

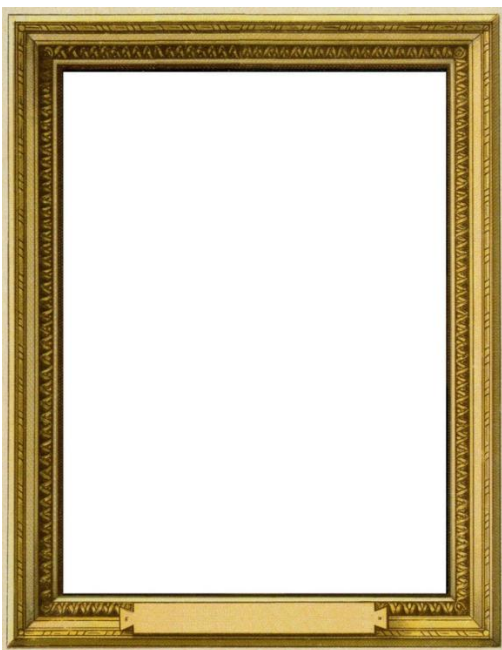


**UNESCO Chair
on Visual Anticipation
and Futures Literacy
towards Visual Literacy**



THE FRAME

A frame is a structure that surrounds and highlights a certain content and meaning. Metaphorically the word is used to describe the context of an idea or a topic; the reference to. The "Frame" tool intends to make tangible our unconscious mental automations. It supports learners to visualize and analyze the frameworks that shape their perceptions and influence their decision-making processes. The golden style of the frame is deliberate chosen to imply the value we all bestow on the components that constitute our individual and collective identities.



The tool **aims** to:

- Enhance self-awareness by encouraging learners to identify and understand the cognitive filters they apply.
- Challenge assumptions by revealing the limitations of habitual thought and embracing complexity and ambiguity.
- Empower learners to question the origins of their frames and consider alternative perspectives.
- Foster prospective thinking by highlighting how current mental models shape expectations that influence the planning for the future.
- Build resilience against biases by instilling awareness on the innate power to control one's own thoughts and narratives.

How to apply it

Facilitators share the image of the frame and ask learners to place in it items related to their perceptions, assumptions, stances and feelings on the topic under examination. Facilitators support learners to discern what items belong into the frame (are the outcome of their mental frames, their perceptions) and which make part of the frame itself (are their interpretative lenses). While learners share their narratives and thoughts, facilitators assist them to make their abstract cognitive processes tangible and comprehend how the items in and on the frame interact and shape their interpretation of reality and their ability to envision future possibilities.

Suggested combination with other Visual Literacy tools

The “Frame” combines effectively with the “Barcoded Baby”, the “Role Model Stereotypes”, the “Role-playing”, the “Sensing instead of Making Sense”, the “Five Mirrors”, the “Visuality Iceberg”, and the “Reframing Concepts” tools.

