



# The Future Anything Challenge | [Passion Project] Unit Overview

Create a project powered by your passion, built to spark connection, curiosity or change.



FUTURE ANYTHING

Lesson	Learning Goals	Success Criteria	Capabilities	Key Activities
Lesson 1 The Beginning	<p>We are learning to be curious and creative through a Curiosity Quest</p> <p>We are learning to understand the shape of The Future Anything Challenge Passion Project stream through exploration of the 'mission'.</p>	<p>Use what you know to creatively respond to the Curiosity Quest cards.</p> <p>Use what you know to pitch an innovative, scalable and sustainable business idea that makes the world a better place.</p>	Curiosity	<ul style="list-style-type: none"> <li><input type="checkbox"/> Guide students through a Curiosity Quest activity. The Curiosity Quest Card Set provides up to 20 station ideas to choose from.</li> <li><input type="checkbox"/> Debrief with students to reflect on the key insights of the Curiosity Quest.</li> <li><input type="checkbox"/> Use the Passion Project 101 PPT to introduce the program and mission.</li> </ul>
Lesson 2 How did I get here?	We are learning to develop a deeper understanding of who we are, our interests, values, and curiosities.	Use what you know to complete a learner profile or "About Me" quiz to clearly describe strengths, interests, and values.	Curiosity	<ul style="list-style-type: none"> <li><input type="checkbox"/> Have students log into their Zing profile, then complete the learner profile activities (or a non-Zing alternative)</li> <li><input type="checkbox"/> Ensure each student completes the Pre-Program Capabilities survey</li> </ul>
Lesson 3 What is Curiosity?	We are learning to understand what curiosity is, and how this connects to passion.	Use what you know to explain and demonstrate how to be curious.	Curiosity	<ul style="list-style-type: none"> <li><input type="checkbox"/> Watch all or part of selected 'The Curiosity Show' video clips and discuss what makes people curious.</li> <li><input type="checkbox"/> Guide students to write their 'big questions' and create a Big Questions Wall with different things students are curious about.</li> <li><input type="checkbox"/> Use the Curiosity Vs Passion Venn Diagram to explore the definitions, characteristics, and distinctions between curiosity and passion.</li> <li><input type="checkbox"/> Explain the homework task for the next lesson.</li> </ul>
Lesson 4 Curiosity to Passion	We are learning to understand our own curiosities and passions.	Use what you know to explore your curiosities and then connect to your Top 3 Passions.	Critical Thinking	<ul style="list-style-type: none"> <li><input type="checkbox"/> Set up a Curiosity Gallery Walk for students to explore each other's Curiosity Bucket items and choose their Top 5 curiosities.</li> <li><input type="checkbox"/> Use the Curiosity to Passion Sheet to explore connections between the top 5 curiosities and any deeper passions.</li> <li><input type="checkbox"/> Students create a personal, meaningful, and unique Passion Badge for their top 2 passions.</li> </ul>
Lesson 5 & 6 Exploring my top passion	<p>We are learning to dig deeper into our top passion.</p> <p>We are learning to communicate our passion in a meaningful way.</p>	<p>Use what you know to identify key aspects of your passion through timelines and research.</p> <p>Use what you know to engage an audience to share your passion (meaning, significance and personal connection).</p>	Communication	<ul style="list-style-type: none"> <li><input type="checkbox"/> Guide students to create a Personal Passion Timeline to map the journey of their top passion.</li> <li><input type="checkbox"/> (Optional) Facilitate a Passion Deep Dive to help students research and explore at least one new insight about their passion – such as a role model, a community, an interesting story, or an opportunity.</li> </ul> <p><b>Learning Peak:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Option 1: Students create a Passion Mood Board (30-45mins).</li> <li><input type="checkbox"/> Option 2: Students create a Podcast to explore passion with a peer, external person or celebrity (60 mins).</li> <li><input type="checkbox"/> Option 3: Students complete the English Oral Speech Booster to persuade an audience to understand, appreciate, or engage with their passion (multiple lessons).</li> </ul>
Lesson 7 - 8 Turning passion into a project	<p>We are learning to understand how to represent a passion with a project.</p> <p>We are learning to ideate a project idea to bring our passion to life.</p>	<p>Use what you know to explore and reflect on various case studies and passion projects.</p> <p>Use what you know to ideate and choose suitable project ideas.</p>	Creative Thinking	<ul style="list-style-type: none"> <li><input type="checkbox"/> Facilitate students to review various passion project case studies and complete a 3-2-1 reflection.</li> <li><input type="checkbox"/> Introduce, model and guide students through connecting different passion examples to project categories.</li> <li><input type="checkbox"/> Complete a Passion Project ideation using the supplied PowerPoint and resources.</li> <li><input type="checkbox"/> Support students to evaluate their top 5 project ideas through a Passion-O-Meter.</li> <li><input type="checkbox"/> Facilitate students to connect with a mentor to ask for support (letter or another suggested option)</li> </ul>



Lesson	Learning Goals	Success Criteria	Capabilities	Key Activities
Lesson 9 Prototyping and testing	We are learning to understand how to prototype.  We are learning to use and apply feedback.	Use what you know to create a prototype of your Top 2 project ideas.  Use what you know to seek feedback and choose your top passion project.	Agility	<ul style="list-style-type: none"> <li><input type="checkbox"/> Introduce the purpose of prototyping and various different ways to prototype (using video, discussion and PowerPoint resources).</li> <li><input type="checkbox"/> Have students choose and build a Prototype for their Top 2 ideas</li> <li><input type="checkbox"/> Support students to create a 60 second elevator pitch highlighting their top 2 ideas, and give/receive feedback to help each other choose their top idea to proceed with.</li> </ul>
Lesson 10 - 12 Project in Action	We are learning to manage and complete a project.	Use what you know to construct your project idea to highlight your passion.  Use what you know to document your progress (e.g. build diary).	Action	<ul style="list-style-type: none"> <li><input type="checkbox"/> Use the Project Plan PowerPoint and template to discuss key steps, materials and resources needed, challenges or concerns, and time required,</li> <li><input type="checkbox"/> Introduce a 'Build Diary' (with the option to use the PPT and Template supplied) to support students to document their progress, reflect and track milestone completion.</li> <li><input type="checkbox"/> Students action their plan and work through their project.</li> </ul> <p><b>If you require more time for project completion in class, you could push back the following lessons and borrow from some of the time allocated for Expo preparation between lessons 17-19.</b></p>
Lesson 13 & 14 Celebrating the projects	We are learning to reflect on, and celebrate, our passion project.  We are learning to communicate our passion project clearly and confidently.	Use what you know to share your project journey, including highlights, challenges and improvements along the way.  Use what you know to incorporate reflection and feedback before the final expo.	Agility	<ul style="list-style-type: none"> <li><input type="checkbox"/> Celebrate student's projects and hard work so far with a Gallery Walk (Awards Edition) where students allocate various awards to each other.</li> <li><input type="checkbox"/> (Optional) Support students to reflect on their project (and build diary) to create an Emoji Mood Map, by identifying how the process felt.</li> </ul> <p><b>Learning Peak:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Option 1: Students present a 60 second elevator pitch to the class of their high, lows, pivots and learnings (30 mins).</li> <li><input type="checkbox"/> Option 2: Students present their project and journey to their mentor (45-60 mins).</li> </ul>
Lesson 15 Turning a project into an Expo	We are learning to understand that a showcase should have a clear purpose and intent.  We are learning to explore the three purposes of the Passion Project mission: Curiosity, Connection and Change.	Use what you know to explain each purpose with examples.  Use what you know to ideate multiple ideas (and then choose one) to spark curiosity, connection, or change.	Critical Thinking	<ul style="list-style-type: none"> <li><input type="checkbox"/> Use the Curiosity, Connection, Change PowerPoint to introduce the purpose and intent of the Expo showcase, highlighting definitions and examples. Guide students to ideate Expo ideas for each purpose (category).</li> <li><input type="checkbox"/> Support students to refine their thinking with a Venn Diagram.</li> <li><input type="checkbox"/> Guide students to share inspiration and refine thinking through a Pacman movement activity.</li> </ul>
Lesson 16 How do we showcase?	We are learning to understand how to showcase our projects at an Expo.	Use what you know to plan (and brand) your project and Expo stall to spark curiosity, connection or change for your community.	Communication	<p><b>You could choose to complete the activities below in this lesson, or over the course of the allocated time from Lessons 16 - 19.</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Guide students to complete an annotated sketch of their stall and any plan additional requirements for the Expo.</li> <li><input type="checkbox"/> Use the Inspiration PowerPoint and Summary Sheet to help students plan and create branding that communicates their mission (spark curiosity, connection, or change).</li> </ul>
<b>Lessons 17 - 19 have been left blank intentionally to allow time for students to complete their passion project idea and prepare for the Expo.</b>				
Lesson 20 Bending the Future	We are learning to understand the importance of reflection.	Use what you know to explain what went well, what didn't go well and what you would do differently to improve.	Agility	<ul style="list-style-type: none"> <li><input type="checkbox"/> Have students log into Zing and complete the Capabilities Check Out survey.</li> <li><input type="checkbox"/> Have students complete The Denouement (Passion Project) reflection (or choose your own reflection activities)</li> <li><input type="checkbox"/> Ensure students complete their application for The Future Anything Challenge Finals.</li> </ul>

Are you implementing this unit over a semester or longer timeframe, or are you looking to connect to other parts of the curriculum?

You may like to consider these **optional boosters**:

<p><b>Booster 1 Persuasive Speech</b></p>	<p>We are learning to understand the structure and features of a persuasive speech.</p>	<p>Use what you know to persuade others why your passion is exciting.</p>	<p>Creative Thinking Communication</p>	<p><input type="checkbox"/> Guide students to explore, write, refine and present a speech to show others why it is important to be curious and passionate and to inspire others to find something they can be passionate about.</p>	<p><b>It will be important to modify this booster to meet your local context and curriculum expectations. You may wish to complement the included resources with other school-based additions.</b></p>
<p><b>Booster 2 Branding Scaffold</b></p>	<p>We are learning how to brand our business idea to have the most success with our audience.</p>	<p>Use what you know to explore the branding elements and establish a brand identity  Use what you know to develop a business name, tagline and logo</p>	<p>Creative Thinking Communication</p>	<p><input type="checkbox"/> Guide students to understand their brand identity and how they want to communicate their idea (name, logo, tagline).</p>	<p><b>This booster is connected to an enterprise business idea (product or service) but can be modified for the non-enterprise related Passion Project.</b></p>
<p><b>Booster 3 A Business Plan</b></p>	<p>We are learning to develop a business idea to commercialise a product.</p>	<p>Use what you know to complete a business plan for a commercial idea linked to your passion project.</p>	<p>Creative Thinking Critical Thinking</p>	<p><input type="checkbox"/> Idea generation <input type="checkbox"/> Target Market <input type="checkbox"/> Costing <input type="checkbox"/> Competitor Analysis and Point of Difference <input type="checkbox"/> Marketing</p>	<p><b>As an extension to the unit (before or after the Expo), this booster can be used to incorporate more specific business elements and/or when implementing the program over a longer time period (e.g. a semester). You can expand out this lesson if you want students to have more depth or skip over aspects for a basic understanding of business concepts.</b></p>