



<http://dreamsdrop.mymachine-global.org>

MYMACHINE DREAMSDROP GUIDELINES TO USE WITH PRIMARY SCHOOL CHILDREN

STEP 1: IN YOUR CLASSROOM

TIPS & TRICKS for you as a supervisor/teacher for the creativity session in your class.

What you need (to do):

All children need colour crayons and a piece of paper (if you want, you can use the MyMachine template).

Ask this (simple) (open) question: “What is your Dream Machine?”

- Let them make a drawing
- Write (or let them write)
 - their first name
 - the name of their dream machine
 - how it works and why they want it.

Do's:

- **This should be a fun and engaging moment in the classroom.** Maybe you can introduce this session as a particular assignment: “These inventor-professors of MyMachine need new ideas for dream machines! They ran out of inspiration and needed us to help them!”
- **As a supervisor or teacher, you should understand that “Dream Machine” can be (almost) anything:**
 - “a chair” is a machine that helps you sit down; “a house” is a machine that keeps you dry from the rain;
 - we are not talking about robots. A dream machine can be a robot but doesn't have to be.
- **Only use these words to explain what “a Dream Machine” can be:**
 - “Anything goes as long as you really, really want it. A machine can be small or big. It can be something you want to use outside or inside. Maybe a machine for yourself or maybe a machine to share with others. Maybe it helps with things you don't like to do. Or maybe it allows you to do more the things you like to do. Maybe it will allow you to do something you have never done before.”
- **Give the children enough time to think and make a drawing.** Some children will make one drawing; others might make 4 or 5. You should take the time to walk up to all of them separately to see how they are doing and, if necessary help them a bit.
- **Make sure to involve all children, both introverts and extravert.** Children also have a lot of social reflexes: they might say they understood, even if they didn't. So look at their body language as well. Try to trigger children with ‘no inspiration’. That's not always easy to do, but approaching them will help them. Maybe you can start by asking them to think about a typical school day: ask them questions like: what do you like about it? What don't you like? What could help to make it more fun? And how about a typical day at the weekend? What have you done this weekend? What did you like? What didn't you like?
- **Stimulate children to make colourful drawings.**
- **Take some (smartphone) pictures/videos of the children making these drawings.**



- **At the end of the session: invite all children to explain their dream machine** in front of the class. Let them explain what the Dream Machine does and why they invented it.

Close the session by saying that you will now deliver the drawings to the MyMachine Global Foundation and that they will get a diploma* as Dream Machine Inventor. We leave it up to you to decide if you also want to mention the possibility that one of these drawings might be picked and elaborated; (or if you want to wait with this until it would be the case).

** when you upload to our MyMachine DreamsDrop world map, you will receive an email with the diploma.*

Don'ts:

- **Do not use the word “robot”.**
It limits creativity a lot. Only use “Dream Machine”.
- **Do not give examples.**
If you would, for example, mention “homework-making-machine”, then most of the children will make a drawing of a homework-making-machine.
- **Do not use a theme** (like nature, climate action, or...).
Otherwise, it's again we, the adults, telling children what they should think. We do not want this. We want them to think for themselves. What is it that is right here, right now, important in their life?
- **Never say the idea is impossible.**
Never limit creativity. It's not because you -as an adult- think it's impossible to build, that it is impossible to make. Thirty years ago, nobody believed that it would be possible to take a picture in Cape Town and that instantly somebody in Mexico City could see it and comment on it. We know now that it is possible. Thanks to people who look for solutions and don't focus on the so-called 'impossible' things.
- **Always react positively on any idea they mention.**
Even if the idea sounds a bit off. Suppose a child is working on an inappropriate idea (let's say, for example: “a machine to bully another child”, try to softly shift the focus of the child by saying something like “Interesting. But maybe no child wants to be bullied, so maybe your dream machine should be “a machine that makes sure that in this school no child can be bullied”. And if that doesn't work, then try to shift the focus completely by saying something like “Wow, you already have one idea. Now start thinking about a different dream machine!”.

Thank You. Have fun and enjoy!



STEP 2: UPLOADING THE DREAM MACHINE IDEAS TO OUR WORLD MAP

We are very much looking forward to receiving the dream machine ideas on our world map!

TIP: You can upload the ideas in your very own language. It doesn't have to be in English.

Drop the invented Dream Machine ideas on our world map

Step 1

Scan or take a picture (with your smartphone, for example) of the drawings.

Step 2:

Go to: <https://dreamsdrop.mymachine-global.org>

Step 3:

Click on **"I'm a teacher"**.

- If you don't have an account yet, make one by filling out the fields, checking the box "I agree with the terms & conditions", and clicking **"Save and continue"**.
- If you already have an account, click on **"Sign in!"**

Step 4:

Create your "class" by entering a "Group name" (for example, 2022_Grade 2_Class 1) and clicking on **"Add"**.

Please beware:

the class you will now create will be located at the geographical address of the school you have filled out while making your account. This means that every drawing you will now be uploading will be found on the world map at the address of your school.

*If you would like to add a different class of another school to a different geographical location, then scroll to the top and click **"View/Edit"** next to your profile information. Then you can change the name and geographical location of the school and click **"Save and go back"** (ps: no need to enter or re-enter your password).*

Step 5:

In the newly created (light blue) box with your class, click on **"Add A Student"**:
Mandatory fields are First Name, Age, Gender.

Click on **"Add Dream Machine"**.



Step 6:

Add a Dream Machine for this student:

Important notice: you can use your language! It does not have to be in English.

Mandatory fields are: Name of the Dream Machine, uploading a picture, What will it do? Why was it invented?

Click on “**Save**”, and

- if you wish to add another dream machine for the same student, click “**Yes.**”
- if not, then click “**No**”.

Step 7:

Repeat Step 5 and Step 6 for every student in your class.

Important Notice:

Once the MyMachine administrator has approved the uploads (usually within 48 hours), you will receive a personalised diploma for each uploaded Dream Machine Idea. These are each separately sent by mail to you. Check also your spam folder as they might end up there.

What if I want to upload additional ideas from a classroom from a different school?

- Push the button “View/Edit” to the right of your name at the top of the Teacher-Dashboard screen.
- Edit the “Name Of The School”-field, the country location of the school (if necessary) and the “Address of the school”-field.
- Click “Save and go back”.

All students and Dream Machines you will now add will be listed under this new address.

Thank You. Have fun and enjoy!

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