

THE BAHAMIAN DREAM CHALLENGE

Classroom Lesson Plan & Student Toolkit | Ages 10–25 | 45–60 minutes

Overview

Goal: Students understand the national question, choose an entry track, and leave class with the start of a contest entry.

National question:

“What is the Bahamian Dream – and what would you do to build it?”

Materials Needed

- Rick Fox launch video (link or file provided)
- Printed or digital copies of the Track Overview handout
- Brainstorming worksheet, one per student
- Board or shared screen for group discussion

Lesson Plan

1. Warm-Up | 10 minutes

Pose the national question before giving any explanation. Give students 2–3 minutes to jot down a first reaction, then invite 3–4 volunteers to share aloud. Do not correct or steer answers yet; the purpose is to surface instinct before instruction.

2. Launch + Choose a Track | 10 minutes

Play the Rick Fox launch video (60–90 seconds), then introduce the three entry tracks:

- Dream Essay: A written vision in the student’s own voice. 300–1,500 words, with limits based on age division.
- Dream Story: Up to 3 minutes. May be documentary, spoken word, animation, music, or short film.
- Builder Pitch: Identify one problem, propose one realistic solution, and pitch it in up to 3 minutes.

3. Build an Idea | 20–25 minutes

Distribute the brainstorming worksheet. Students may choose a track immediately or remain undecided while they work through these prompts:

1. What does the Bahamian Dream mean to you – not what you were told, but what you believe?
2. What is one problem in your community, school, island, or country that you would want to help solve?
3. What would you build, write, or show to bring that dream closer?

As students work, encourage specificity. Push past broad statements such as “I want The Bahamas to succeed” toward a concrete place, person, problem, story, or solution.

4. Wrap-Up / Assignment | 5–10 minutes

- Students keep their worksheet as the beginning of their entry.
- Optional homework: refine one answer into a full paragraph, rough storyboard or script, or one-minute pitch outline.
- Entry deadline: January 31.

Submit at: <http://www.bahamasfuturemovement.com/>

Student Toolkit: Make the Idea Concrete

Before expanding an entry, ask students to pressure-test the idea with five simple questions:

- Place: Where does this idea, issue, or story exist?
- People: Who experiences it or would benefit from change?
- Problem: What is getting in the way today?
- Possibility: What should be different?
- First step: What could realistically happen next?

Differentiation by Age

- Ages 10–12 (Dreamers): Use concrete, familiar examples such as their school, street, neighbourhood, or family island.
- Ages 13–18 (Visionaries / Builders): Encourage students to identify one specific local problem instead of a broad national issue.
- Ages 19–25 (Future Leaders): Connect the discussion explicitly to economic independence, opportunity, and civic contribution.

Extension Ideas

- Invite a local entrepreneur or community builder to speak to the class.
- Run a peer-sharing circle the following week before students finalize their entry.
- Pair with a Teacher Champion at another school for a cross-school share-out.

Teacher cue: Specificity beats slogans. Help students move from a broad ambition to a real example, story, place, problem, or first step.