The Future Anything Challenge | Tech For Good Unit Overview

Design a tech-based solution that creates a fairer, more inclusive and connected world.

FUTURE ANYTHING

Lesson	Learning Goals	Success Criteria	Capabilities	Key Activities
Lesson 1 The Beginning	We are learning to understand the shape of the Future Anything Challenge through the exploration of the Driving Question. We are learning to understand the Capabilities that underpin the Future Anything Challenge.	Use what you know to complete a mini, tech-based challenge. Use what you know to outline the Capabilities and identify when they are being used.	Creative Thinking	☐ Guide students through the 'Tech-ify" Challenge. Use the *'Tech-ify' Tech Mini Challenge PPT* for guidance. ☐ Check out the *Tech for Good 101 & The Capabilities PPT*. Have students log into their Zing profile, then complete the learner profile activities (or complete the other activities in the lesson plan if you don't have access to Zing).
Lesson 2 The Odyssey	We are learning to appreciate how our past has informed our present, creating personalised areas of expertise and authenticity. We are learning to build a profile to help us understand who we are; our strengths and weaknesses; likes and dislikes.	Use what you know to present your expertise on a given topic.	Curiosity	☐ Explore *The Odyssey*, and begin at Step 1 – How did I get here? Guide students to reflect on their skills, interests and experiences. ☐ Students create a short presentation that communicates their interests and knowledge in a tech-related topic of choice.
Lesson 3 Tech til Now	We are learning to understand how technology impacts our daily lives. We are learning to deep dive into the history and evolution of a technology to understand why it is the way it is.	Use what you know to predict how a technology may change over the next 5-10 years.	Curiosity	☐ Guide students to choose a familiar technology using the *Technology Over Time Resource*. Explore technology in their lives and over time. ☐ Students share their findings through visual tools that can be displayed around the classroom.
Lesson 4 Emerging Tech	We are learning to understand the current emerging technology landscape.	Use what you know to investigate current applications of an emerging technology.	Critical Thinking	☐ Students explore current emerging technologies around the world. ☐ Students form groups as you guide them through the *Emerging Technologies PPT*. Using the *Tech Deep Dive Template*, they research current applications and the impacts they are having.
Lesson 5 The Challenges with Emerging Tech	We are learning to understand the challenges associated with technology.	Use what you know to share insights about ethical issues related to technology.	Curiosity	☐ Do a Think/Pair/Share brainstorm of the real-world challenges of technology. ☐ Guides students through provided *Tech Dilemmas Case Studies* as they investigate the ethical, social, environmental and personal impacts.

Lesson	Learning Goals	Success Criteria	Capabilities	Key Activities
Lesson 6 Future Tech	We are learning to think creatively about possible new solutions.	Use what you know to envision how two emerging technologies could solve a problem in a chosen industry.	Critical Thinking	☐ Students build on the technology they explored last lesson. In groups, they work through the *Future of Tech Ideation PowerPoint*. **Learning Peak: Future Tech** ☐ Option 1: Base Level: Design a Combined-Tech Solution (30mins): Students focus on designing a solution that combines two emerging technologies into a new, exciting idea. ☐ Option 2: Level Up: Design + Elevator Pitch: Level up the solution with an elevator pitch to present.
Lesson 7-8 Tech for Good	We are learning to understand how technology can be used to solve global problems.	Use what you know to investigate how technology can help meet the United Nation's Sustainable Development Goals.	Curiosity	☐ Guide the students through the *Tech x SDGs Workbook* to investigate SDG case studies and who else is working in this space. ☐ Students build a presentation of an interesting technology solution to a global problem, which they share with peers.
Lesson 9 What Matters to Me?	We are learning to connect our lived experiences with global issues. We are learning to describe the causes and consequences of a chosen problem.	Use what you know to choose the top three 'wicked problems' that you are passionate about solving. Use what you know to identify the causes and consequences of a problem.	Creative Thinking	☐ Ideate 50+ problems related to the SDGs using the *Tech for Good PPT*. ☐ Students pick their top problem and form teams. ☐ Students identify the effects of their chosen problem and consider both direct and indirect consequences.
Lesson 10-11 What Could We Do About It?	We are learning to understand the other solutions that tackle our chosen problem We are learning to understand the conditions that make creativity and divergent thinking possible.	Use what you know to complete an existing solutions scan. Use what you know to ideate 50+ possible solutions and pretotype two possible solutions.	Creative Thinking	☐ Guide students in scanning the existing landscape to see what solutions are currently in place. ☐ Use the *Frame Your Design Challenge* worksheet to generate 'How might we…?' questions. ☐ Students use the *Solutions Ideation Template* to ideate 50+ solutions to their problem. ☐ Support groups to pick their top three ideas to pretotype.
Lesson 12 How Are We Different?	We are learning to evaluate our proposed solutions by considering their unique features and viability.	Use what you know to pinpoint your idea's points of difference.	Creative Thinking	☐ Ideate points of difference using the *Points of Difference PPT*. **Learning Peak: Pitch & Prototype** ☐ Option 1: Base Level: Class Pitch and Pretotype (30mins): Students take their top tech-based solution and present a pretotype along with a 2-minute pitch in front of the class. ☐ Option 2: Level Up: Design + Elevator Pitch: Students take their pretotype and pitch to the next level by presenting to a judging panel and audience
Lesson 13 Teamwork Makes the Dream Work	We are learning to use project management skills to set up 'norms' which create a healthy environment for collaboration.	Use what you know to develop a Project Management Plan.	Communication	☐ Teams complete the *Project Management Plan*. ☐ Introduce the task sheet which explains the assessment attached to this unit.
Lesson 14-15 How Can We Test It?	We are learning to use prototyping tools to test our solutions.	Use what you know to create a prototype.	Action	☐ Students spend some time exploring each of the prototyping methods in the *Prototyping Methods Matrix*. ☐ Time for students to gather what they need and create their prototype.

Lesson	Learning Goals	Success Criteria	Capabilities	Key Activities
Lesson 16 Feedback is Fuel	We are learning to source feedback in a variety of ways. We are learning to integrate feedback and pivot our ideas.	Use what you know to gather and apply purposeful feedback from others.	Agility	☐ Teams use the *Feedback Finder Chart* to identify potential people they could reach out to for feedback. ☐ Teams complete Part 1-3 of the *Feedback Collection Template*, and they integrate their feedback in Part 4. **Note:** This lesson is a great opportunity to invite in your school's Mentor, and other staff members, to provide feedback to students.
Lesson 17 How Do We Showcase	We are learning to showcase our prototypes at an expo.	Use what you know to plan an expo stall to highlight your prototype.	Action	☐ Teams plan their goals for the Tech for Good Prototype Expo using the *Action Plan*. ☐ Once completed, students use the *Tech for Good Expo Checklist* to prepare for their team's display at the expo.
Booster 1: Strategic Action Plan	We are learning to consider the sustainability and longevity of our tech-based solution by exploring areas, such as finance, marketing, ethics and impact.	Use what you know to create a strategic action plan for the implementation of your tech-based solution beyond the Future Anything Challenge.	Action	☐ Teams create a roadmap of the steps they need to take to move forward. ☐ Students break down their team's financial, marketing, ethic and impact goals.
Booster 2: The Perfect Pitch	We are learning to understand the structure and delivery of a persuasive pitch.	Use what you know to draft your pitch and slide deck.	Communication	☐ Watch examples of some Future Anything Grand Final Pitch Videos. ☐ Students create their pitch as a group using the template. ☐ Students create a slidedeck that compliments their pitch.
Lessons 18 & 19 have intentionally been left blank. Students can use this time to prepare for and present at the Prototype Expo.				
Lesson 20 How can we bend 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	☐ Have students log into Zing and complete the Post-Program Survey (or students can complete this online with the link in the lesson plan if there is no Zing access). ☐ Have students complete The Denouement reflection (or choose your own reflection activities) ☐ Ensure students complete their application for The Future Anything Finals.