



Storytelling

Developing the capacity of young Australians to design and promote positive futures through problem solving.

Storytelling

Storytelling is a competition in which students develop and submit short videos personally orating a story. Students compete individually, telling a creative and entertaining, short, futuristic story related to one of the three annual FPS topics.

The 6 Step Model



Why Storytelling?

Designed to sustain oral storytelling traditions, Storytelling is ideally suited to students who prefer to showcase their creativity through verbal communication.

Storytelling encourages students to enlarge ideas, enrich personal style, and bring to life potential images of the future.

The story is not written out in full; it is 'told', and should be more 'natural' and 'spontaneous' in nature.

Whether presented for the camera or in front of a live audience, stories should be creative and entertaining.

A rubric-based authentic evaluation is provided for competitors, giving students tools for continuous growth.

The skills taught lay the foundations for students to become innovators and responsible change makers of the future.

Recent Science & Technology Topics

Agriculture
Digital Realities
Surveillance
Rising Sea Levels
Nanotechnology

Recent Business & Economics Topics

Antarctica
Tourism
Environmental Law
Urbanisation
Robotic Workforce
Invasive Species

Recent Social & Political Topics

Food Security
Throw-Away Society
Air Quality
Currency
The Future of History
Video Games

Does FPS have to be done in the classroom?

Storytelling can be successfully implemented in a variety of ways* - as an extra-curricular program delivered outside school hours, or embedded in school curriculum from P-12, and everything in between. However you choose to run the Future Problem Solving Program, the development of these skills will correlate directly with the expectations and requirements of the National Curriculum.

How do students compete?

Schools can register individual students in one of the following divisions – Junior (Years 5 to 6), Middle (Years 7 to 9) and Senior (Years 10 to 12).

Storytellers students choose one of three FPS annual topics to make a prediction of the future (20-30 years from now) and perform as though the future were the present. Futuristic concepts and trends are incorporated into the story, but a specific date is not required.

Storytelling emphasises the story itself and the characters within the scenario. Well-developed, engaging characters, intriguing plot lines, and captivating settings make for exemplary Performances. The ability to sing, dance, or act is more appropriately employed in the theatre or drama club than in Storytelling.

The result of the Storytelling Competition and invitations to the International Conference in the following year will be determined by combining the scores from the competitive submitted story and the live delivery at the National Finals.

Characteristics of Future Problem Solving Participants

- Futuristic Thinkers
- Collaborative
- Effective Problem Solvers
- Analytical Researchers
- Expert Innovators
- Ethical Leaders
- Diverse Thinkers
- Global Citizens

How can I get started with my students?

- Register an individual
- Purchase recommended publications
- Plan your Future Problem Solving year

