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For my instructional dream, I am interested in creating an environment in my classroom where students learn content by feeding their natural curiosity and willing to put in rigor while asking and answering their own questions. While finding a video as a starting point, I am intrigued with the website from the list of this assignment 99U.com, taken from the Edison quote: "Genius is 1% inspiration and 99% perspiration." Yes, this is should be good.

The [video posted](#) on the front page is from Irish inventor Jane ni Dhulchaointigh. She begins with theme of 99% perspiration. I appreciate her insight that "making stuff happen is really f%#&ing difficult." She states, "all the magic and the beauty happens in the process and not the product." How can I bring this in the classroom in an age of accountability based on grades or test scores? Although this video was on the hard work that went into the creation of her product [Sugru](#), a mixture of Playdo and Superglue and named after the Irish word for play, there are other ideas from her purpose that are pertinent and worth pursuing. "What if it was normal around the house to solve problems? Hack it." "You don't need to be an expert. Learn it." "Start small and make it good." A slogan for Sugru is "Hack things better."

There are so many options to go. What else would a site on 99% perspiration offer, so I searched the site. Another video catches my eye, Rilla Alexander's "[Without the Doing, the Dreaming is Useless](#)" which is her great story about developing an idea even through procrastination, failure, self-doubt. "Let your idea push down unexpected paths, have to refine it, untangle it, make the idea work. Concentrate on doing it, going to have mistakes." In the end, "it's not about ideas, but making ideas happen." But how do I steer students where they can find those opportunities?

While watching these videos, I am reminded of Mihaly Csikszentmihalyi's work on [Flow](#). I first try a Google search, and an early hit was his [TED Talk](#). Although it is not an exciting or comprehensive talk, it does provide a good review on Flow. There were great quotes on Flow in music, poetry, figure skating and business. Then he put up a quote from Masaru Ibuka of the first "Purposes of Incorporation" of Sony: "To establish a place of work where engineers feel the joy of technological innovation, be aware of their mission to society, and work to their heart's content." That's what I'm looking for in my classroom. While describing conditions for Flow, there is a chart on how Flow works against worry, anxiety, apathy, and boredom, which is what I'm working against in schools. As I was browsing through the comments of the talk on the TED website, I noticed a psychologist put her blog after her comment: <http://www.dailyshoring.com/flow-and-happiness/> who really articulated how to use Flow in everyday life. There are good lists and posts but not really connecting specifically to education. I then Google search "[Flow education](#)" and come across Csikszentmihalyi's [Powerpoint to teachers](#). Nice list of conditions for Flow: Conditions for Flow 1) There are clear goals every step

of the way. 2) There is immediate feedback to one's action. 3) There is a balance between challenges and skills.

Another link in the search is an [interview with Csikszentmihalyi](#) in [Edutopia](#). One of the great aspects of Edutopia is that the site has become so comprehensive and deep that there are good links to related content, so I read a [blog post](#) on the site concerning Flow and student engagement which explains that when students are in Flow, teachers are as well. I then see another related link [apps for creativity](#). I think of the [original talk of Jane ni Dhulchaointigh](#) and her hard creative work. Perhaps that is the direction? How does creativity play into the lives of Prensky's Digital Natives? I then remember our reading of James Gee's metaphor of gaming. Ah, students in games--that's flow. I return to Flow.

I decide to see if any other educators have searched or tweeted on Flow. On Twitter, I search and inquire as a tweet. No responses on the weekend but did find [@C4Creativity](#) and then its website the [Center for Childhood Creativity](#). Great posts and retweets. One article about we're still trying to untangle the mystery of creativity and the brain and '[Why We Have Our Best Ideas in the Shower](#)' with great connections to Gary Small's writing in Digital Divide. There's a nice share on games with [Five ways that games are more than just fun](#) and [an image](#) of a Bill Gates quote from the Huffington Post on the role of the teacher in motivation.

Now I'm coming back to practical aspects of my Instructional Dream. What is my role in creating Flow, inspiring creativity, and developing aspects of gaming in the classroom. How do I motivate? Coincidentally(?) in the [@C4Creativity](#) Twitter feed, I see a share from [Daniel Pink's RSA Animate video](#) on motivation from his book Drive. While on the site I also revisit [Ken Robinson's video](#) on changing paradigms and find some relative information. I then go to my Feedly feed from [Daniel Pink's blog](#), but it was taking too much time to find relative content on his site, so I Google search "Pink motivation education." I find a nice [YouTube video](#) from the [Patterson Foundation](#) with Pink discussing motivation in education. He explains that people need autonomy, mastery, and purpose. During complicated cognitive and conceptual thinking and creativity people are not motivated by carrots and sticks of reward and punishment but an "inner drive to direct our own lives, contribute to the world and get better at things that matter." We don't want people compliant but engaged. He keeps mentioning the work of the [Patterson Foundation](#) so I look it up and see their mission that "New Realities emerge when organizations engage in innovative collaboration, sharing the value of what they learn by working together to achieve a synergy that benefits all involved and the wider community." [Synergy](#)--Is that what I'm looking for? A new direction?

But I come back to my [original video](#). Sugru is all of this. It is developing synergy in the process, synergy with customers by empowering people, getting people engaged and contributing. The approach of the company to customers like teachers for students is that "people are awesome, can you help them be more awesome?" "Inspire me" and the company motto, "The future needs fixing." This is my dream.

After flowing down the sinuous currents of my search from this video, I have not come up with

nuts and bolts and practical tips to carry out my dream. From this video of an invention and website I had not heard of, I have developed a richer understanding of the complexities of my dream with many more possibilities for answers. I also feel more of an openness to think of any connection to my dream. As e.e. cummings wrote: "the eyes of my eyes are opened." So back to my search I find an article from Daniel Pink how teachers can ["sell" love of learning to students](#), which is just as Jane ni Dhulchaointigh sells and connects her product. Now I'm on [MindShift](#), another deep site to explore, float and see where it takes me. . .