DISCUSSION SUGGESTIONS

• How did you feel having your choices constrained by the starting letter? How is this like real life, where our choices may seem constrained by obligations, expectations, and situations?

• Did the constraints make you give up or try harder? Were you able to identify goals despite the constraints placed on you? What thinking skills did you have to employ?

• Were you surprised by some of the goals you generated? How did those surprises make you feel? Was it exciting to hear yourself say things you may not have considered before?

• What surprising suggestions did you hear other people make? Which excited you? How are our goals and choices in life often informed by inspiring people we happen to meet or unplanned events that occur?

• Brainstorm and discuss people who ended up in situations or careers due to unforeseen events (both good and bad). How did these events impact on each individual’s Sense of Future? How might their way of thinking about the future have changed as a result?

• How does the future seem to you? Are you confident that your hopes will be realised? What happens if things don’t go to plan?

ACTIVITY: ‘ARCHERY-YODELLING’

TIME: 5–10 minutes
SIZE: Small to large groups
SPACE: Room to form standing circles
RESOURCES: Wall clock

The aim is to allow students to quickly consider a multitude of pleasant or engaging events.

The result should be discussion about how, despite the future often being unpredictable, we can still find enjoyable things that motivate us and keep us hopeful.

NB: The smaller the groups, the more opportunities students will have to become involved.

1. Form a circle.

2. Explain the rules: The person nominated to start will have to name something they want to do or achieve in the future. Choices can be diverse as: save orangutans, learn to fly, learn archery, speak fluent German, have kids, make good friends, buy a nice apartment (they should aim to keep goals to four words or less). The person on their left must now state something that he/she wants to do in the future beginning with the last letter of the previous speaker’s goal. So, if the original speaker said, ‘Become a chef’ then the current player must choose a goal starting with ‘F’ (e.g. Fly a biplane). The person on their left must now name a goal starting with ‘E’. Students have a 10 second limit to come up with each desirable goal!

3. Choose a student to be the first speaker, then start.

4. Continue until every student has at least one turn, and preferably two or three. Encourage students to name goals they truly would like to achieve.

5. When you think the game has run out of puff, commence discussion.