

UNESCO Chair in Learning and Teaching Futures Literacy in the Anthropocene

Method mosaic

Title:	Future Cube
Target audience:	Primary school/Secondary Level I
Time:	Approx. 1.5 hours
Objective:	Encourage reflection on future(s) (and sustainable) developments in various areas
Topic:	A glimpse into the future
Materials:	Paper or cardboard, possibly tablet, optional drawing paper and pens

Brief Description:

The future cube method is a creative approach to encourage learners aged 6 to 10 to think about the future(s) and possible developments in different areas. Here are the steps on how to use this method:

Create a cube: A cube can be made from paper or cardboard according to a template on a worksheet. The six sides of the cube are labelled with terms or symbols, e.g. house, vehicle, forest, human, animal, and work. Each term or symbol represents an area that should be thought about. It is also possible to use an app, such as the [Cube Generator](#), to create a digital cube whose template can also be labelled with the six terms or symbols and then printed out.

Dice game: The groups take it in turns to roll the future dice. The term or symbol that appears determines the topic to be considered and discussed.

Discussion: For example, when the vehicle appears, the learners could work in groups to think about and discuss what mobility could look like in the future. They could ask questions such as: "How will people get from one place to another in the future? What might vehicles look like? Will we still use petrol, or will they be operated differently?"

Presentation of results: After the discussion, each group could present their ideas and visions to the class. Afterward, drawings or short stories that contain the ideas for the future could be created.

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