



FUTURE ANYTHING

Student Workshop Resources Pack

1. About Future Anything

Future Anything unleashes passion, potential and agency in every classroom.

Future Anything supports schools with a portfolio of curriculum-aligned programs for educators and students that build the capabilities that young people need to thrive in our ever-evolving world.

We do this through:

- > In-curriculum Entrepreneurship: The Future Anything Challenge is our flagship program that builds enterprising mindsets in every classroom, empowering young people to ideate, prototype and pitch innovative, scalable and sustainable solutions to the problems they care about. In 2026, there are 5000+ students and 200+ teachers in 85+ Future Anything Challenge schools across Australia.
- > Teacher Professional Development: We design and deliver engaging educator PD; unpacking the 'what' and, more importantly, the 'how' of an innovative and future-focussed approach to teaching and learning. In 2026, our PD will reach over 1600 primary and high school teachers.
- > Student Workshops: Over 1, 2, 3 or 4 days, our workshops are fast paced days of listening, learning and doing that ignite students' enterprising mindsets. In 2026, we're delivering workshops to over 6500 young people in primary and high schools across Australia.
- > Partnerships: We partner with innovation bodies, education organisations, governments and others to spark innovative projects that drive entrepreneurial change in schools, communities and regions.

Read more about our programs at www.futureanything.com/programs

2. About this Resource Pack

This resource pack includes the capstone activities that form our Odyssey. You can use these resources in your classroom to explore a Driving Question of your choice.

Included in this pack are:

- > The Odyssey overview graphic.
- > Root Cause Tree: Designed to help students unpack the causes & consequences of a problem.
- > Problem on a Page: A level up from the Root Cause Tree, including a Horizon Scan.
- > The Ideation Sheet: used to capture 50+ possible solutions to the chosen problem.
- > Prototyping Resources: to help students create simple sketches or storyboards to share their idea.
- > The Pitch Template: perfect for helping students craft an impactful pitch to share their problem & solution.
- > Judge's Rubric: A helpful page for anyone picking a 'winner' in a school-based competition.

3. More Information & Further Reading

- > Find out more about [Future Anything programs](#) via our website [here](#)
- > On Facebook, join our [Enterprising Educators Network here](#)
- > Watch amazing teams of students pitch in our [National Grand Final Series here](#)
- > Visit our [YouTube channel](#) for pitches, case studies and informative videos
- > Join our [Mailing List here](#)
- > Purchase a set of [Catapult Cards here](#).
- > Want to bring Future Anything to your school? [Get in touch here!](#)

4. Connect with Future Anything



www.futureanything.com



hello@futureanything.com



[LinkedIn](#)



[Facebook](#)

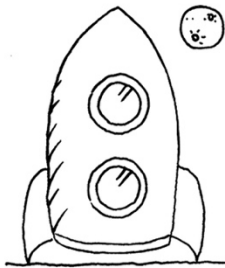


[Instagram](#)

Future Anything acknowledges the Aboriginal and Torres Strait Islander peoples as the traditional custodians of the lands where we live, learn and work, and we celebrate their long and continuing connection with land, waters and culture.

FUTURE ANYTHING

THE ODYSSEY



1. How did I get here?

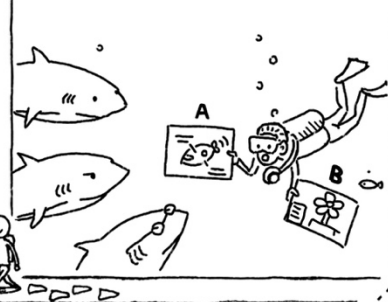


2. What matters (to me)?



START HERE

6. How do we know it will work?



5. What could we do about it?



4. How might we...?



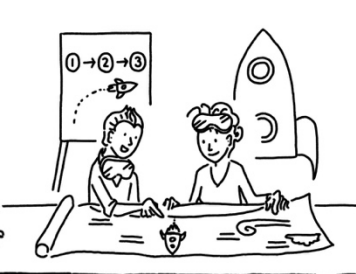
3. Why does it matter?



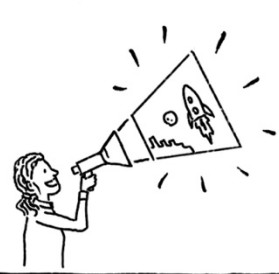
7. How can we test it?



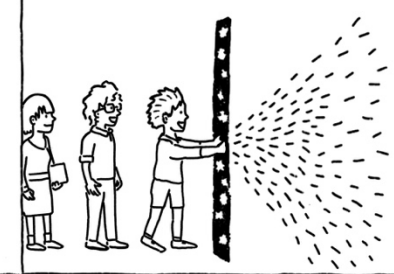
8. How can we launch (and scale)?



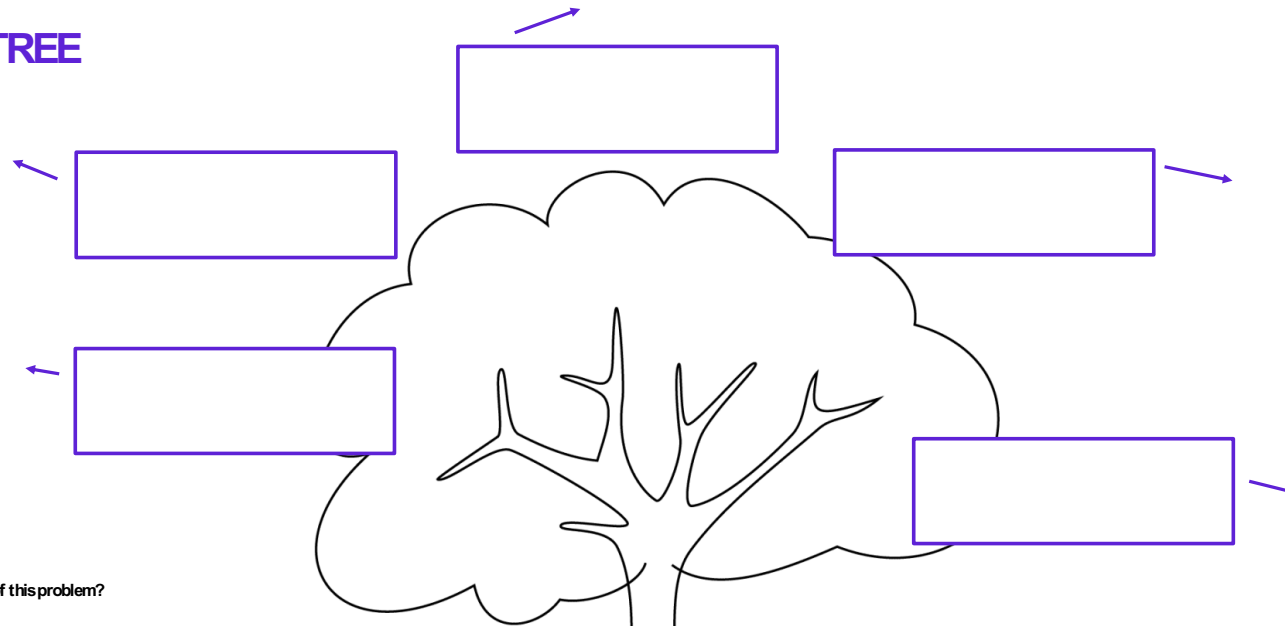
9. How do we get noticed?



10. How do we bend the future?

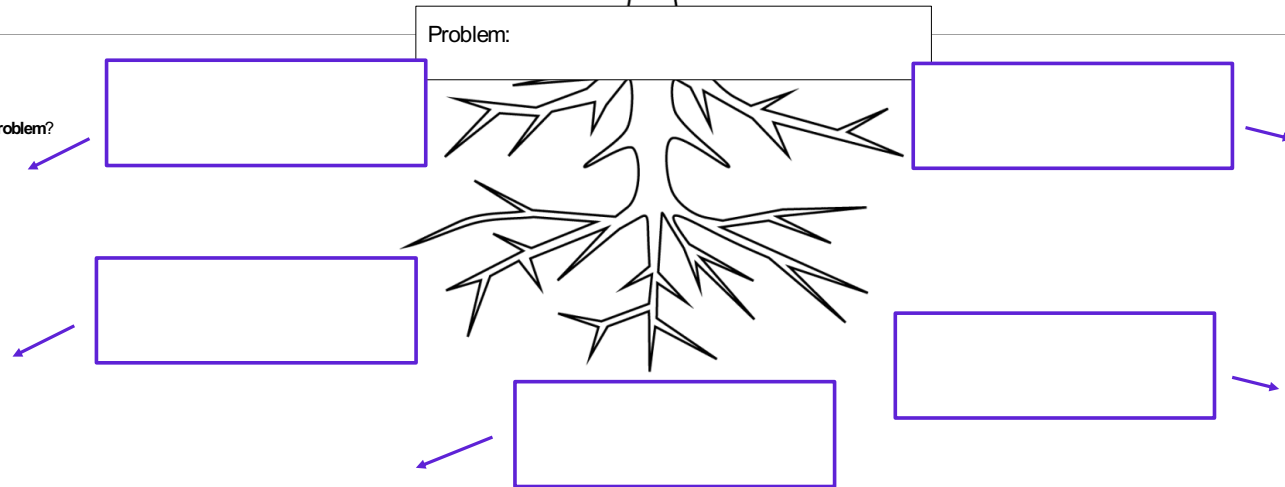


ROOT CAUSE TREE



Consequences:
What are the five biggest consequences of this problem?
..and then **what** happens?

Root Causes:
What are the five biggest causes of this problem?
..and, **why** does that happen?



IDEATION

Cultural Conditions:

1. Go big
2. Go wild
3. Go together

We are ideating... _____

1	26
2	27
3	28
4	29
5	30
6	31
7	32
8	33
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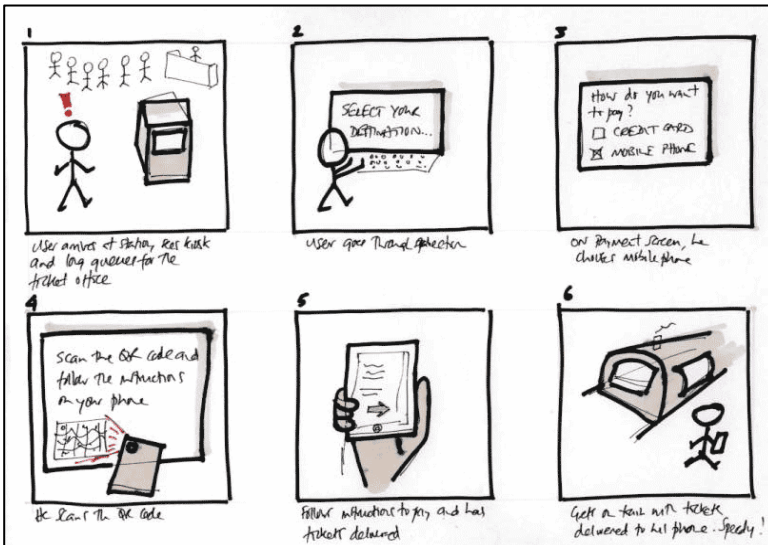
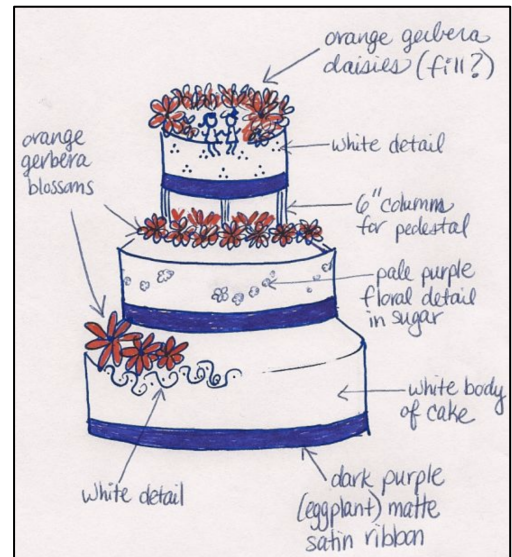


PROTOTYPING

A prototype is an early sample, model, or release of a solution. In other words, it's a representation of a final solution. It highlights the key features and benefits, as well as how the user will experience the solution. In this activity, you will create a simple prototype that is designed to validate your ideas. One of the simplest ways to create a pretotype is through a quick sketch or storyboard.

Hero Sketch (great for products)

A hero sketch illustrates and labels the main aspects of the product. The precision or detail of the sketch is not the focus; the focus is on the ability to visually represent the product and in particular, how it compares to other products on the market. Individuals can build this prototype using pen and paper or they can use digital programs that allow them to create digital sketches.



Storyboard (great for services)

For those creating a service-oriented solution, a useful prototype is a storyboard. This allows you to map out the steps of providing the service for the user.

Activity: Create a hero sketch OR storyboard for each of your top 2 ideas.

You should make sure your prototype:

- > Explains what the solution is and how it works;
- > Points out anything cool, different or unique about your solution;
- > Shows what will appeal to your users.

THE PITCH TEMPLATE

1. Opening & Closing Statement: How can you open and close your pitch with something powerful, persuasive and memorable? *Your audience will remember the first and last thing that you say and/or do.*

2. Problem: What problem are you solving? Why is the problem worth solving? Who are you solving the problem for?

3. Idea: As simply as possible, what is your idea? How does it work?

4. Point(s) of Difference: What makes your idea new, different, or better than other solutions?

5. Impact: How does your idea make a difference for others and/or the environment?

6. Ask: What do you need to launch, develop, or scale your idea? *You might ask for time, money, support, resources, sponsors, or partnerships.*



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