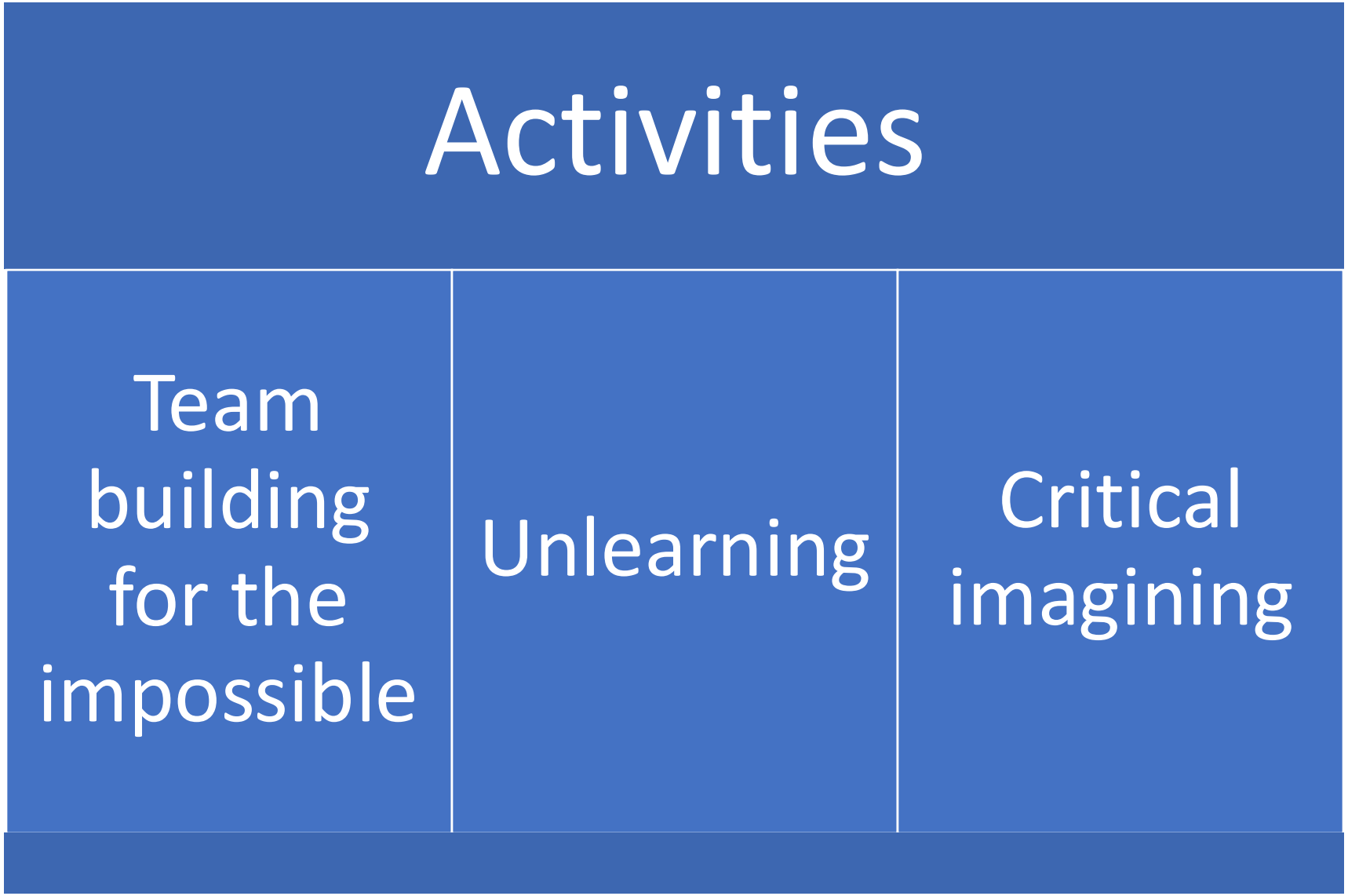
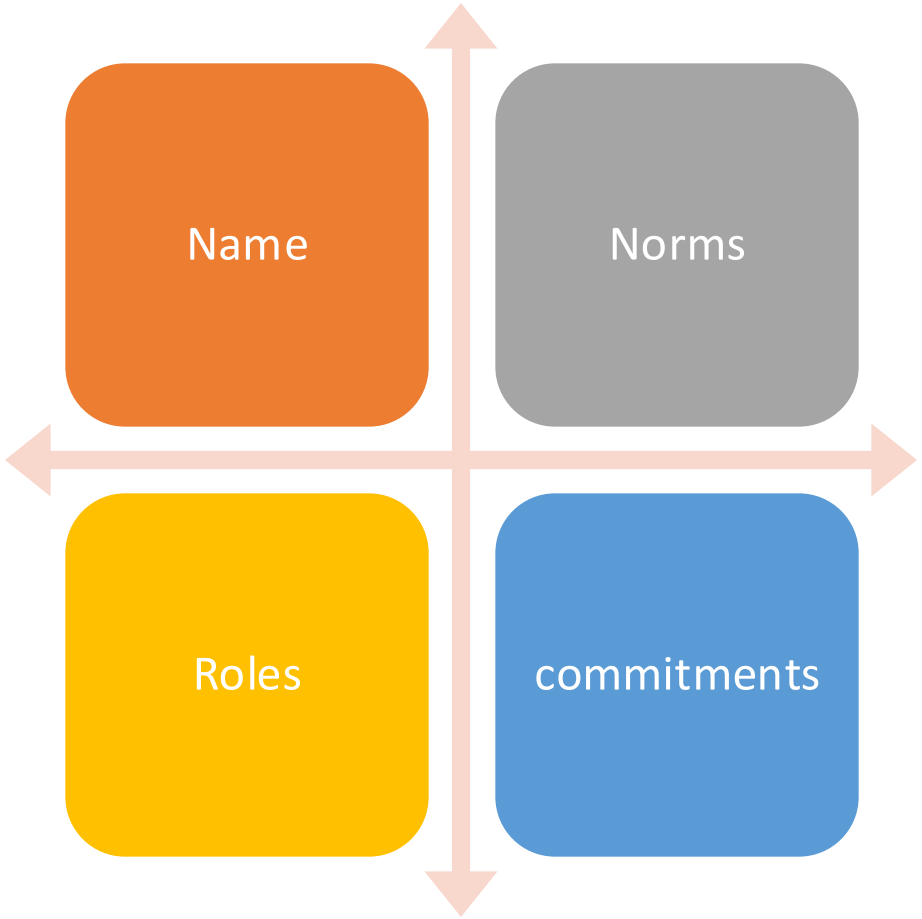

Activities
Team building for the impossible
Unlearning
Critical imagining

Your Impossible Project is…

Reimagine digital technologies for a just world.

Activity 1: Team Building for the impossible [10min]

- Principles:
  - **Name**- unique and representing the whole.
  - **3 Norms**- that will ensure the functionality of the team.
  - **Roles –**Match your ability with the team's needs. *Center the team's needs rather than your talent.*
  - **Commitments**- openness, care, vulnerability/humility, communication, dedication to the project.
  - ** If team is cross-disciplinary, discuss discipline-based assumptions.*



Activity 2: Unlearning [15 min]

- What do you need to unlearn to approach your challenge or problem differently?

- EX. Unlearn the statement: “digital technology is value neutral. It is just a tool.”

  - Whether they admit it or not, many students believe this to be a fundamental truth.
  - It leads them to assume that the solution to problems caused by technology is to build better technology.
  - How do we unlearn this assumption?
  - If we unlearn this assumption, what becomes possible?
  - If we do not unlearn this assumption, what are the consequences?

Pick three ideas that you believe your students would need to unlearn in order to approach this IP.

Activity 3: Critical Imagining [15 min]

- Collectively imagine, articulate and draw a just future world wherein digital technologies exist. Use your poster board.

- **Hint**: Center the ideas you have committed to unlearning.

Lightening Presentation and
Discussion [20 min]
Share one surprising idea generated
in your group

Discussion

Why are we limited when it comes to imagining a just world that we believe is possible, but we can imagine a settlement on Mars?