

[Video Course] Charisma on Command University by Charlie Houpert.n What's Inside Charisma University: Module 1: First Impressions. The active phase of a person is described, when he is still small and can only interact with the environment. For example, my son at the age of 7 got stuck in the elevator if he pressed the button on the 1st floor. It is not interesting for him to play in the elevator, and without an elevator, of course, he will not be able to go through the entire floor. Therefore, in order not to waste time on risky moments, in the elevator you can simply limit yourself to a melody on your phone or a toy. Melodies, by the way, I sometimes even put in the elevator to be sure that he went. Try it, check it out - you'll like it! Modules 2-3: Physical activity, or what to do in the game. What additional movements give: - Composition. When tasks appear on the level, and they go in the sequence of tasks, the child begins to associate with movement. If it is a piano, then he will continue to play; - Drawing. When making a picture, less time is spent on it than when drawing in a notebook. - Fixing the material. When the child is at the level, he can return to the place where he did not have enough time or remember something, try, repeat. Module 3: Creative basics. Modular thinking. What gives creativity when practicing in the game: - The effect of self-organization. The child is engaged in the game, not thinking about how he will finish the game. There is no time limit for him, he plays until his interest fades. (My kids played like that). - Strengthening positive evaluations. Those. the child in the game receives emotions (smile, joy, happiness, mood, good wishes) and does not look at the time. Something more meaningful and important to him appears. - Improvement of cognitive abilities. For example, the child will see and hear better. He will be able to think logically in the game, develop the brain, memory, imagination. Well, 3 modular parts after passing each level. In terms of skills and abilities. In fact, at each stage, the game prepares its "Klaus". And each time he will be able to perform a number of separate actions. For example: - In the first part of the game, you can safely memorize all the actions with the time of writing, because the child will associate these actions with a certain period of time, and not like a game that he knows, and therefore will obediently



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