

Welcome to Future You



Future You is a free program that gets kids aged 8 to 12 interested in STEM (Science, Technology, Engineering, and Mathematics) subjects and careers.

Future You addresses stereotypes, misconceptions and biases about science, technology, engineering and mathematics (STEM). It's designed to increase participation in STEM by inspiring children aged 8 to 12 to explore STEM themes.

What do we offer?

- Free classroom resources aligned with the Australian Curriculum V9.0.
- Five STEM-fiction stories to excite imaginations and inspire exploration.
- First-hand accounts from people using their STEM skills to make the world a better place.
- Information and practical tools for parents and kids about STEM skills and careers.

Here are two sets of resources we think you'll love using in your classroom:

Pathfinders

Introduce your students to interesting people working with STEM skills to make the world a better place. We know how important role models are for inspiring young people's career choices, and you can't be what you can't see, which is why we have interviewed fascinating people who come from various backgrounds to ensure every child can see themselves working in STEM.

Imagining the Future

Take your class on an incredible journey into the world of space exploration with Imagining the Future. Set in the vastness of space, these five stories delve into different sectors of STEM, offering a captivating exploration of robotics, AI, climate change, resource management and more. These stories will inspire your students to envision their own STEM space careers.

Classroom activities

We've developed practical activities you can use in your lessons to make learning experiences socially relevant. Did we mention they're aligned to the Australian Curriculum V9.0?

See you in the future

We have developed a wide range of free resources to support teachers, parents and kids to discover the amazing world of STEM. Discover them all at

www.futureyouaustralia.com.au

FUTUREyou

What's in this pack

This pack includes activities that are all related to Mikaela's film. Each Pathfinder has its own Teacher's Pack. You can find them on their individual pages or on the resources page under the *Pathfinders* or *Teach* tabs.

Our Imagining the Future short-fiction series also includes fantastic resources you can use in the classroom. The Bloom's Taxonomy and Gardner's Multiples Intelligences activity matrix includes a wide range of activities for your lesson plans that cover multiple areas and year levels in the Australian Curriculum V9.0.



Capability Convos

A short starter activity that can be adapted to other uses to get students thinking about the General Capabilities statements in the National Curriculum V9.0

Comprehension questions

Watch Mikaela's Pathfinder film as a class or individually, and then your students can practise their comprehension skills by answering these questions (answers included).

Career information sheet - for adults

This document provides practical advice for adults who are looking for ways to support students in understanding the different pathways they can take into specific career roles. This information sheet can also be passed on to parents if a student demonstrates an interest in a particular career area.

Classroom wall poster

An attractive poster that can be printed out and placed on a wall to highlight some of the skills required in Meredith's career so students can see themselves reflected in those skills.

Student skills brain break

Students can undertake this activity for mindfulness while thinking about their own skills and talents.

Word-search answers

The student's pack includes a word search with words relevant to Mikaela's career. Find the answers here.

Capability Convos

Australian Curriculum V9.0 links for
Years 3 to 7

English

- Language
- Literacy

General Capabilities:

- Critical and Creative Thinking
- Personal and Social Capability
- Ethical Understanding
- Literacy

Learning outcomes:

All students will be able to:

- identify some likes, dislikes, strengths, abilities and/or interests when showing a personal preference
- acknowledge that people have different needs, emotions and abilities

In addition, some students will be able to:

- describe the ways they are connected and can contribute to their community groups

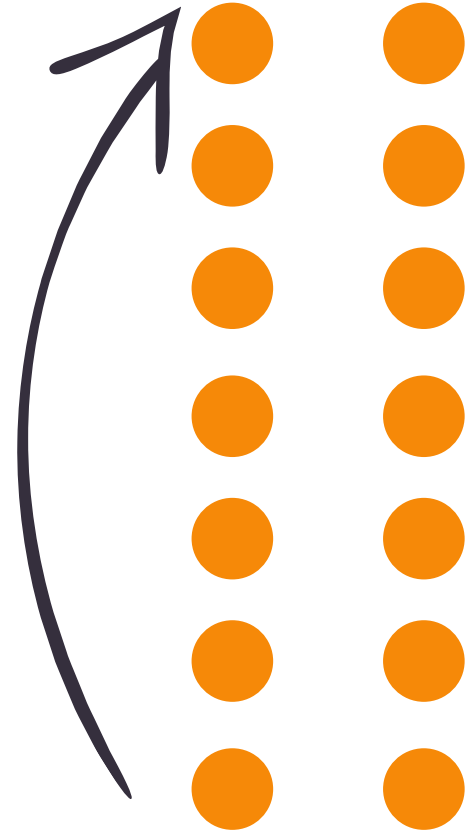
Format

- Interactive game with 10 questions
- Easy to play
- Watch Mikaela's film with the class
- Print the questions
- Play the game
- Modify or include new questions based on students' needs

Scan this QR code to watch
my film.



SCAN ME



Instructions for students

Line the class up in two lines facing each other to form pairs. Ask the first question. Once each pair has discussed it, get one line to move one person to their right. The person at the end runs around to the other end of the line. Then you ask the next question and repeat the process until all the questions have been asked.

Mikaela

Digital Entrepreneur

Question 1

What do you think is interesting about Mikaela's career?

Question 6

How could this career be done in a rural or remote setting?

Question 2

What skills does Mikaela have that you also have, and does she have any skills you don't have that you would like to have?

Question 7

Think of examples of digital products or services an entrepreneur might create or develop?

Question 3

Why do you think it's important to find a career that suits your skills and personality?

Question 8

How important is teamwork to Mikaela's work? Think of an example

Question 4

How are your current interests and hobbies similar to Mikaela's career?

Question 9

Think of a digital product or service you use regularly. How do you think it was thought up, developed or marketed?

Question 5

How do you think Mikaela's career contributes to society?

Question 10

What are some of Mikaela's personality traits that have made her successful? Do you have any of them?

Comprehension Questions

Australian Curriculum V9.0 links for Years 3 to 7

English

- Literacy

General Capabilities:

- Literacy

Learning outcomes:

All students will be able to:

- Identify that all people have strengths and weaknesses
- Actively think about what is happening in a video while they are watching it
- Apply comprehension strategies to different media formats

In addition, some students will be able to:

- Identify different reasons for doing different jobs

Instructions:

- Format/print the students' question sheets (or load them onto school LMS) and direct students to a copy.
- Read the questions as a class to start, discussing any meanings
- Discuss with the class strategies for being able to answer the questions as the film plays
- Watch Mikaela's film with the class, encouraging students to answer questions as you go

Adaptation note: Questions can be modified on the PDF to meet students' needs or learning focus areas in your classroom

Comprehension questions

1. Name FOUR things Mikaela can do.
2. And two things Mikaela CAN'T do.
3. What happened when Mikaela was eight?
4. What was Mikaela's vision?
5. What's the icing on the cake for Mikaela?

Answers:

1. Make you into a hologram, downhill mountain bike, weave, hike.
2. Can't catch a ball, can't concentrate when she's hungry.
3. She saw a park ranger planting a tree at her school and knew that's what she wanted to do
4. She had a vision of being able to share cultural stories through holograms.
5. That (young people) get to be inspired to be a developer, or an engineer, and start to create a pathway for themselves.



Scan this QR code to watch my film.



Comprehension questions

Name FOUR things Mikaela can do.

1.

2.

3.

4.

What happened when Mikaela was eight?

Name TWO things Mikaela can't do.

1.

2.



What was Mikaela's vision?

What's the icing on the cake for Mikaela?

Digital Entrepreneur

Mikaela is a digital entrepreneur. She started Australia's first Indigenous edu-tech company, Indigital. Mik also created an app that uses augmented reality to let Indigenous people share extraordinary stories on Country. Find out more:

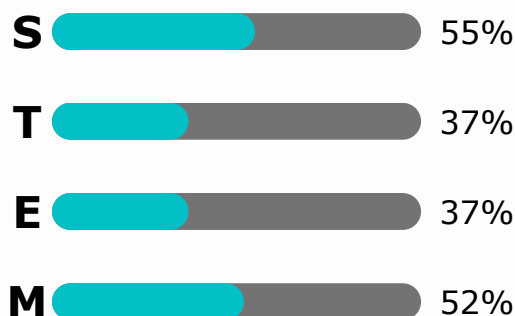
futureyouaustralia.com.au/pathfinders/mikaela



'I had this vision of being able to share our cultural stories through holograms.'

STEM Meter

How much Science, Technology, Engineering and Mathematics (STEM) does this job use?



Source: jobsandskills.gov.au

Job stats and facts

Future job growth: Over the next five years jobs, in digital technology are expected to grow by 5.5% each year.

Location: 14% of digital technology jobs are in regional Australia, but this job can be done from anywhere with an internet connection.

3 STEM skills required for this job

Finance management

Data analysis

Problem solving

Subjects to develop these skills

Mathematics, HASS

Science, Mathematics

Design and Technologies,
Digital Technology

3 other jobs that value this skill

Financial Planner, Chief
Financial Officer, Accountant

Data Engineer, Marketing,
Quantitative Analyst

Social Worker, Air Traffic
Controller, Chemist

Other careers related to this line of work



Leadership

Business Manager
Philanthropy Manager
Finance Manager
Chief Executive Officer
Project Manager



Technology

Design/Graphics Engineer
AR/VR Maintenance and Support
Game Artist
XR Gameplay and Tools Engineer
Software Engineer



Finance

Financial Analyst
Real Estate Broker
Advertising Agent
Personal Finance Adviser
Budget Analyst



Education

Entrepreneurship Professor
Digital Technologies Teacher
Librarian



Conservation

Geographic Information Systems Analyst
Data Architect
Machine Learning Engineer

The world is changing rapidly, and this means the career possibilities available to our kids are wide-ranging and exciting (and probably don't exist yet!).

From traditional vocations to emerging fields, there are countless pathways to be explored.

Parents and teachers can create environments that encourage kids to discover and investigate possible careers that match their skills and interests.

We've included some links to other valuable resources that can help guide career conversations and explorations. Find out more at:

www.futureyouaustralia.com.au/resources/#other

Mikaela is a Storyteller

CAN'T

catch a ball or
concentrate when hungry

LOVES

hiking and sharing
knowledge

CAREER

Digital entrepreneur and
founder of InDigital

VISION

sharing cultural stories
through holograms

EXPERT ON

Virtual Reality,
Augmented Reality,
Developing Apps

CHALLENGES

biases, stereotypes and
misconceptions

CAN

make you into a hologram,
downhill mountain bike and
weave

WANTS TO

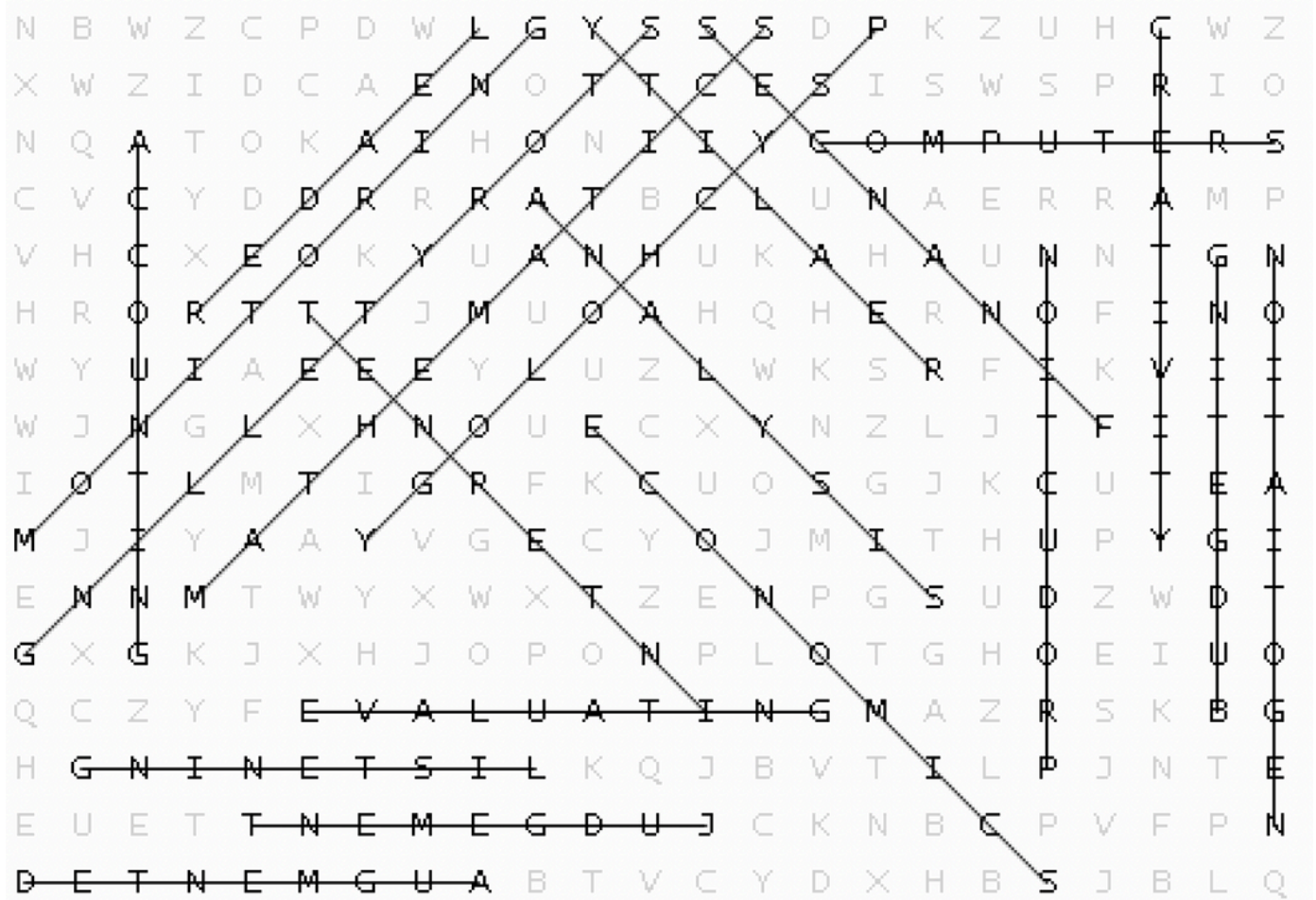
make sure First Nations people
get opportunities to contribute
to the technology sector

Meet Mikaela. She's a digital entrepreneur. Think of five STEM (Science, Technology, Engineering, Mathematics) skills she uses in her job.



Pathfinder Workwords

Answers



Let's reflect

Were any of these words new to you? Look them up and find out what they mean.

Which of these skills do you think you are best at, or would like to get better at?

1. _____

2. _____

3. _____

Can you think of anything else Mikaela might need to do her job?
