



<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 classroom*

#### What you need (to do):

All children need colour pencils 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 special assignment: “These inventor-professors of MyMachine need new ideas for dream machines! They run out of inspiration and need 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 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 introvert 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 is 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 classroom. 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're going 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 the 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 or climate action, etc.).  
Otherwise, it is 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 her or his life?
- **Never say the idea is impossible.**  
Never limit creativity. It is not because you -as an adult- think it's impossible to build, that it actually is impossible to build. 20 years ago, nobody believed that it would be possible to take a picture in Cape Town and that instantly somebody in Tokyo could see it and comment it. We know now that it is possible. All thanks to people that look for solutions and don't focus on the things that are so-called 'impossible'.
- **Always react positively on any idea they mention.**  
Even if the idea sounds a bit off. When 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 entirely by saying something like "Wow, you already have one idea. Now start thinking about a totally different dream machine!"



## STEP 2: UPLOADING THE DREAM MACHINE IDEAS TO OUR WORLDMAP

After logging in, uploading the dream machines of your classroom works in 3 steps:

### 1/ Log In:

- Click on “I Am A Teacher”
  - Create your account (or login to your existing account)
    - Fill out the fields and push “Save and continue”
- ps: the drawings of your classroom will be located on our world-map at the address of the school.

### 2/ Create Classroom:

- Create a new Group of Students (Class) by creating a *Group Name* and pushing the “Add” button.

### 3/ Add Student and Dream Machine of the student


- Add A student by clicking on “Add a student”
  - Fill out the fields
- Click on “Add Dream Machine”:

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

- Fill out the fields and press “Save”
  - If you want to upload another dream Machine Idea from the same student, press “Yes”
    - Fill out the fields and press “Save”
  - If you want to move to the next student, press “No”
    - You are now returning to your *Teacher-Dashboard* and repeat these steps for uploading another dream machine from another student.

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### About your Teacher-Dashboard

In your Teacher-Dashboard, you can click on the lightbulb-icon  after the name of your students: each light bulb represents a Dream Machine linked to this student; you can click on the lightbulb to discover the idea.

The address mentioned alongside the name of the student is the address of the school.

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### 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.



### **About the personalised MyMachine Diplomas**

For each Dream Machine idea that you upload, this system creates a personalised diploma. This happens when the MyMachine administrator approves the information. The diploma is automatically sent to your teacher e-mail address. You might want to check your spam-folder to find it.

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**Thank You. Have fun and enjoy!**

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

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