

Minutes FEN

## Future and Youth

### Ideas & Initiative

**Teach the Future;** bringing futures thinking into the classroom.

*Vision:* All young people applying *futures thinking* skills to actively shape their own lives, thriving and contributing to a better world.

*Mission:* To encourage, enable and support progressive educators and institutions to integrate *futures thinking* skills into the curricula, pedagogy and learning of young people.

*Target audience:* End customer: young people between the age of 8 and 24  
Intermediate customer: progressive educators and institutions

*Goal:* Help children to become the entrepreneur of their own future and that of the world around them.

They help pave the way by creating:

**Awareness;** presentations, seminars, articles, dialogs

**Interaction;** classroom, sessions, workshops, camps

**Tools;** collecting, referring, developing, library

**Curriculum;** co-design, design, courses

**Connection;** swarm, co-create, share experiences

**Research;** future skills, thinking styles, pedagogical learning

Teach the Future (Europe) is set-up to be a network of people that like to support the mission and will help bring it forward. We would love to work together with all of you to help bring future thinking into the classroom in your country!

**Young Future Ideas;** collecting vision of the future from children all over

As we believe children have the future, we would like to know what and how they think about the future. We would like to connect with them and bring together their visions to start the dialogue and inspire them to co-create the future together.

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A nice example of a possible EU project (waiting to get funding approved) directed to youth in the EU and its future is Europe Alive set up by Dansk Kommunikation in Denmark in which Teach the Future is participating to help integrate the future aspect.

Europe Alive is the name of a unprecedented and innovative technological teaching method for students in secondary education and youth organizations to learn about the European Union in a fun and engaging way. It combines traditional role-play with a web based computer model. The aim of the game is to let youth dive into the European union, learn about their past, the current situation to build the future of Europe together.

**Young Futurists;** inspire youngsters for the foresight profession

We find it important to make sure our profession and network keeps a young spirit. We probably all feel young, but it would be great to also see this in age. We like to inspire young people to join us in our futures mission.

Idea's:

- Every member brings in a protégée they would like to introduce into the network
- Every Millennium Node Chair / Country representative will look for 3 to 5 'young futurists' they would like to introduce into the network
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We are looking for ways to do this, if you have ideas we would love to hear about it.

Contact Erica Bol ([erica@teachthefuture.org](mailto:erica@teachthefuture.org)) for ideas, suggestions, updates, etc. to support our Youth FEN