

Introduction to the



FutureWe Readiness Framework

Speed of change means we can't predict everything needed for our future, or cram it into 12 plus years of formal education anymore. Instead, let's give learners the skills to adapt and invent their own futures no matter what comes.



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Creativity

Play with new ideas



Co

Community

Work together



Tp

Thinking & Planning

Map out solutions



Pd

Project Delivery

Make solutions real



St

Storytelling

Share and inspire

CONTENTS

- i. About
- ii. Background . Mindset
- iii. Literacies Overview
- iv. Sub-literacies . Self-Assess
- v. More: Creativity . First on Mars



ABOUT THE FRAMEWORK FutureWe.org founder Jonathan Nalder began authoring the framework in early 2017 as a **big-picture collection of best practice ideas to answer 'what skills are needed to thrive in an automated, digital era?'** It has since been peer-reviewed by 150+ experts in the FutureWe Community as it continually evolves to achieve its mission. It is also regularly discussed in the Edunauts.com VoicEd Radio podcast [HERE](#), and in online and face to face discussions (see our [Facebook page](#) for updates).

GUIDING PRINCIPLES:

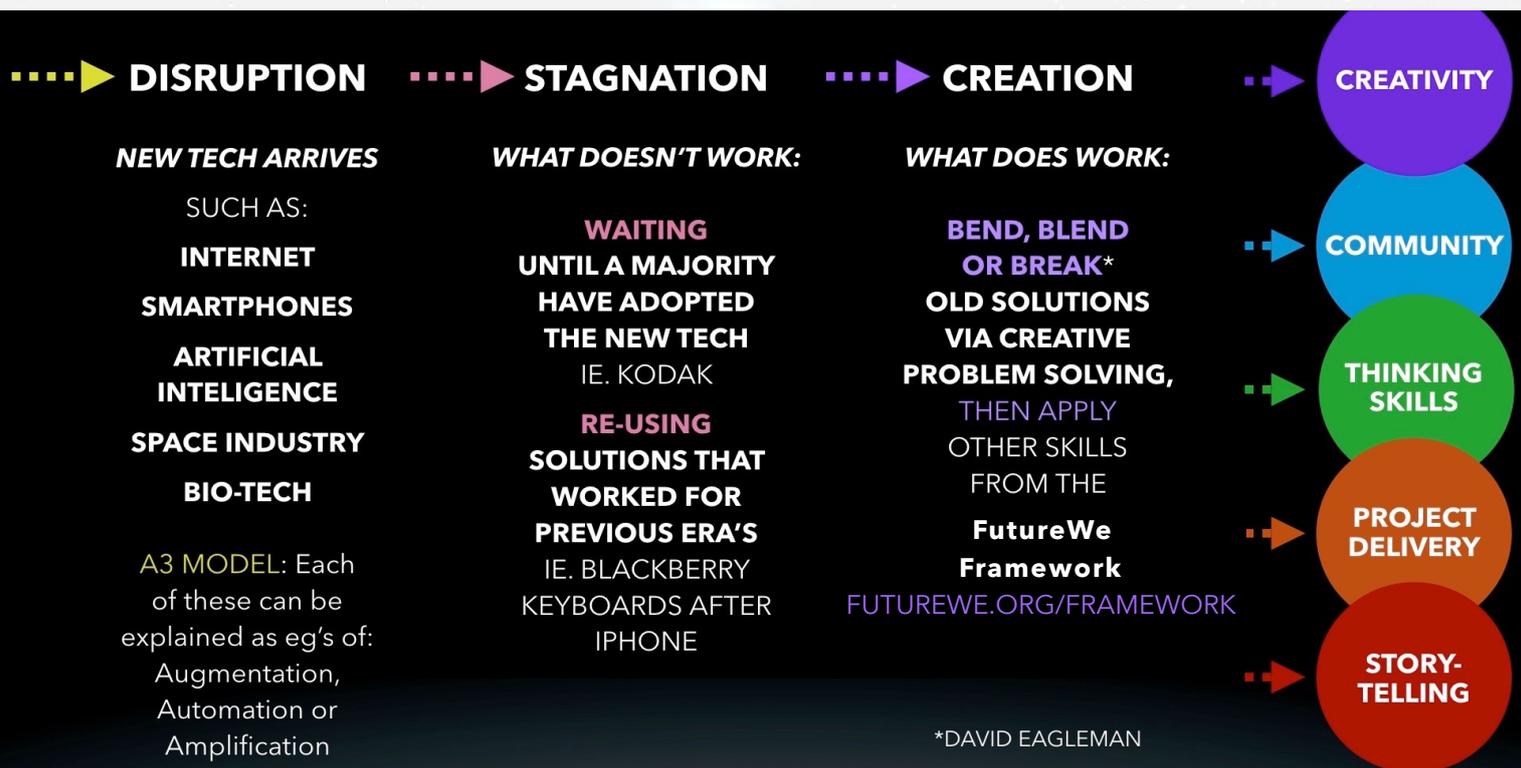
- Compilation of best practice foundational ideas - 'human', 'soft', 'enterprise' skills, mind-sets and attributes that support new solutions for employability and communities
- Sits above Curriculum, technical, literacy and numeracy skills (which provide the support structure for these literacies)
- Peer-reviewed by experts; updated via community input every 6 months

ABOUT THE AUTHOR Jonathan Nalder is an awarded educator of 17 years who has taught from Pre-school to University & in staff-rooms and boardrooms in ten countries. He's an entrepreneur, writer, history & drama teacher, father and professional photographer and now Futurist. All of these perspectives plus his love for Scifi & 'what-if' scenarios has inspired him to dream that we *can* creatively prepare to thrive in the future which we will all share. @jnxyz jnxyz.net.



BACKGROUND → FUTURE OPTIONS

Each new disruptive technology presents an opportunity to stick to old solutions, or employ a creative problem solving approach to not just survive, but thrive. At present, Artificial Intelligence, Automation and Robotics technologies are contributing to a future where 25-70% of today's jobs will disappear or be significantly impacted (Read more via the ['A3 Model' eBook](#)). However, even when it is understood that focusing on the most human intelligences such as *creativity* is the best response to such a challenge, *how* to begin developing a creative problem solving mindset is the next challenge. This is especially true when the increasing speed of new technology developments and the wide range of predictions makes it impossible to predict what solution or training curriculum may be needed. So, rather than waiting for someone somewhere to invent new jobs or a new society, the Future Readiness Framework proposes a new way forward.



NEW MINDSET

'Help learners and leaders know HOW to invent their own jobs, solutions, and futures'.

It is true that disruptive technologies such as always connected internet devices, permanent cloud storage and social media have transformed global society. The change has been so rapid that most communities are still trying to adapt - with issues such as fake news, privacy invasions and screen addiction being perhaps symptoms of this adjustment. However at FutureWe, we argue that change is inevitable - and that a new mindset that allows learners to 'bend, blend or break' ideas and create their own solutions is by far the safest approach now. To this end, the framework exists to show 'WHAT' skills are needed for this, as well as begin to link all of us to ideas on 'HOW' to begin mastering these skills.

FRAMEWORK OVERVIEW - 5 Meta-Literacies

For today's learners to thrive with a new mindset, a framework that can point to the skills needed is required. Initially inspired by [the Overview Effect](#) and the insight that stepping back as far as seeing Earth from space has inspired for astronauts, the FutureWe Framework fills this need via five big picture 'Meta-Literacies' of Creativity, Community, Thinking and Planning, Project Delivery and Storytelling. These don't replace technical skills or traditional literacy and numeracy. Instead, they speak to the Human Intelligence's (HI) that give learners the best chance in an automated era.

Each Meta-Literacy is both a distinct step, and a meta-collection of best-practice sub-literacies. At the top level, each serves to encompass a key role:



CREATIVITY
Play with new ideas

This starting literacy gives us the open mind we need to dream up and invent the new ideas our communities need.

FOUNDATIONAL IDEAS: Playfulness, Curiosity, Flow, Delaying Judgement, Pro-active, Growth Mindset, Life-long Learning, Resilience, Big-Picture Thinking

LOOKS LIKE someone who says 'yes, and' in response to new things, instead of 'yes, but ...'



COMMUNITY
Work Together

This Creativity next allows us to use empathy to work together and understand what communities need (and how we can be supported).

FOUNDATIONAL IDEAS: User-Centred Design, Benefit Mindset, Collaboration, Civility, Global Citizenship, Emotional Intelligence EQ, Ethics, Overview Effect

LOOKS LIKE a chart showing how we all descend from common ancestors.



THINKING + PLANNING
Map out solutions

This literacy gives us the practical methods we can use to build on Creativity and Community to begin mapping out solutions.

FOUNDATIONAL IDEAS: Critical Thinking, Reflection, Decision Making, Logic, Problem-Solving, **Thinking Models** (eg Design Thinking, Futures, Systems, Coding/Computational Thinking, 2nd languages, Read music), **Planning Models** (eg Agile Approach, Project / Challenge-based Learning)

LOOKS LIKE a roadmap being sketched out by hand.



PROJECT DELIVERY
Make solutions real

This literacy takes our creativity, understanding of community and thinking and planning skills and delivers a solution.

FOUNDATIONAL IDEAS: Leadership, Entrepreneurship, Project Management, Business-Sense, Sustainability, Iterating, Intra-preneurship
*Plus your existing tools

LOOKS LIKE playing Sim City but as a team.



STORYTELLING
Share and inspire

This literacy completes the journey by communicating and sharing the solution so that the community can benefit.

FOUNDATIONAL IDEAS: Communications, Content Creation, Design, Story-boarding, Branding, Promotions, Social Media, Publishing

LOOKS LIKE writing and publishing a choose-your-own-adventure book whose story adapts to each readers needs.

20 LITERACIES

• View and download the latest version in hi-resolution at FutureWe.org/framework

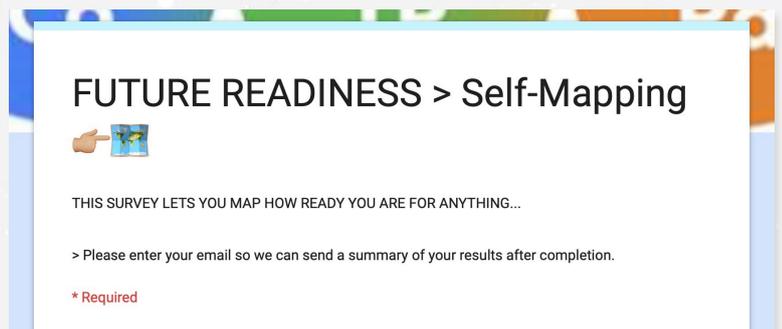


While each of the top level Meta-Literacies begins with a key concept, be it 'dreaming up new solutions', 'relationships' or 'sharing a story', their real strength comes from the total best practice ideas and literacies they contain. Sourced from a range of models and industries - it is how they framework brings them together in one place that allows us to see the big picture of future-proof skills that is needed if we are to invent our own futures. Each of the twenty 'literacies' has a **definition** that summarises the foundational ideas from which it is drawn. Go to FutureWe.org/framework to view these definitions in full, or proceed to the self-mapping tool.

1. Sense of Play - Definition
Approach activities with an imaginative, carefree, optimistic and open-ended mindset, deferring decisions and any initial need for specific outcomes

NEXT SELF-MAP YOUR FUTURE READINESS

All of us are at different places on the journey to being future-ready - and the Framework can also help you self-assess your progress. Head to FutureWe.org/framework to access the self-mapping tool to reveal what you are already getting right, and what you should focus on next.



NEXT STUDENT STARTER EDITION

This version comes with a task for students to take this simpler version of the framework and re-write it into one that fits their projects while also kicking off their journey towards planning ahead and thinking big.



MORE: CREATIVITY

The very first step on this journey towards solving future problems is the Literacy of **Creativity**, which itself is made possible firstly by having a sense of **play**. It's something all are born with - a key ability to test out ideas and display divergent thinking. Sadly it's also an ability that usually decreases over time from 90% in kindergarten to 15% by the end of year 12 (see research by [Dr George Land](#)).

Together with the sense of curiosity that helped us learn to walk and talk almost entirely without help, a focus on these early skills can have a profound impact on our ability to deal with new situations later in life as well. Add in resilience and persistence that help us cope with failure along the way, as well as an ability to defer judgement (at first) and you have all the makings of a creative problem-solver who will be able to think differently as new problems arise. They'll also be ready to meld with a team so that together, a thriving future becomes possible.

Visit FutureWe.org to watch the framework intro video.

[Signup to join](#) the FutureWe Community and contribute.

MORE: First on Mars workshops

To create a sense of play which enables learners & leaders to become future-ready, Jonathan Nalder has also developed the First on Mars experience. It blends roleplay, VR, AR, STEM, Minecraft, Agile practices and more in an imaginative journey to Mars which launches participants to success no matter the future brings.

More info at FirstOnMars.net or email Jonathan@firstonmars.net directly.

