Enrapturing SEEDs

Science
Encyclopedia
Experience
Development

"Enrapture" meaning to fill with delight

The purpose of the series on Enrapturing SEEDs is to develop application-based materials to highlight and obtain the necessary foundational skill sets to adapt to the world and develop a skills-mindset relevant to functioning and development.

The purpose of mastery and flow will be endeavored through the learning programs. The task is specific to each individual's development and exposure and purpose.

Leveraging on the versatility of the platforms, the individual can learn skills relevant to cognitive development in the pursuit of focus, attention, memory, goal-orientated, perceptual development, awareness and creativity.

A lovely message

Once upon a time! When Window was just a square hole in a room and Application was something written on a paper. When Keyboard was a Piano and Mouse just an animal. When File was an important office material and Hard Drive just an uncomfortable road trip. When Cut was done with knife and Paste with glue. When Web was a spider's home and Virus was flu. When Apple and Blackberry were just fruits - that's when we had a lot of time for family and friends.

Task:

Selection of Write-Up
Develop various versions of write-up (cut & paste)

Goals:

Summarizing skills
Memory retention (processing)
Perspectives-taking
Creative application
Language Development (Semantics)
Knowledge absorption

Social stories: Children's stories

A selection of stories depicting differing themes in social knowledge and understanding and TOM-based reflections.

Engaging the child's attention, awareness and creativity with regards to the social stories depicting themes in their daily lives.

Creating social awareness and understanding of themes reflected in their lives.

*TOM – Theory of Mind

ToM is the ability to infer and understand another's mental state (the beliefs, thoughts, intentions and feelings of another), and use this information to explain and predict human behavior.

ADHD and Gaming & Sports Psychology in a Digital Setting (Apps)

Game:

Goals:

Focus

Attention

Goal setting

Precision

Motor skills

Coordination

Agility

Memory

Strategizing

Goal Formulation

Simulating an environment (in nature)

Engaging in the experience

Perceptual Development