



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

MYMACHINE DREAMSDROP GUIDELINES TO USE WITH PRIMARY SCHOOL CHILDREN

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 ran 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 don't like to do. Or maybe it allows you to do more the things you really 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'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 in 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 want to wait with this until it would actually 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 just make a drawing of a homework-making-machine.
- **Do not use a theme** (like: nature or climate action or...).
Otherwise it's again, us 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 the creativity. It's not because you -as an adult- think it's impossible to build, that it actually is impossible to build. 30 years ago nobody believed that it would be possible to take a picture in New York and that instantly somebody in Brussels 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 positive on any idea they mention.**
Even if the idea sounds a bit off. If a child is working on an idea that is inappropriate (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 totally different dream machine!”.

Thank You. Have fun and enjoy!

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

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

TIPS:

1. **You can upload the ideas in your very own language.** It doesn't have to be in English.
2. **Before hitting the Save-button, select the checkbox right above the Save-button.** It will work much faster to upload different dream machine ideas from the same classroom.