Future Me 2.0

Life Planning through Creativity

Inspiration

CrCrt630 curriculum

Theme 1 and Theme 2 projects

Video games / learning theory

Classmates

Dr. Eliz Fenstermacher

Overview

Designing your future life by designing your future self

Lifestyle, careers, passions

Defining creativity

Using creativity

Three phases - 12 lessons each (36 total) - very flexible

Grading mostly subjective, up to the instructor

Phase 1 - The Search for Creativity

Career survey

Open journaling

Reading and re-reading stories - simple, short narratives

Where is the protagonist being creative? Feedback

Lectures: creativity - benefits, definitions, examples in and out of art

Watching and rewatching television episodes - shorter than movies - poll the class on selection

Where is the protagonist being creative? Feedback

Phase 2 - Future Me

Guided journaling

Lectures: Future Me worksheets, career planning, life design, goal setting

Video game character

Professional career guests - lecture and mentorship

Future Me worksheets

Creation of symbolic sculpture

Readings

FUTURE ME

NAME:	
ATTRIBUTES (35 PTS, 9MAX-1MIN) INTELLECT CURIOUSITY CHARISMA ANALYSIS EMPATHY CREATIVITY HUMOR FOCUS CONSISTENCY TOTAL:	PHYSICALITIY (28 PTS, 8 MAX-OMIN) STRONG AS I CAN BE FAST AS I CAN BE LOTS OF ENDURANCE SWIMMING RUNNING CLIMBING SPORT/MARTIAL ART LIST: HEALTHY LIFESTYLE TOTAL:
EMOTIONS (12PT, 5MAX-1MIN) ANGER JOY FEAR SADNESS DISGUST	WHAT'S YOUR FAVORITE ANIMAL? WHAT'S YOUR FAVORITE COLOR?
TOTAL:	

Phase 3 - Island Journeys

Guided journaling / looking at old journals

Lectures: "W" diagram, Island Journeys terms and worksheets

Rereading stories from Phase 1/2, identify moments the "W" arc

Do the same with television episodes

Island Journeys works heets: writing short realistic stories for past, present and future self

5 short stories added together to form 1 narrative, connected through original action

Professional career guests - lecture and mentorship

Booklet and laminated map

"W" Plot and Action as Island Journeys



Future Me 2.0

Phase 1: The Search for Creativity

What is creativity? How to see it in others

Phase 2: Future Me

Holistic future self planning from introspection, visibility on career and educational paths, symbolic reminder

Phase 3: Island Journeys

Structure and terms of narrative, use of Future Me character in real world stories, demanding creative exercise, physical manifestation of creativity

All phases: Journaling, literature, career guidance and mentors hip