



THE [X] CHALLENGE

CHOOSE YOUR [X]. CHANGE YOUR WORLD.

Win a share of \$100k+
in prizes and funding.





Introducing The [X] Challenge

Choose your [X]. Change your world.

The [X] Challenge is a global innovation and entrepreneurship program that empowers students to take on real-world problems, and pitch their boldest ideas to win funding, prizes, and global recognition.

1 Choose your [X].

Choose from one of seven curriculum-aligned and assessable missions that matter – from starting a side hustle to saving the world.



2 Deliver your [X].

Leverage our world-class curriculum, intuitive technology and expert support to deliver your Challenge in your classroom.



3 Win your [X].

Win a share of \$100,000+ in prizes and the chance for your students to take their ideas out of the classroom, and into the real world.



The [X] Challenge is such a valuable program to help students develop essential skills. Everybody steps out of their comfort zones in teaching and learning which is what leads to amazing ideas and productive risk taking. My students thoroughly enjoyed the program.”

The [X] Challenge Teacher

Choose your [X].








Choose from one of seven curriculum-aligned and assessable missions that matter – from starting a side hustle to saving the world.

Enterprise Streams

Our Enterprise Streams put students in the role of 'entrepreneur' and stretch them to develop innovative ideas with commercial viability.

Impact Streams

Our Impact Streams focus on curiosity and creativity, challenging students to focus on the impact they can have in their world.

The [X]	The Mission	The Launch	Year 5	Year 6	Year 7	Year 8	Year 9	Year 10	Year 11	Year 12	
 Market Boss	Turn trash into treasure by designing and selling a sustainable product at your school's pop-up market.	A pop-up market stall where students sell sustainable products to real customers.	[Progress bar]								
 Passion Project	Create a project powered by your passion; built to spark connection, curiosity, or change.	A live, student-led expo where passion projects come to life.	[Progress bar]								
 Side Hustle	Design and run a profitable side hustle from your own skills and strengths.	An interactive launch expo to secure customers, followed by two weeks of real-world hustle.				[Progress bar]					
 Impact 2030	Choose one of the UN's Sustainable Development Goals, and design a bold idea that helps the world get closer to achieving it by 2030.	A student-led <i>Summit of the Future</i> , where bold ideas are pitched in the style of the UN General Assembly.				[Progress bar]					
 Social Enterprise	Build an innovative social enterprise where profit powers real-world impact.	A Shark Tank-style pitch to a panel of judges.	[Progress bar]			[Progress bar]					
 Tech for Good	Design a tech-based solution that creates a fairer, more inclusive and connected world.	A hands-on tech expo where students demo their solutions for a live audience.				[Progress bar]					
 Startup Venture	Design a scalable startup that's innovative, and tested with real customers.	A <i>Demo Day</i> presentation backed by customer testing, an MVP, and a clear path to market.						[Progress bar]			

Deliver your [X].

Leverage our world-class curriculum, intuitive technology and expert support to deliver your Challenge in your classroom.

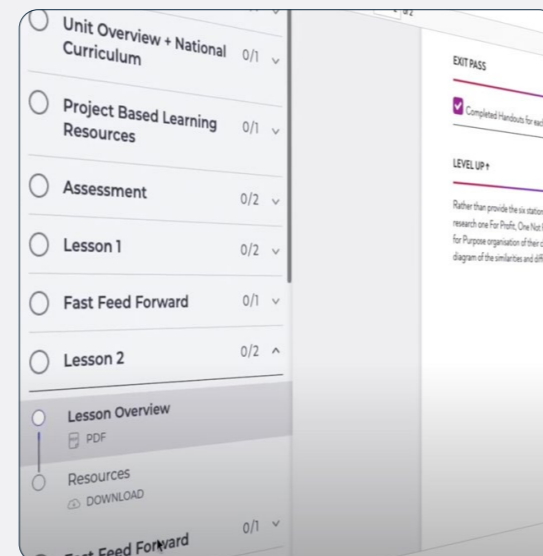
Support and Capacity Building

Matched with your own dedicated Relationship Manager (all experienced teachers themselves), and with a suite of professional learning to choose from, we'll make sure your whole teaching team is set up for success.



Fully Resourced Curriculum

With 20+ hours of lesson plans, resources and suggested assessment instruments (all designed by experienced educators) you can plug and play, or pick and choose - delivery is up to you.



“

Absolutely mindblowing what the students can achieve when you give them the framework, belief and agency. So extremely proud of all of the students who participated in The [X] Challenge this year! What an experience... it will be a highlight of their education!”

The [X] Challenge Teacher

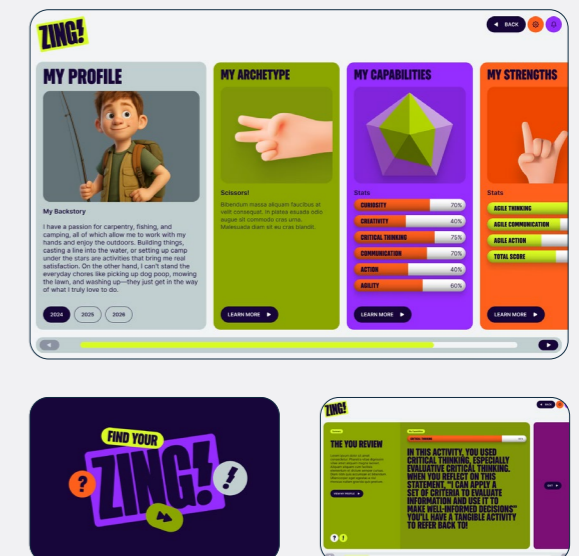
Your own Industry Mentor

Want to bring the real world into your classroom? Opt in for our Industry Mentor program and we'll partner you with an industry leader who volunteers 5+ hours of mentoring to you, and your students.



AI-Powered Learner Profile

Leverage Zing, our smart learner profile platform, to access reports measuring and tracking the growth of your young people in our six capabilities - transforming insights to results.



3

Win your [X].

Win a share of **\$100,000+** in prizes and funding, as well as global exposure and opportunities for your students to take their ideas out of the classroom, and into the real world.

Student Awards

All students participating in The [X] Challenge can apply for the chance to win funding, support and some incredible prizes, taking innovative ideas out of the classroom and into the real world.



Educator Awards

Nominate yourself, a colleague, or your team for our Educator Awards, celebrating the teaching and learning that's unlocking innovation and enterprise around the globe.



I have taught The [X] Challenge program for five years and I absolutely love it. I've been to three National Grand Finals and Future Anything always puts on an excellent event. But our most important congratulations go to all the students who make this program what it is."

Educator of the Year 2023,
Vicki Cull, Redbank Plains State High School



Meet our 2024 Winner, Alex

Our 2024 winner, Alex, took home the trophy with the Carbon Cart; the world's first 2-in-1 universal e-scooter trailer. Made from lightweight carbon fibre, the Carbon Cart weighs only 3.1 kilos, barely draining the scooter's battery. It features a pop-out handle, kickstand, secure hitch, a slim joint for extra foot space, and reinforced bars. Already patented, the Carbon Cart will be in retail stores soon.



Meet our 2021 Winner, Chloe

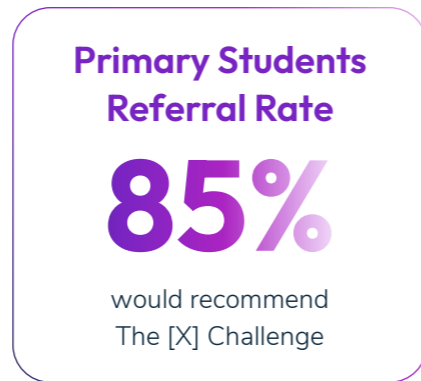
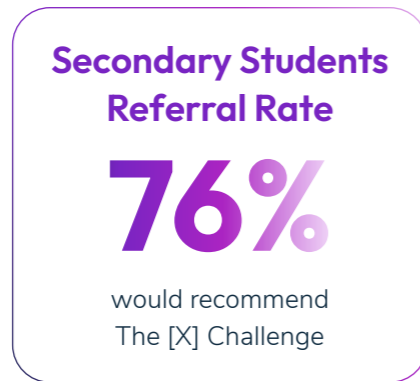
In 2021, Year 9 student, Chloe, impressed the judges with By Chloe, her handmade heat wickets crafted from 100% natural materials. Since then, Chloe has launched the Youngpreneur Markets, a bold initiative unlocking real-world opportunities for other young people to showcase and sell their ideas. Her drive and entrepreneurial impact secured her a place as a finalist in the 7News Young Achiever Awards and earned her a scholarship to Queensland University of Technology as one of a select number of Budding Entrepreneur Scholars.





Impact of The [X] Challenge

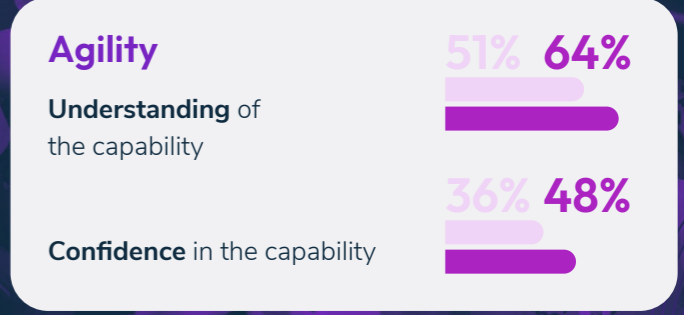
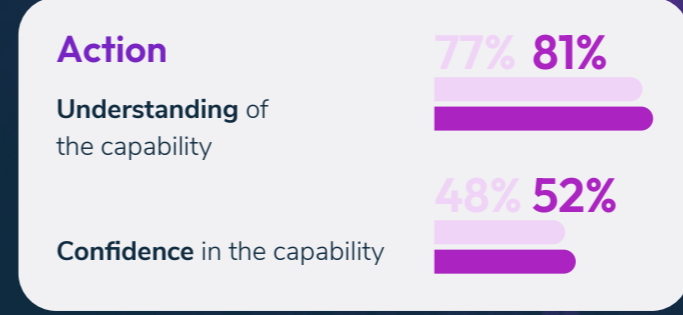
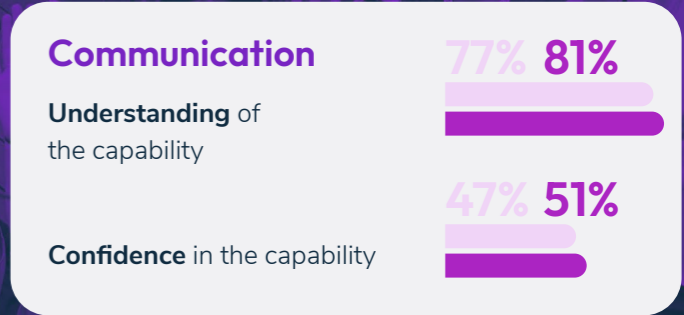
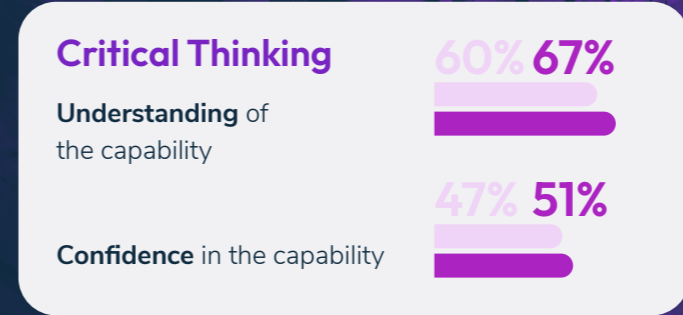
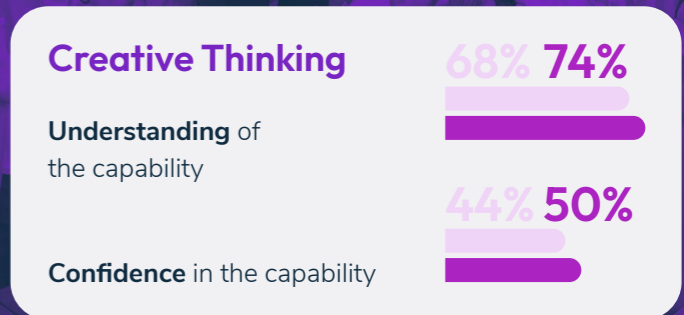
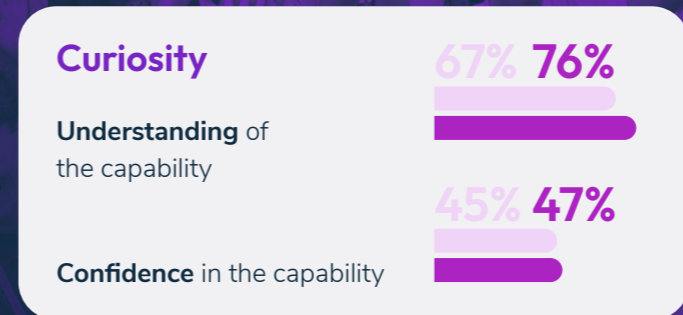
Since 2018, we've helped over 98,000 young people and 12,770 educators build their confidence, capabilities and agency to thrive in a rapidly changing world.



These are just a few of the schools we've been fortunate to partner with:

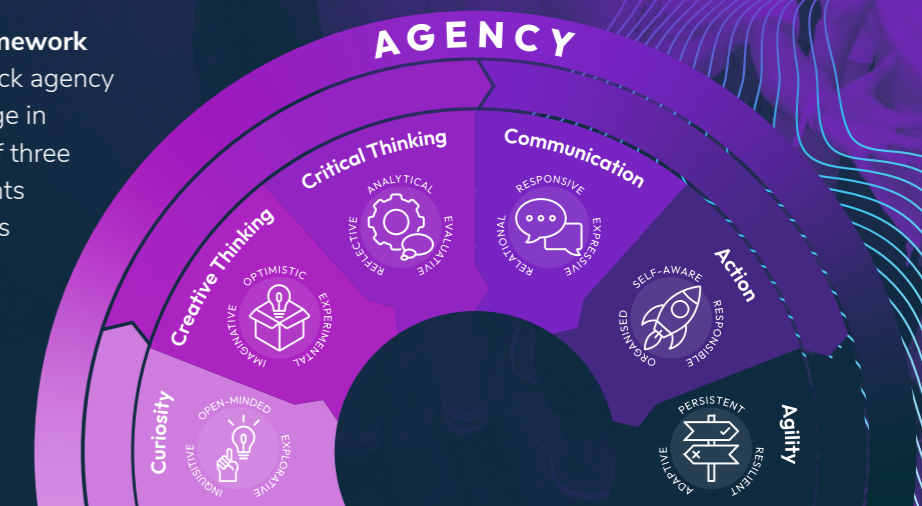


● Before The [X] Challenge 2025
 ● After The [X] Challenge 2025



Future Anything has worked alongside educators, researchers, students, and system leaders to design a **research-informed framework** that puts **agency** at the heart of teaching and learning.

The **Future Anything Capability Framework** identifies six key capabilities that unlock agency and equip young people to lead change in their world. Each capability consists of three measurable competencies that students build, through scaffolded opportunities within their [X] Challenge curriculum.





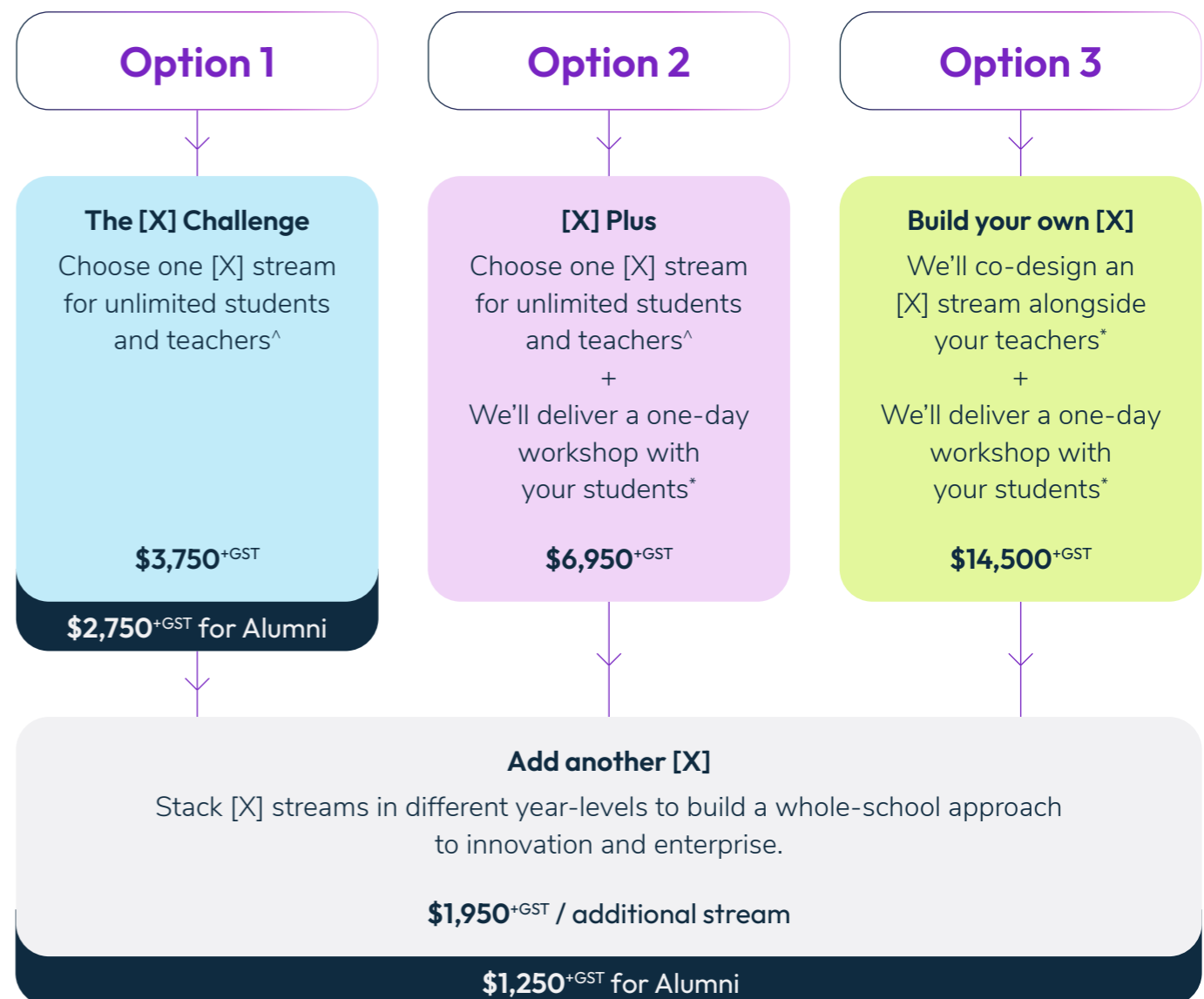
Nervous excitement with anticipation; pitching an idea to a panel of judges after many weeks of ideating, preto and prototyping, persuading and pitching the solution product to a problem that matters to them – that is what it is all about. Seeing the excitement bubbling as each team submits their application,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

The [X] Challenge Teacher



The [X] Challenge Investment

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



**All travel and accommodation for facilitators is included for Metro locations. A small surcharge may apply for regional or remote locations - check with us to see if this applies to you. [^]Additional costs to access Zing may apply for cohorts bigger than 250. Prices current from 1 August, 2025 and subject to change. All prices are in AUD. Alumni pricing is available exclusively to returning schools.

Ready to bring The [X] Challenge to your school?

Register your interest 

**Want to chat about the right
approach for your school?**

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

www.futureanything.com/x



FUTURE ANYTHING

