

# Futuristic Thinking

learning to love MySpace

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It's the year 2015. We are living in a 3.0 world.

Technology is everywhere; access to information is transparent and ubiquitous.

Young people play an active role in the policies, programs and priorities that impact their health and education (as well as that of their peers and community).

Education is no longer tied to school buildings – opportunities to learn are thoroughly infused into society: cafes, bowling alleys, parks, barber shops.

Your program/group has embraced these changes and used them to meet your goal of supporting the development needs of young people.

## ASSIGNMENT

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Describe your program of the future – what does it look like?

- Free your imagination to create “best case” scenarios or technologies.
- Let your goals drive your ideas, not what is or isn't possible.
- Make stuff up (this is not a reality-based exercise).

To get started, imagine possible answers about your own work:

- In my program of the future, young people can get health information simply by ...
- In my program of the future, young people are health teachers because they ...
- In my program of the future, young people are creating their own learning opportunities by ...
- In my program of the future, young people get support making decisions through ...
- In my program of the future, young people are connected to adults through ...