ONE WISH
WISH FOR THE FUTURE
ONE HUNDRED YEARS
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* COMING SOON!
IGNITING THE IMAGINATION OF MANY

WISH FOR THE FUTURE IS A HUB OF INSPIRATION, IDEAS, AND ACTIVITIES TO FACILITATE CROSS-GENERATIONAL LEARNING AMONG KIDS AND ADULTS AGED 10 TO 99. ITS AIM IS TO FOSTER A CREATIVE PLATFORM FOR ENVISIONING A FUTURE IN WHICH THE WORLD WILL WORK FOR 100% OF HUMANITY, TO BE USED IN: HOMESCHOOLING ENVIRONMENTS AND CO-OPS, MIDDLE SCHOOLS, GRADES 6 – 9 (AREAS OF FOCUS INCLUDE SOCIAL STUDIES AND LANGUAGE ARTS – SEE APPENDIX A FOR LESSON PLAN), COMPLEMENTARY EDUCATION PROGRAMS FOR MIDDLE AND HIGH SCHOOLERS AND HACKER/MAKERSPACES.

DRIVING SPACESHIP EARTH

IF YOU WERE THE PILOT OF “SPACESHIP EARTH,” HOW WOULD YOU OPERATE IT TO SUSTAIN HUMANITY AND THE PLANET? WHAT DO YOU WANT TO MAKE OF THE FUTURE?

BEGIN WITH A WISH...

THE FUTURE IS NOT JUST TOMORROW OR NEXT YEAR, BUT 100 YEARS FROM NOW; IT IS OUR GREAT-GREAT-GRANDCHILDREN. COLLECTIVELY, WE CREATE THE FUTURE BY THE EVERYDAY CHOICES WE MAKE.

“HOW DO WE MAKE THE WORLD WORK FOR 100% OF HUMANITY IN THE SHORTEST POSSIBLE TIME THROUGH SPONTANEOUS COOPERATION WITHOUT ECOLOGICAL DAMAGE OR DISADVANTAGE TO ANYONE?”

BUCKMINSTER FULLER

SUBJECT AREAS IT SUPPORTS INCLUDE:

SOCIAL STUDIES, SERVICE LEARNING, CREATIVE WRITING, MEDIA PRODUCTION AND STEAM (SCIENCE, TECHNOLOGY, ENGINEERING, ART AND MATH).
HOW DOES IT WORK?
HOW DOES IT WORK?

WISH FOR THE FUTURE IS DESIGNED TO FACILITATE THE LEARNING EXPERIENCE YOU’D LIKE TO MAKE OF IT, AND FROM THE TOP, IT LOOKS LIKE THIS:

PROCESS FLOW

SECTION 1
MAKE OR SELECT A WISH

8 CATEGORIES
CULTURE, ECONOMY, EDUCATION, GOVERNMENT, HEALTH, HUMANITY, SUSTAINABILITY, URBANIZATION

SUBJECT AREAS
SOCIAL STUDIES, CREATIVE WRITING, STEAM

SECTION 2
GRANT A WISH

3 OPTIONS
AN IDEA
A STORY
AN ACTION

SUBJECT AREAS
SOCIAL STUDIES, SERVICE LEARNING, CREATIVE WRITING, MEDIA PRODUCTION, STEAM

SECTION 3
UNLOCK THE ABILITY TO ADD YOUR WORK TO THE W4TF TIME CAPSULE

LEAVE A MESSAGE FOR YOUR GREAT-GREAT-GRANDCHILDREN. TIME CAPSULE PROJECT WILL TOUR GLOBAL MUSEUMS & CONFERENCES. CONNECTED TIME CAPSULE WILL CHECK IN EVERY 5 YEARS.
SECTION 1: WISHING
The purpose of wishing is to brainstorm issues that affect the sustainability of humanity and planet Earth. Once you identify your wish, it can be refined to a specific statement by yourself and others who might grant it to move it from a global or general statement to a specific one that could be easily enacted at a local level.

The path ahead presents several options:

Which one suits you?

**EASY**
5-30 MINUTES

**KNOW**
WHAT TO WISH FOR!

**PATH 1**
Go to page 9

**MODERATE**
15-75 MINUTES

**STUMPED**
WHAT TO WISH FOR?

**PATH 2**
Go to page 11

**CHALLENGING**
MINIMUM 60 MINUTES

**WISH AND GRANT**
GROUP ACTIVITY

**PATH 3**
Go to page 14
PATH 1  BRimming Withishes ALready!

DURATION: 5 - 30 MINUTES

**CHOICE 1**
If you have an issue that’s close to your heart and know immediately what your wish is, please write it now at the website. Follow the arrows.

**CHOICE 2**
View the wish archive on the website to review wishes that others have already made and select one that you’d like to grant. Follow the arrows.

My WISH FOR THE FUTURE IS:
Click on card above to start writing

Welcome TO THE WISH ARCHIVE: A COLLECTION OF WISHES FOCUSED ON MAKING THE WORLD A BETTER PLACE FOR 100% OF HUMANITY.

I want public health care in every country, not just the one beside me.

Jonah B.
Your wish will be submitted to the Wish Archive.

Wish submissions are reviewed daily for approval. Your wish will be viewable in the Wish Archive within 2 to 3 days. In the meantime, your next step is to begin brainstorming how to grant it! Proceed to the Granting Section (page 15).

PRESTO!
YOU’VE WRITTEN YOUR WISH; YAY!

Wish submissions are reviewed daily for approval. Your wish will be viewable in the Wish Archive within 2 to 3 days. In the meantime, your next step is to begin brainstorming how to grant it! Proceed to the Granting Section (page 15).
PATH 2 STUMPED FOR IDEAS?

DURATION: 15 - 75 MINUTES

WE CALL THIS ACTIVITY: ENVISION YOUR HOMETOWN IN 100 YEARS.
FOLLOW THE ARROWS. RESEARCH AND DEFINE THE FOLLOWING CATEGORIES:

CULTURE · ECONOMY · EDUCATION
GOVERNMENT · HEALTH · HUMANITY
SUSTAINABILITY · URBANIZATION

BRAINSTORM

ENERGY

IMAGINATION

GREAT IDEAS

FUN

BRAINSTORM
PATH 2: CONTINUED

Next, choose one or more categories that really interest you and imagine what they will look like or how they’ll operate 100 years from now. To brainstorm, you might:

- Visit a public place or museum to observe people/systems
- Discuss with others
- Research past predictions of the future
- Doodle
- Write
- Make a collage or animation

Got any ideas about the future of your hometown now? Good. Set a timer for 3 minutes. Quick, write down 15 wishes!
Play “eenie, meenie, minie, mo,” flip a coin, listen to your heart, “pitch” each choice to a listener, there’s no wrong way to wish!

You want to write a wish to add to the archive. Write that top most favorite & best wish of yours!

Click on card above to start writing

My wish for the future is...

Your wish will be submitted to the wish archive.

Presto! You’ve written your wish; yay!

Wish submissions are reviewed daily for approval. Your wish will be viewable in the wish archive within 2 to 3 days. In the meantime, your next step is to begin brainstorming how to grant it! Proceed to the granting section (page 15).
PATH 3

GROUP DESIGN CHALLENGE FOR WISHING & GRANTING TOGETHER

DURATION: 1 HOUR TO IDENTIFY A WISH AND DECIDE UPON HOW TO BEST GRANT IT LOCALLY AND/OR SPECIFICALLY. UP TO 1 WEEK+ TO EXECUTE THE GRANT(S)

SUBJECT AREAS IT SUPPORTS INCLUDE:

SOCIAL STUDIES, SERVICE LEARNING, CREATIVE WRITING, MEDIA PRODUCTION AND STEAM (SCIENCE, TECHNOLOGY, ENGINEERING, ART AND MATH).

GROUP ACTIVITY (MINIMUM OF 5)

THIS PATH DIFFERS FROM PATHS 1 AND 2, BECAUSE IT ADDRESSES BOTH MAKING A WISH AND GENERATING GRANTING IDEAS FOR IT IN ONE GUIDED, TIMED GROUP ACTIVITY. TO PROCEED, LOCATE THE GROUP DESIGN CHALLENGE TAB ON THE WEBSITE FOR A PDF DOCUMENT THAT DETAILS THE PROCESS.
SECTION 2: GRANTING
DURATION: 1 HOUR – 1 WEEK

SUBJECT AREAS IT SUPPORTS INCLUDE: SOCIAL STUDIES, SERVICE LEARNING, CREATIVE WRITING, MEDIA PRODUCTION AND STEAM (SCIENCE, TECHNOLOGY, ENGINEERING, ART AND MATH).

THE GRANTS BECOME A WAY TO TAKE A BROAD WISH (SUSTAINABLE HOUSING FOR ALL) AND FILTER IT INTO SOMETHING THAT’S TANGIBLE AND EXECUTABLE LOCALLY (RE-PURPOSING ABANDONED SHIPPING CONTAINERS IN MARYLAND). GRANT YOUR CHOSEN WISH IN ONE OF THE FOLLOWING THREE WAYS:

IDEAS
Conceive an Idea
Brainstorm a prototype (process, system, inventions, design, flow).

STORYTELLING
Tell a Story
Write a story, song, play or create a video.

ACTION
Take an Action
Bring attention, volunteer, change a habit, or begin a new behavior.

CHOOSE A WISH TO GRANT

MY WISH FOR THE FUTURE IS:
Give open access to health care to 100% of the earth’s population.

NAME (EXAMPLE: JOHN A.)

PLEASE EXPAND ON YOUR WISH HERE

Your wish will be posted within a time capsule and buried for 100 years.
**Design visionary technology to facilitate people helping themselves and others.**

**STEAM** (science, technology, engineering, art and math).

**Health care shouldn’t be relied upon as being a top down service.**

**Ubiquitous health care will provide for everyone because our system will use mechanisms to spread knowledge and skills to facilitate that everyone can help everyone quickly, safely and at no or low cost.**

**We challenge the set values of health care through visionary technology radicalizing affordable self-help through mutual responsibility.**

**Approach problem by a combination of changing people’s thinking and provide groundbreaking technology to facilitate health care revolution.**

1) Develop a technology to share and use information,
2) Implement tech & incentives to breakdown silos & hierarchies,
3) Transform traditional service providers into community health centers based on networked business models.

**Design of technology, description of incentives, and diagram(s) of health center networks.**
HERO’S JOURNEY:

Choose a protagonist and use the wish to set his/her task.

OPPOSITION:

Choose an antagonist (can be a person, organization, or situation) and why it is a problem.

VISION:

Set the hero’s goal. What’s the context for it? What drives him/her to set out and do something?

OBSTACLE:

Create a situation that challenges your hero(ine) in his/her pursuit.

SOLUTION:

If you can fold in what you know about the solution proposed by the Ideas group to overcome the obstacle, do so. Otherwise, fold in how your hero’s unique objective will overcome the obstacle.

RISKS:

What are the pitfalls your hero(ine) encounters? How does he/she master them?

HELPERS:

Who or what comes into the story to help our hero(ine) as his/her ideas gain traction?

CHANGE:

What does the accomplishment look like?

100%:

Step back and check if it really works for 100% of humanity. How can this story be continued and improved?

OUTPUT:

Present your finished story in any format that inspires you: prose, poetry, song, play, short film.
**INSIGHT:**

Good health starts with knowledgeable self-care.

**VISION:**

Easy and wide access to health knowledge and preventive medical guidance will dismantle the first barrier of health care access, by reducing the aggregation of illness and thus, need.

**SOLUTION STATEMENT:**

We challenge the notion of good health care being outside of one’s control and therefore, subject to limitation.

**ACTION PLAN:**

Create partnerships with local medical and health-related service providers to present a health fair to families. Activities will include screenings and workshops on preventive health.

**STRATEGY:**

1) Develop a workshop on healthy preventive habits,
2) Solicit and secure medical/health service providers to participate,
3) Secure location for health fair,
4) Secure outreach partners to help attract target participants.

**OUTPUTS:**

Description of screenings and workshops to be offered, list of participating service providers and outreach partners, sample posters, press releases, and social media call-outs, photos or press coverage from the event.
SECTION 3: UNLOCKING THE TIME CAPSULE
The purpose of WISH FOR THE FUTURE is to ignite the imaginations of all participants, taking them out of their comfort zones within a safe environment and giving them a firsthand experience of what it means to create a better future in collaboration with peers that often have different horizons and objectives. The purpose of the connected Time Capsule is to present a snapshot of these collaborations and ideas — both online at the W4tF website, and as a traveling installation at museums and conferences worldwide.

By collecting wishes, grants, and messages on the website and the Time Capsule, they’ll be accessible by others to further develop them, get inspired, learn, and take action from.

You’ve created a grant for your wish; now, it’s time to unlock the online Time Capsule, add your content, and leave a message for your great-great-grandchild!

Follow the arrows.

Go to the website and access the wish you’re granting.

I would like new homes to be built out of sustainable materials and last thousands of years, not fifty.

Amanda K.
Complete Granting Form

After you complete the form and click on ADD TO THE TIME CAPSULE, you’ll see:

EMAILS ARE COLLECTED ONLY FOR COMMUNICATION BACK TO GRANTERS FROM THE TIME CAPSULE.

EXPRESS THE GENIUS OF YOUR GRANT IN 250 CHARACTERS OR LESS!

AFTER YOU COMPLETE THE FORM AND CLICK ON ADD TO THE TIME CAPSULE, YOU’LL SEE:
Congratulations!
You've granted a wish and have unlocked the ability to leave a message for the future.

Leave a Message

Click on Leave a Message to the Future.

Congratulations! You have now completed all three sections in this booklet!