Instructions

Print out the following list of events and cut them out (most of which should be pretty straightforward, although some might require a little Googling). Then:

Ask students to take turns choosing events that they think are inevitable. Ask them to explain why they think the event is so likely. Students can play these events on a table and posit causal associations (e.g. World War Three might follow Water Wars). Ask students to explain when they think the event will happen, either with a specific year or in a future historical range (in 5 years, 10 years, 25 years, etc.). As students play events on the table, they should be encouraged to modify the timeline by moving events forward or backward in time. Students might also ask to void an already-existing event, which should be subject to debate (and might return a voided event to the original pile of selectable events).

Over time, students should build a future history that spans several centuries (if not tens of thousands of years, and maybe millions). The goal is to have a conversation, and the exercise should end when the students feel that they have exhausted the possibilities presented by the selectable events.

If you generate additional events, please send them to me at mwolfmey@binghamton.edu.
Rise of the Surveillance State
Global Climate Change Initiative
Civil Wars
Climate Refugees
Intensified
Stratification
Class Warfare
Mass Revolution
Mars Colonization
Lunar Colonization
Asteroid
Colonization
No Snow Caps
China as Superpower
Decline of US Superpower
Technologized Education
Water Wars
Underground
Highways
Megacities
Hyperloops
Disunited States of America
Widespread Gene Therapy
Rise of New Eugenics
Unified World Government
Fully Ecological Vehicles
Self-Driving Vehicles
Rise of the Robots
Full Labor Automation Ocean Cities Global Supervirus Cure for Cancer
End of Glaciers
Next Ice Age
World War Three
End of Race
End of Human Beings as Such
Rise of the Mutants
Corporate
Oligarchies
Race Wars in Europe
Race Wars in North America
Indigenous Sovereign States
Arcologies
Rewilding Suburban Landscapes
Deep Space Colonization
Deep Space Exploration
Coastal Flooding
End of Capitalism
End of Democracy
Antibiotic Collapse
Intensified
Segregation
Gender
Revanchism
Rise of Religious Fundamentalism
Separatist City-States
End of Paper
Money
End of Bilateral
Kinship
Rise of Genetic
Citizenship
Neurological Implants for Health
Human-Animal Hybridization
End of Meat as Food
Abolition of Fossil Fuels
Real Pricing of Costs of Travel
End of Financialization
First Female President in the US
End of Voting Rights
End of Abortion Access
Abandonment of Coastal Cities
Widespread Starvation
Population in Permanent Decline
Movement of Earth’s Poles
Rise of Artificial Intelligence
Kurzweil’s Singularity
US is Minority Majority Sovereign Robot States Interspecies Communication
Non-Human Bill of Rights
Extraterrestrial Contact
Implants as Media Access
World War Four
Fast Interplanetary Travel
Automated Homes
Portable Turing Tests
Total
Technological Collapse
Genetically-Produced
Biotechnologies
Immersive Virtual Reality
Space Elevators
Teleportation Technology
Socialist Utopia
Genetic Rewilding of Lost Species
Extra-Uterine Reproduction
Legalization of Recreational Drugs
Agricultural Collapse
The End of Pets