

Story #9b

Reawakening the child in the adult

9. Accent aspects of the curriculum that you love, so that you model real connection to your material.

(The Teacher's Bill of Rights)

I remember that when I was really young, I loved color. I would look at them, each in their own way, as entire beings. But I didn't have a favorite. There was a point where you didn't have a favorite. And then the adults wanted you to have a favorite and name the colors and name the flavors and name the trees and name the flowers. And then ... you started to experience the world of duality and separateness and how some are better than others ... and all of that. But that world was a downfall from the best world - where they were all good.

So.

I think that the game of life is to get back to where it's all good - to reawaken the child in the adult. I think that we are at the top of our game somewhere around one or two, and then we fall from there. But that's ok. It's for the purpose, I think, of having the experience of getting back.

I was teaching prototyping - software prototyping - to the corporate world. I taught it at GE. They loved it. I taught it at American Airlines. They loved it. Then, I got to the Marine Officer Training Headquarters in Quantico, VA. As I tried to teach them prototyping, they had a lot of trouble. Prototyping can

be a culture shift. The culture shift is to be like a child in that you must imagine what you want your software system to be, then build the prototype before knowing how you will engineer the software to make it work. This culture shift is like being the child who can imagine a desired outcome without knowing how to get there - in other words, reawakening the child in the adult. So, I would teach the culture shift in addition to the skills of building the prototype. The Quantico guys had a problem with this because they wanted to take orders. They wanted everything to be definite from the word go. I said, "It's not like that with a prototype. You have to play with the prototype, as if it's a toy." I tried to get them to access the child in the adult. They had trouble getting back to that kind of thinking.

So, today, we are going to talk about that. I will read you a fable, as if you are a child. It's one of my fables from Volume 3 of *Bickart's Just-in-Time Fables* (2020). Are you ready?



#102 *The First Favorite*



Do you remember the first time you decided which color is your favorite? The question was not meant to be harmful or detrimental in any way. But it was. You were looking at COLOR itself - your right brain was not distinguishing between them - you were immersed in them. They were not even separate. You were surrounded by, and one with, COLOR. Then the adults asked you, in a perfectly innocent way, which was your favorite. But even to consider the question, you had to break up something that was whole. Then you had to discard or downgrade some colors in order for others to be exalted. It had no meaning to you. But the adults seemed to need an answer. So, you began learning how to label and name and analyze and rate the colors. In a way, it was as fine a day as any other, but in another way, it was the beginning of a downfall. You fell from a beautifully high position where every flower in the garden was good to seeing some as not-so-good. You started to see good and evil, separate and together, oneness and not-oneness or duality. So, the only question is, "Would you like to go back to the garden?"

GET BACK TO THE GARDEN

I believe that's the game of life - to purposely come to this place where you fall! You start believing in separateness and you start naming and analyzing and using your left brain to take your orders and march according to some kind of a rule. And then you lose the ability to enjoy tastes and colors and flowers and trees and sky. You lose your way... SO THAT YOU CAN FIND YOUR WAY BACK!

I believe that's the purpose of life! Get back to the garden. So, the transformation would be to get back to your childhood. Reawaken that child in the adult. Thank you very much. I'll see you in one of those tomorrows.



References

Bickart, J. (2020). *Bickart's Just-in-Time Fables* (Vol. 3). Asheville, NC: Red Shirt Interactive Group.