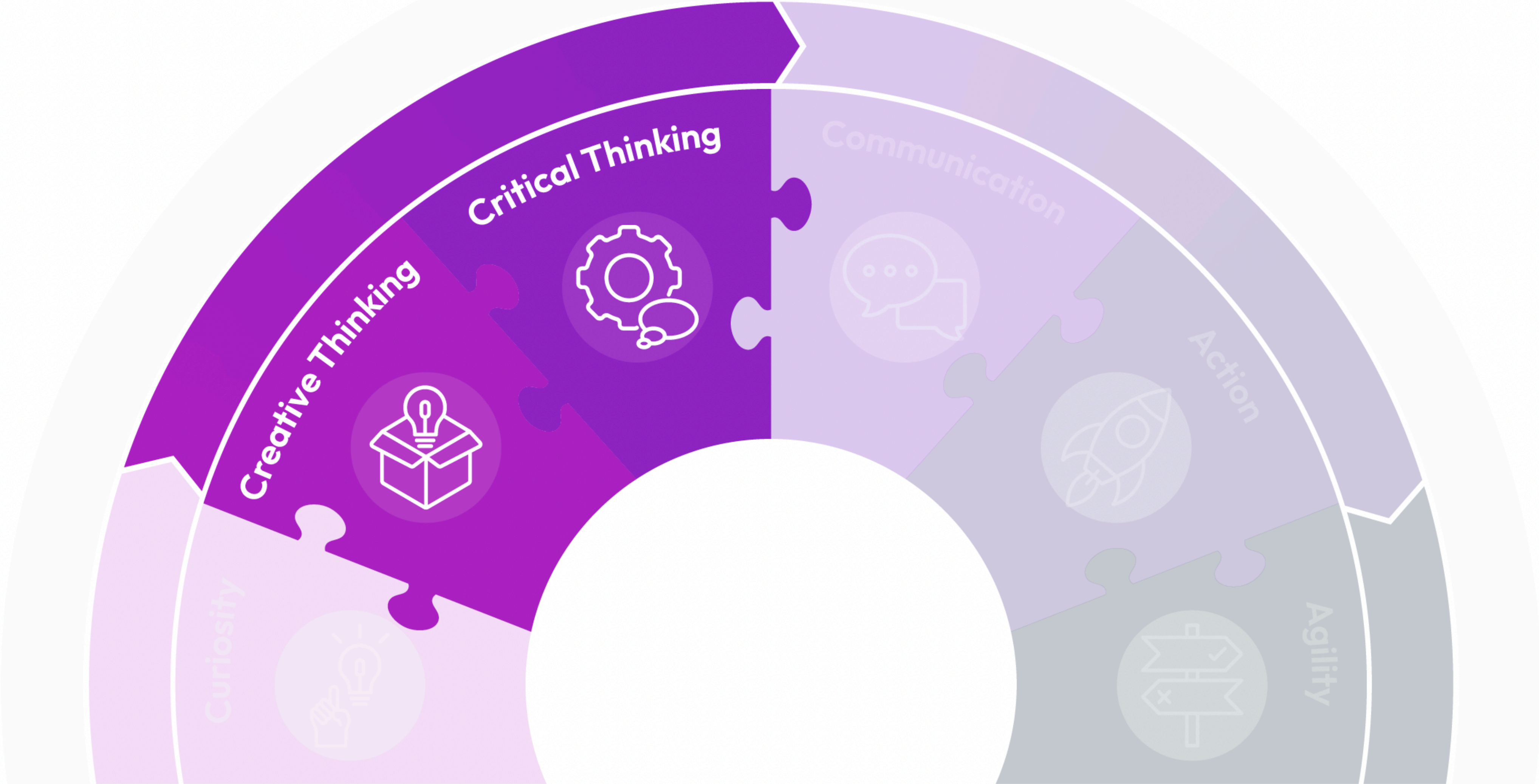


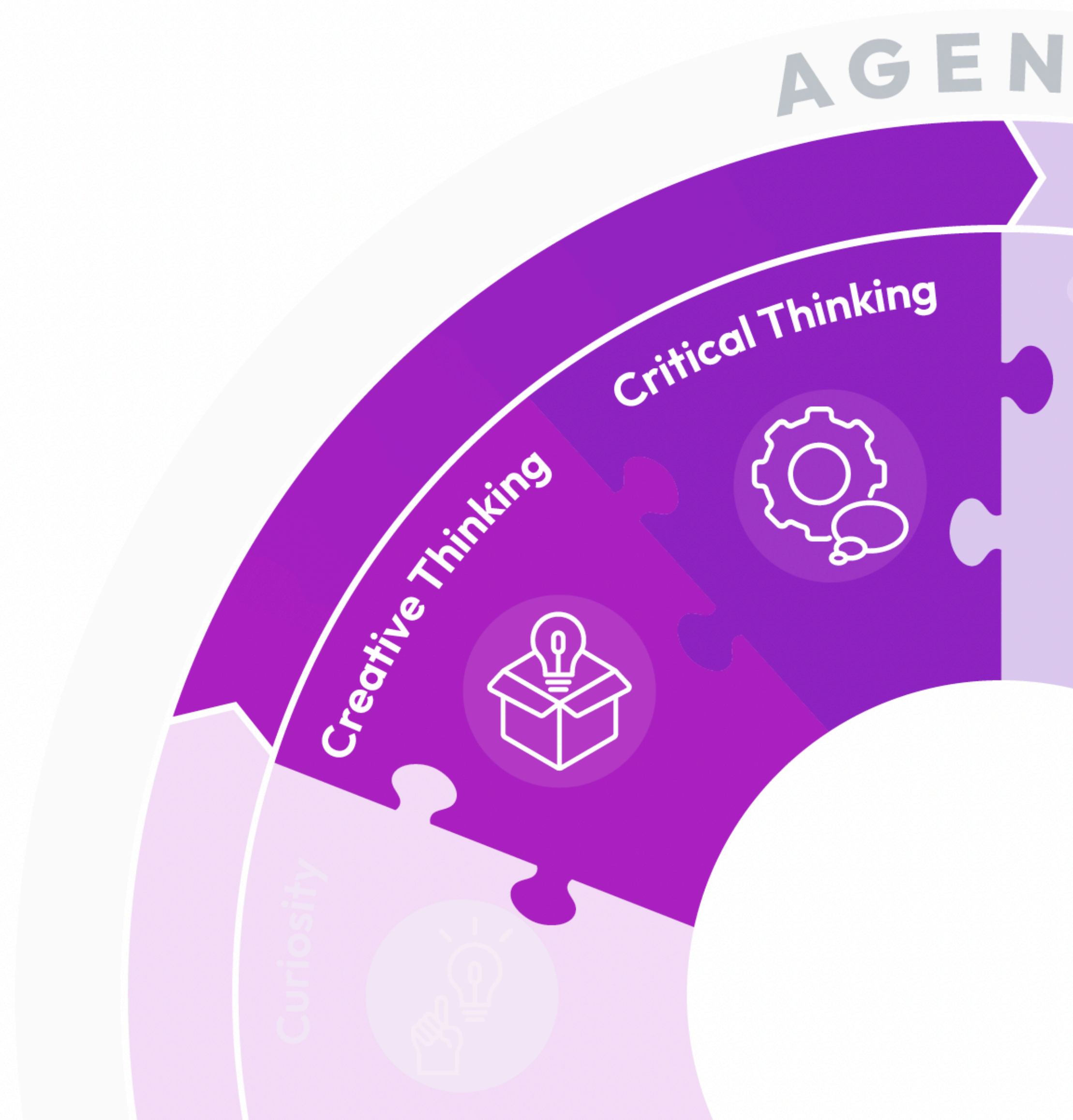


Agency
Engagement
Motivation
Success
Curiosity



AGENCY





Creative thinking is the ability to generate, refine, and apply novel ideas in meaningful ways.

Critical thinking is the process of analysing, evaluating, and synthesising information to make reasoned judgments.

DIVERGE



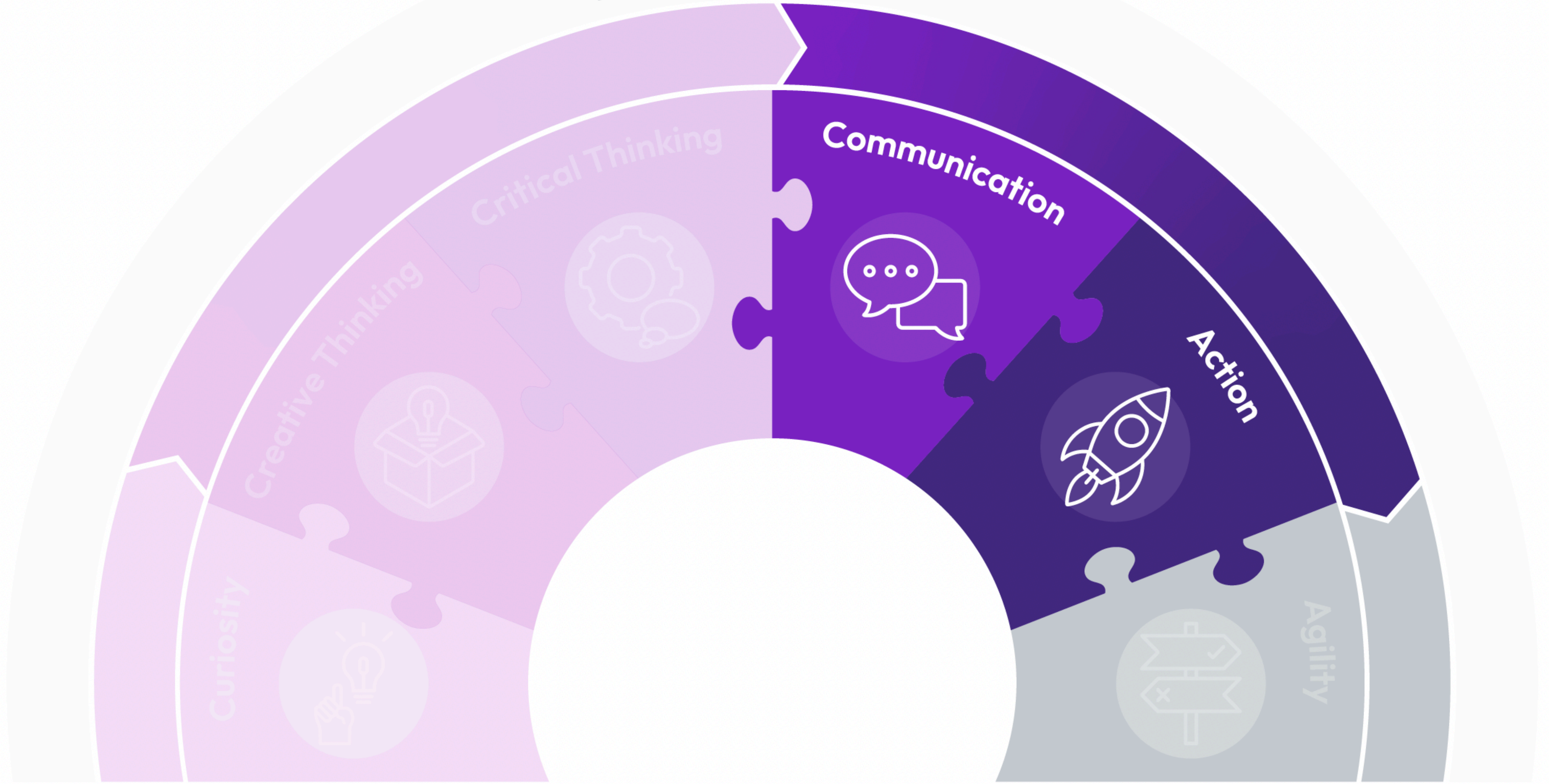
**CREATE
CHOICES**

CONVERGE



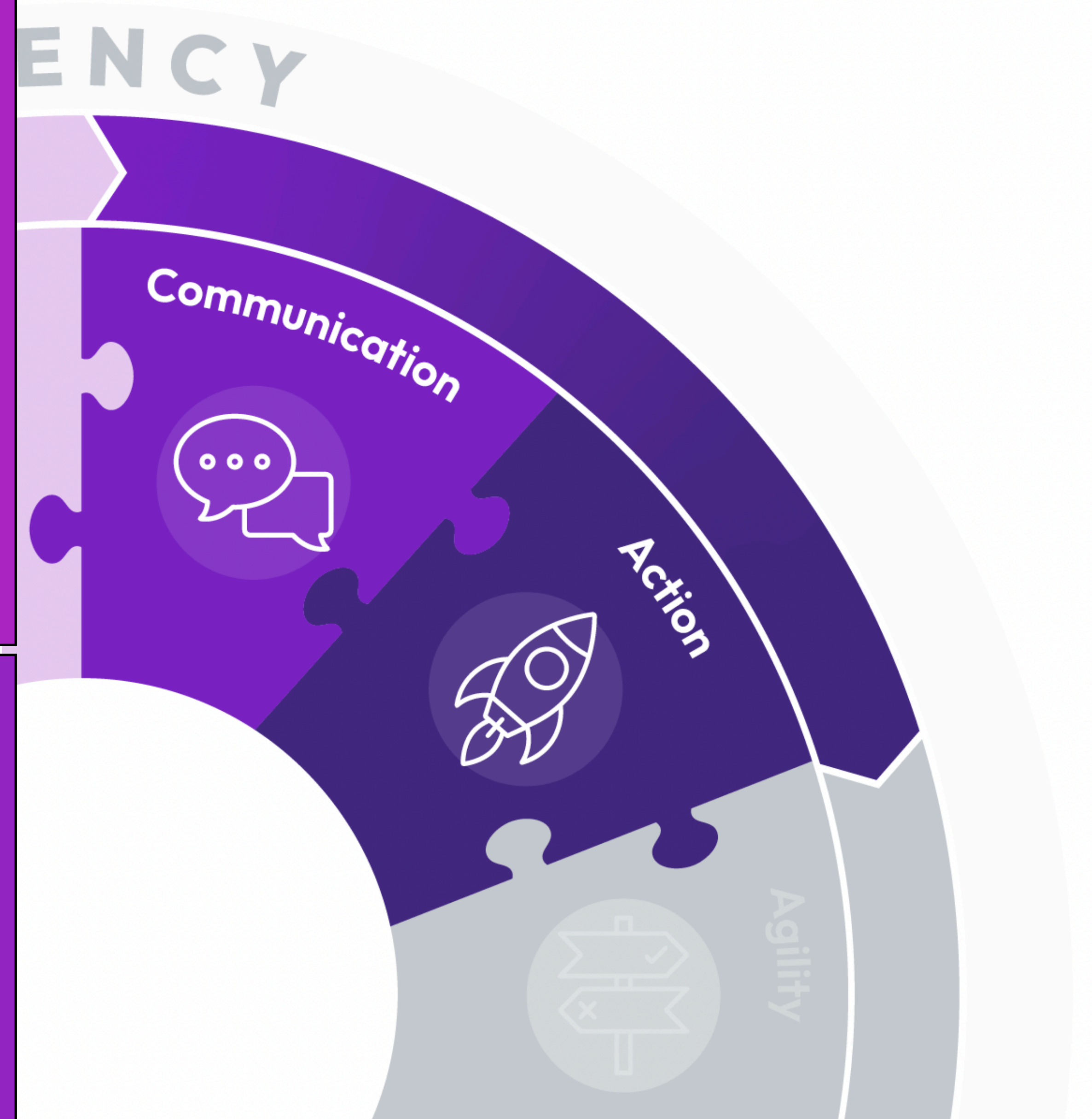
**MAKE
CHOICES**

AGENCY

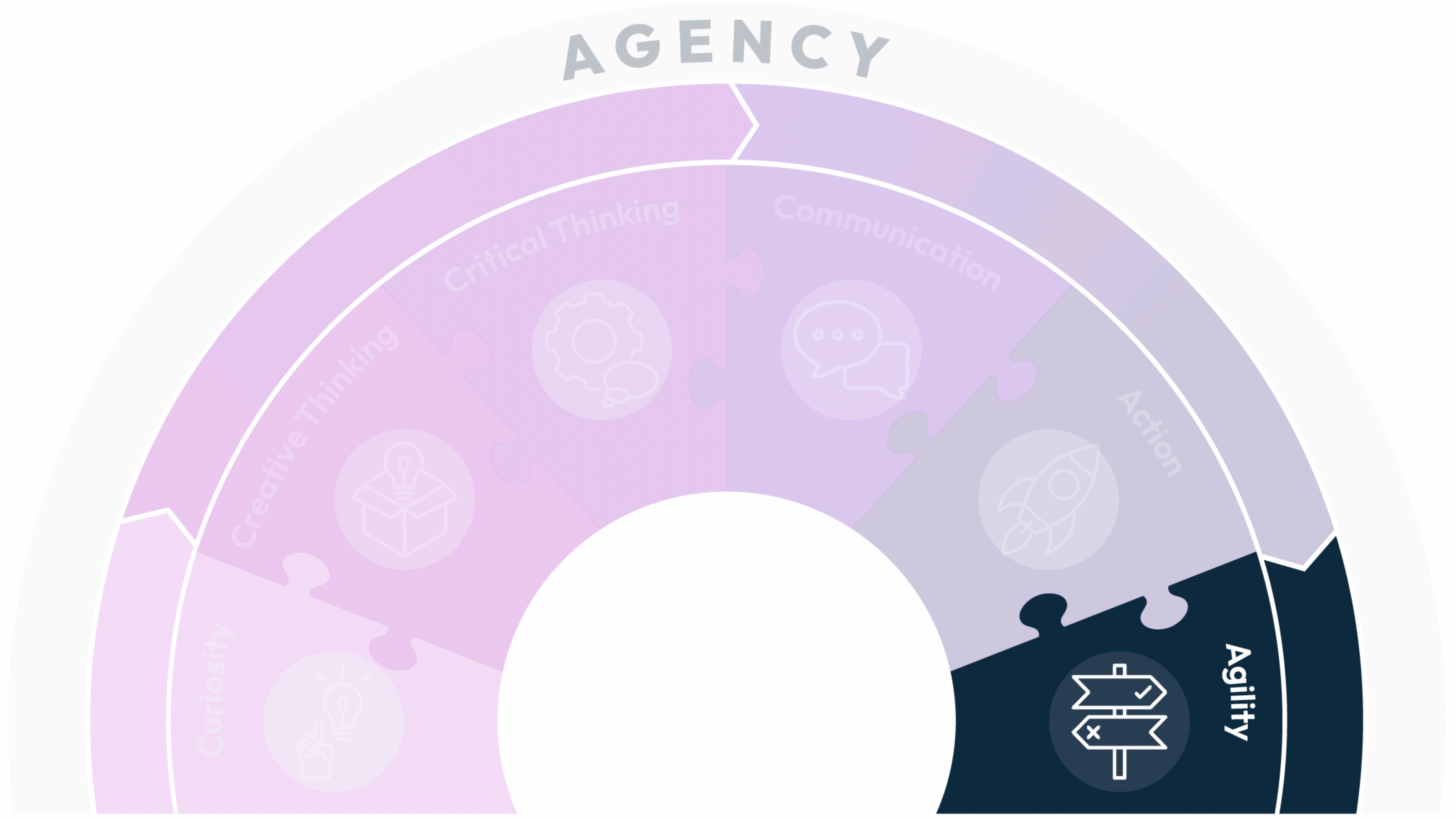


Communication is the ability to express ideas clearly, listen actively, and engage in meaningful dialogue across diverse contexts.

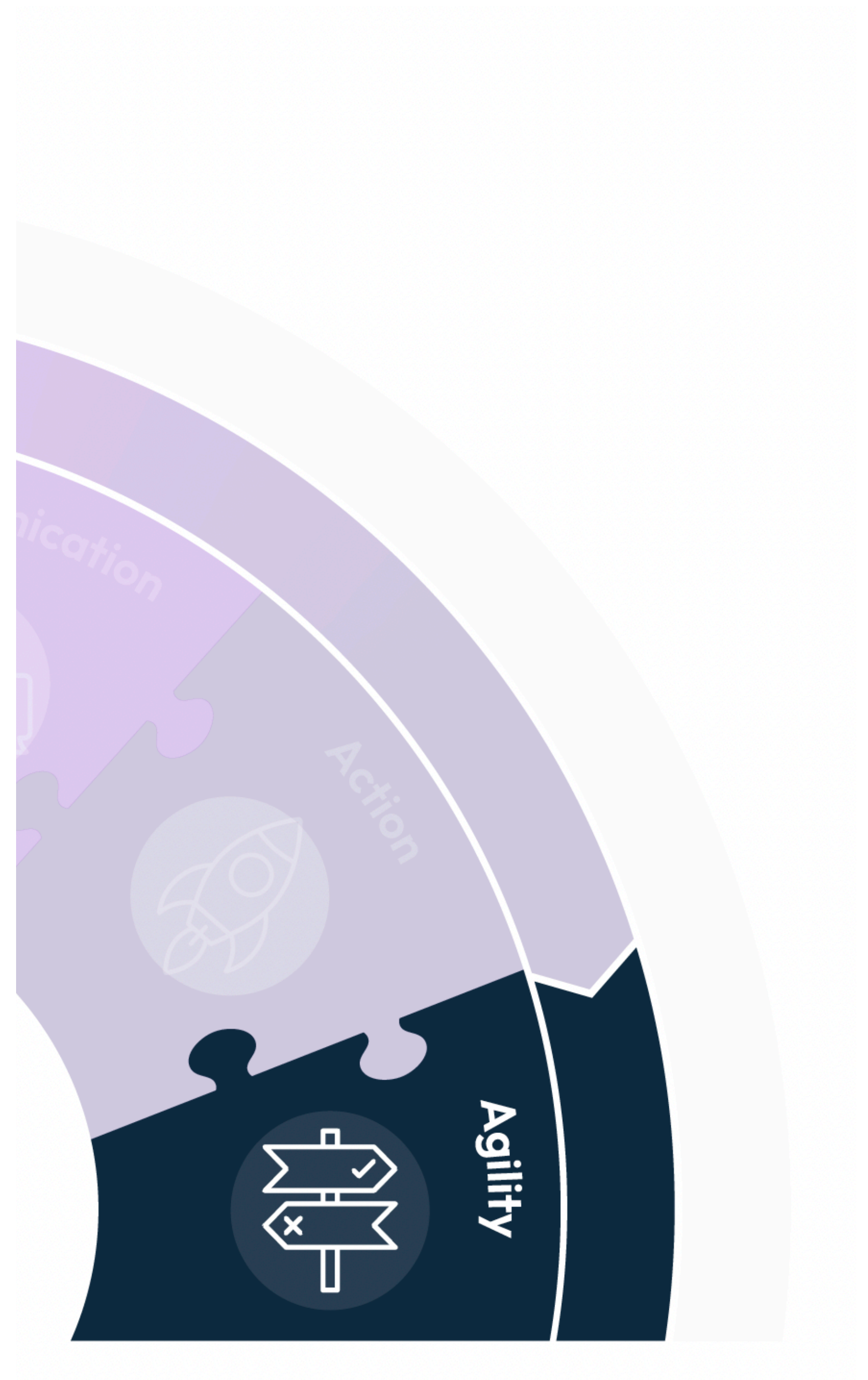
Action is the ability to take initiative, set goals, and follow through on tasks to make things happen.



AGENCY



Agility is the ability to adapt, persist, and stay resourceful in the face of change or challenges.



FIND YOUR
ZING!



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



Q & A



Level 5

OPENING SESSION | 8.45AM - 10.30AM

MORNING TEA | 10.30AM - 11AM

LUNCH | 12.30PM - 1.10PM

CLOSING SESSION | 2.45PM - 3PM

OPENING SESSION | 8.45AM - 10.30AM

Welcome & Acknowledgement of Country



Overview of Day & Energiser



Keynote: The Origin of Agency



with **Nicole Dyson**, Founder & CEO, Future Anything

We've all heard the saying 'Knowledge is power', but in today's world, it's not what we know—it's what we can do with what we know that truly matters.

This keynote challenges traditional thinking about education, exploring the Future of Work and unveiling how building agency through a capability-rich curriculum is the key to equipping students for a dynamic and uncertain future.

SESSION 2 | 11AM - 12.30PM

ROOM A

BUILDING CAPABILITIES IN YOUR CLASSROOM

with Nicole Dyson, Future Anything

We know capabilities (or 21st Century Skills, soft skills, or general capabilities) are important, but how do we teach them? And, can we measure them? Join Nic for this hands-on session as we walk through a framework to explicitly measure and build capabilities in every classroom.

Level 6

ROOM B

UNLEASHING ENTREPRENEURSHIP

With Jarred Turner & Gen Firmer, Future Anything

Looking to build entrepreneurial thinkers and doers in your classroom? Learn tricks of the design thinking trade and get all the resources and tools you need to take students from picking a problem through to pitching an innovative solution. There might even be a prize or two up for grabs in this creative and collaborative session!

Level 4

ROOM C

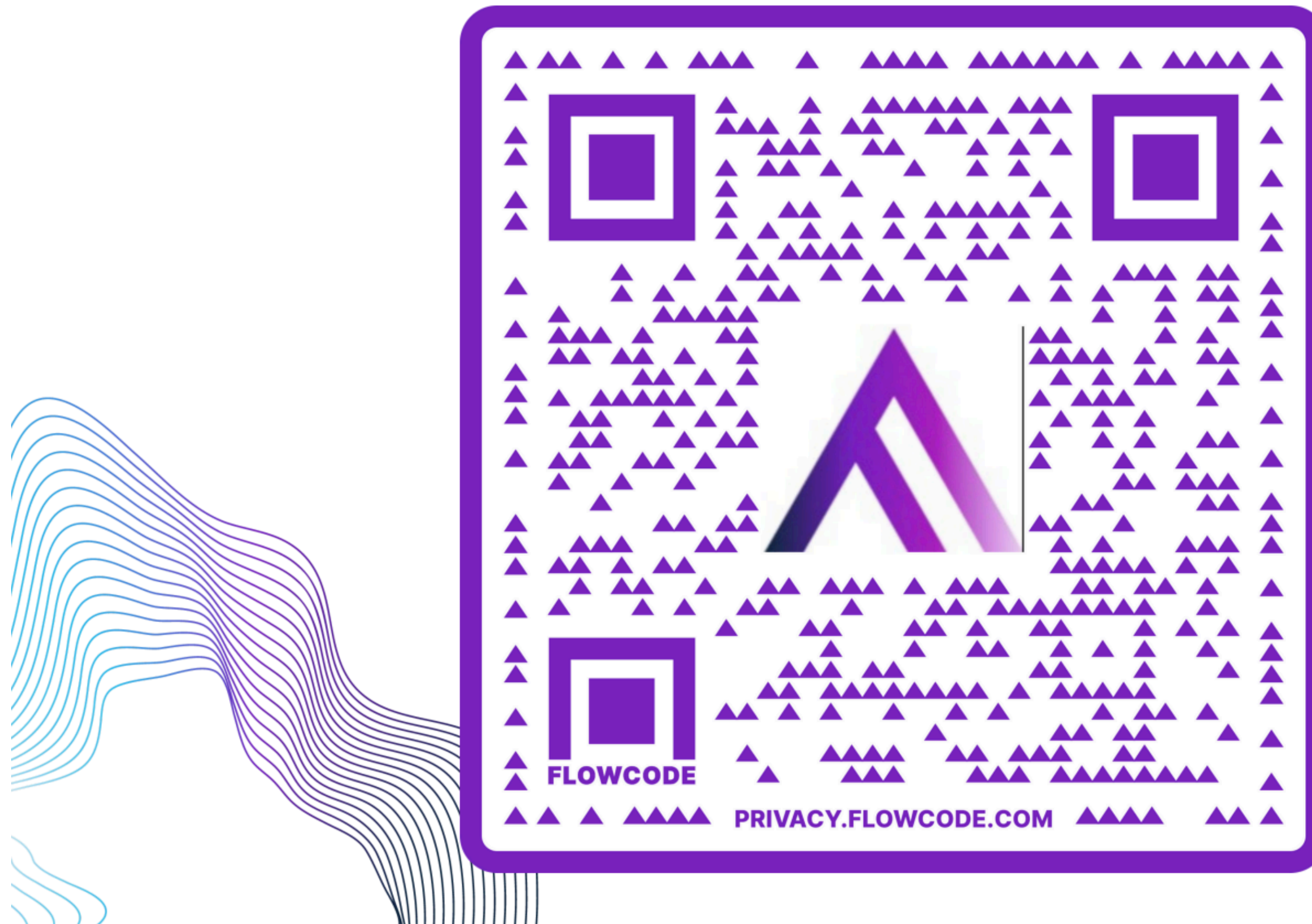
ACTIVATE ESSENTIALS*

With Dan Dempsey, Future Anything

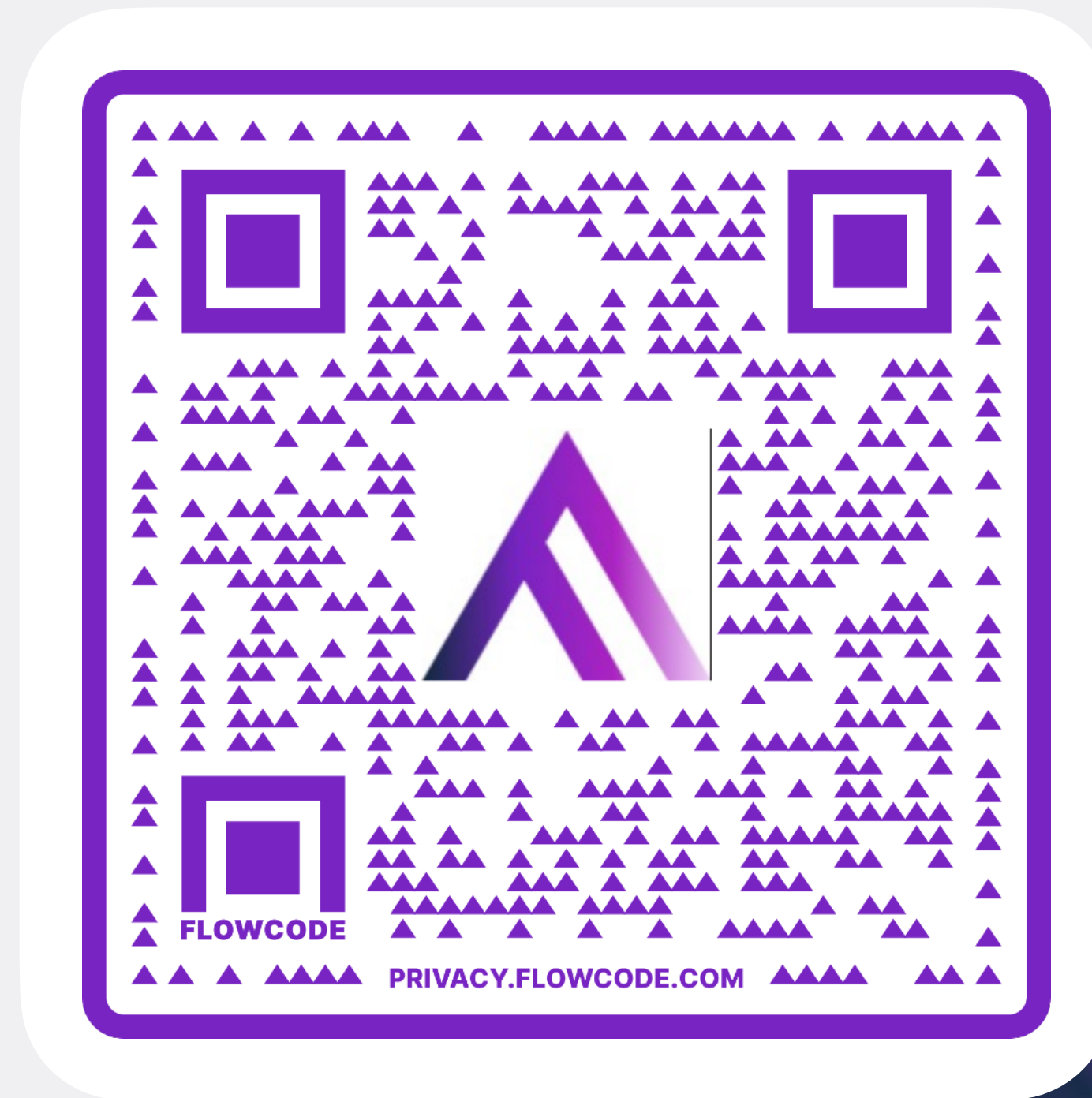
A special session exclusively for new Future Anything Activate teachers covering everything you need to know to set up for Activate success including delivery timelines & key dates, accessing the curriculum, contextualising for your school and troubleshooting.

Level 5

Scan to view conference program or visit
www.futureanything.com/futurefest-sydney-2025-program



We'd love your insights



<https://futureanything.com/future-fest-survey/>





FUTURE ANYTHING

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to bend the future?

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