



Cosmopolis 2045

Call for new ideas on education

Cosmopolis 2045 is the name of a website under development that encapsulates the activities, social institutions and organisations of fictional community thirty years into the future. At the heart of this imagined future (circa 2045) is a very strong belief that how we communicate with one another is “fateful” (i.e., has consequences for what happens next, opens up new possibilities while simultaneously closing off other possibilities). In other words, we “make” both the present and the future of our social worlds together, one conversation at a time and the way which we communicate with each other matter as much, if not more, than the content of what we happen to say.

The website is being developed as a collaborative thought-experiment about forms of social interaction and the institutions that we make together. We have a number of different sites already under development but we are now inviting specific contributions that will help us develop an innovative education system for Cosmopolis.

In our developments so far we have identified certain features or principles that we think are important to education in Cosmopolis:

- the institutions need to be seen as part of a broader learning community
- schooling should occur throughout the community—we have conceived of the idea of a “school without walls”
- we want to build on UNESCO’s “four pillars of education (learning to know, learning to do, learning to live together, and learning to be). For more information, see <http://www.unesco.org/new/en/education/networks/global-networks/aspnet/about-us/strategy/the-four-pillars-of-learning/>.
- we are also interested in education in Cosmopolis that is:
 - experiential—engaging our embodied minds;
 - adult cognitive development—especially along the lines of Robert Kegan’s work focused on self-authoring and self/system transformation (see Kegan’s books *In Over Our Heads* (1994) and *Immunity to Change* (2014));
 - playful—teaching ourselves how to play together and turning play into creative accomplishment;
 - developing skills as makers of culture (i.e., personal and social evolution);

Invitation

We invite contributions in either of the following forms:

- An outline, or story, of an innovative school system at any level
- An idea that we could develop for inclusion in this CCC site.

If you are interested please talk to:

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