

GAPMINDER

a fact-based worldview

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[Gapminder](#) is a non-profit venture – a modern “museum” on the Internet – promoting sustainable global development and achievement of the United Nations Millennium Development Goals.

Gapminder aims to be a “fact tank” that promotes a fact-based view of the world. Videos, teaching resources, and data are readily available for download.



The main tool is [Gapminder World](#) which uses moving graphical elements on a standard spreadsheet to show the dynamics of change over time. It is supported with an easy-to-follow guide. The tool encourages the development of lessons in history, geography and social sciences with a quantitative lens. Gapminder was introduced in one of the most popular [TED talks](#) ever with over 10 million views and a number of [subsequent talks](#) using the tool.

Among the featured resources are The Teacher’s Guide: Lessons on 200 years that changed the world and the Gapminder card game. The card sorting game challenges students’ perceptions about how the contemporary world looks as they arrange “country cards” in an order that illustrates the gaps in the world today. The students then compare their arrangement with the Gapminder World Map on the same variables. The card game is play-ready, and the instructions are clear. The student material (Country Cards and Gapminder World Map) need only be downloaded and printed.

So, how does Gapminder fit into teaching the future? One objective to thinking about the future is to use data to see patterns of change over time. Another and perhaps more important objective is to recognize the assumptions we make on how the world works. If we can identify our assumptions, then we can also challenge these assumptions with data and be well on our way to creating some interesting alternative futures.