



DREAM BOARD

Blessings



"I open to the splendor that surrounds me to express gratitude as I attract even more blessings."

Outline



Concept of the dream board and the pillars on which the vision of Life is dependent on.



Second we will create the dream board. When we create the dream board, we will develop the creative and the intuitive aspect of the brain.



When you describe your vision to me, I will be able to share with you what you will get, why and why not

9 Pillars of Manifesting the Vision



Faith



Gratitude



Dream Big



Right Brain v/s Left Brain



Love



Law of Money



Giving



Self-Esteem



Massive Action

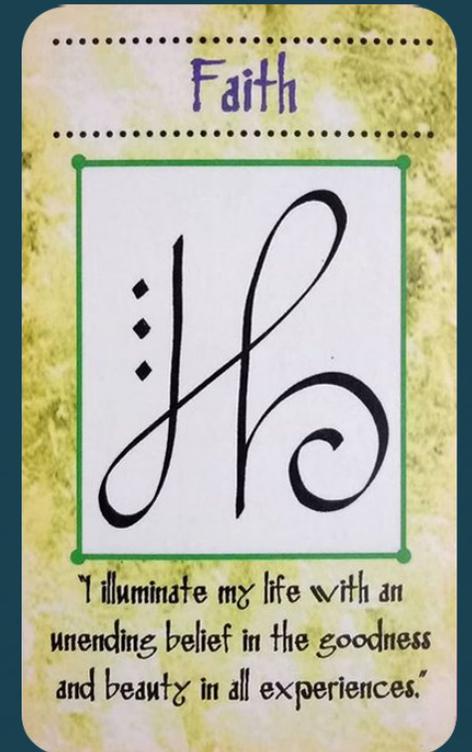
Rumi

- You were born with the **potential** ↑
- You were born with **goodness** and **trust**
- You were born with **ideals** and **dreams** 💡
- You were born with **greatness**
- You were born with **wings** 🦋
- You were **not meant for crawling**, so don't
- You have **wings**
- Learn to **use them and fly** ✈️



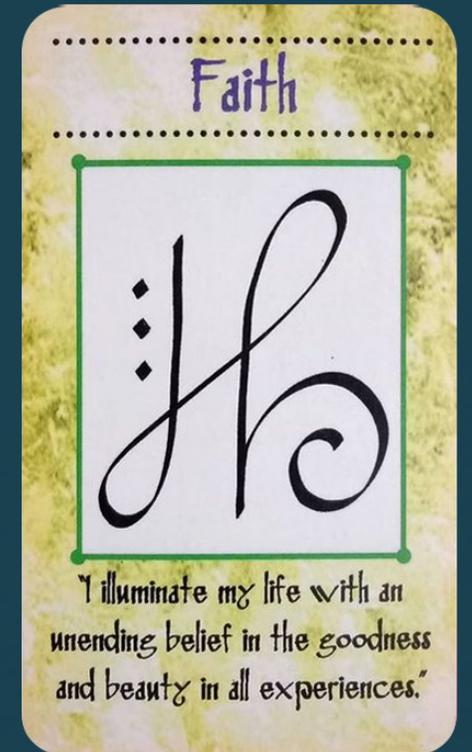
Faith

- Faith is the elixir which gives life, power and action to the impulse of thought
- Faith is the starting point for of all accumulation of riches !
- Faith is the basis of all miracles and mysteries that cannot be analyzed by the rules of science
- Faith is the only known antidote to FAILURE



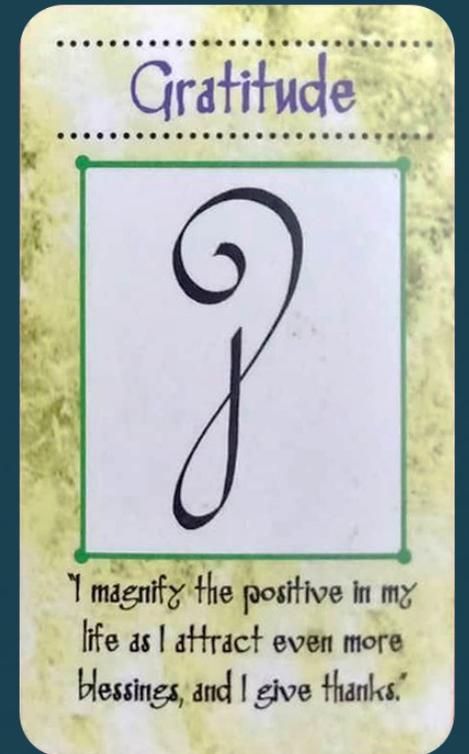
Faith

- Faith is the element the chemical which when mixed with prayer, gives one direct communication with Infinite Intelligence
- Faith is the element that transforms the ordinary vibration of thought, created by the finite mind of man, into the spiritual equivalent
- Faith is the only agency through which the cosmic force of Infinite Intelligence can be harnessed & used.



Gratitude

- Gratitude is a powerful process for shifting your energy & bringing more of what you want into your life
- Giving thanks for what you want in advance turbo-charges your desires and sends a more powerful signal to the universe



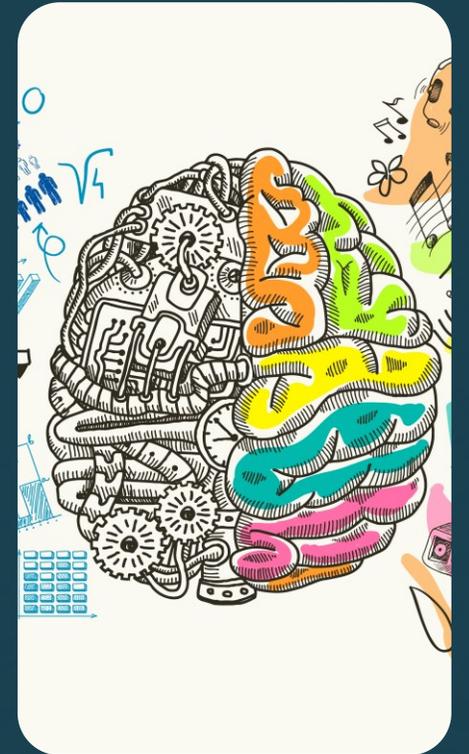
Dream Big

- Its about What and not How
- Nothing is stopping you to dream Big



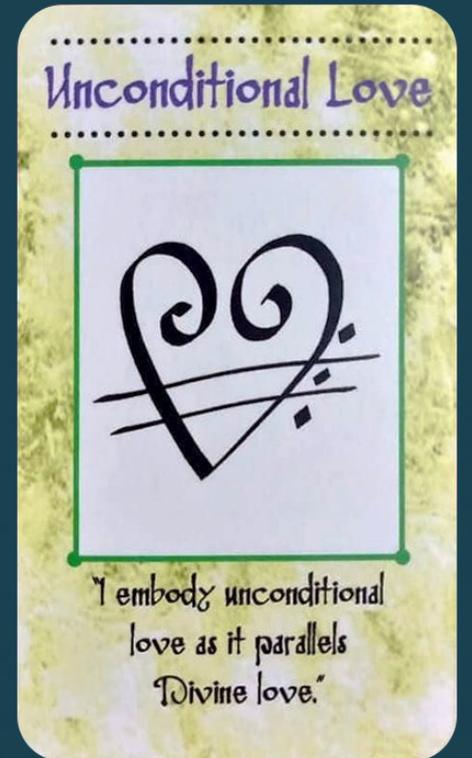
Right Brain vs Left Brain

- Left brain logical and planning aspect of a human being
- Right brain is the creative, intuitive and enables to achieve the connection with the Universe



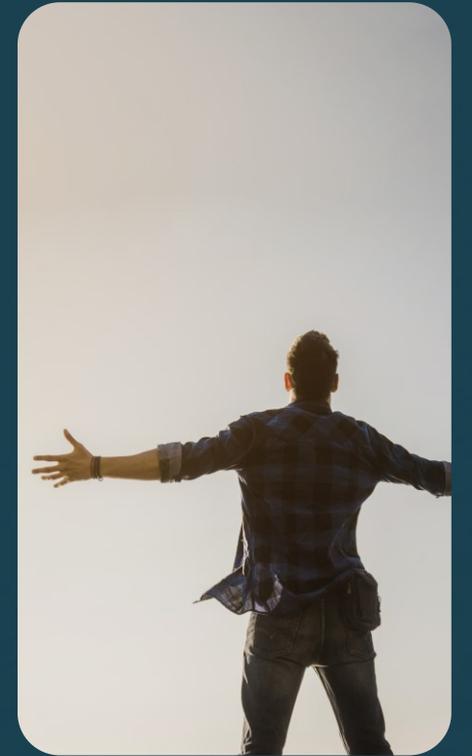
Love

- Love is God
- Love is the most powerful force in life
- Krishna is an embodiment of Love
- He who dwelleth in Love, dwelleth in me
- Law of attraction is nothing else but law of love



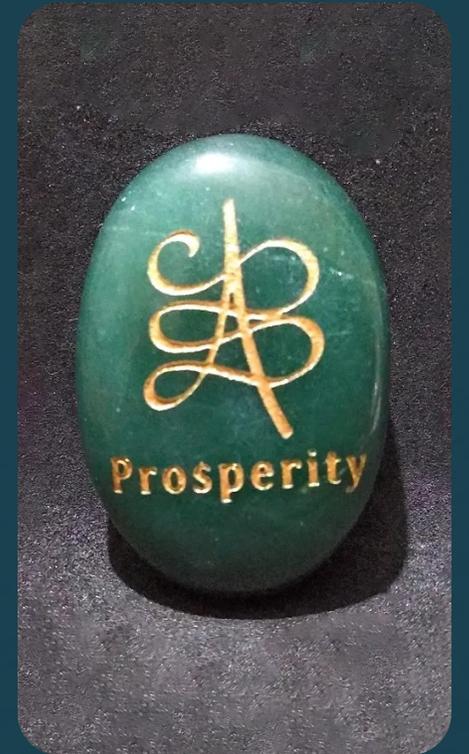
Self- Image

- Do you know how unique you are?
- I am wholesome & complete the way I am
- I am the most beautiful creation of the universe
- Recognize the breath in you as a Life force which is keeping you alive
- I am not waiting for an acknowledgement of anyone to enjoy my being



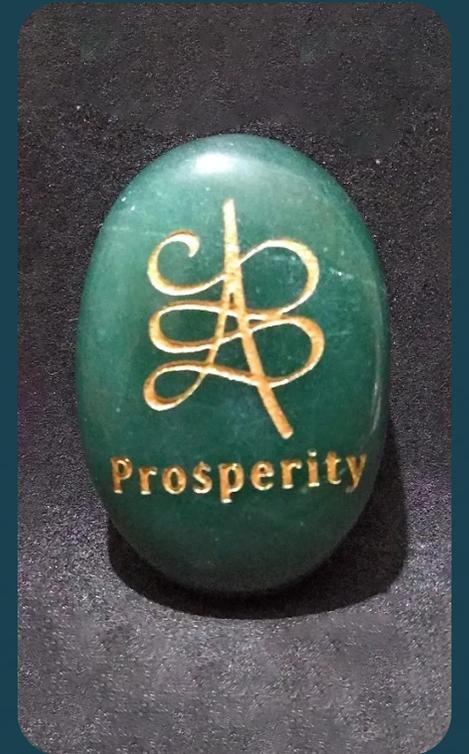
Money

- Money is concretized energy.
- Money is Power.
- Money is a tool to be used by you.
- Money allows you to manifest the Will to do good.
- Money flows to me like a river. Money rains on me like a waterfall.



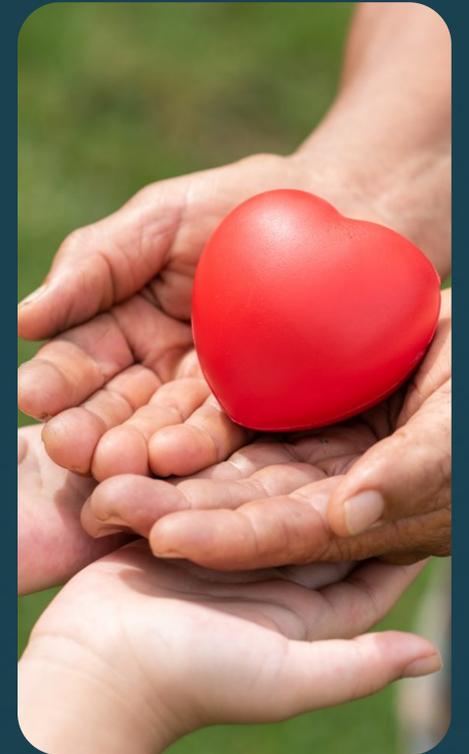
Money

- The secret of making money in the stock market is to make the other guy make money.
- Avoid a big overhead or excessive expenses
- If you want more profit, give tithe



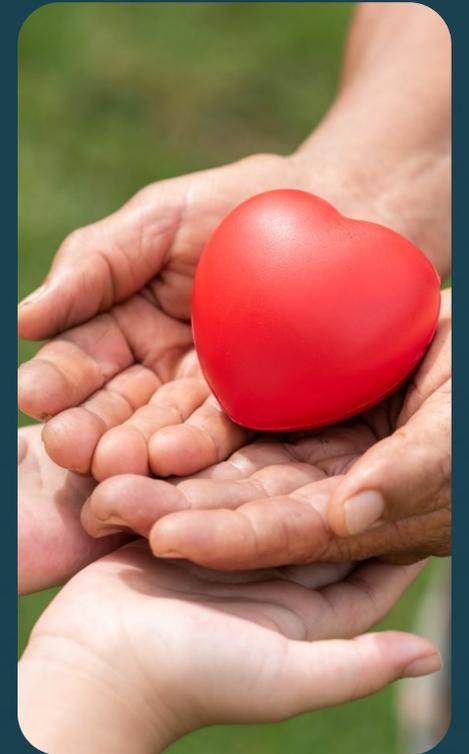
Giving

- In giving you get. This is the Law.
- As you sow abundantly, you reap abundantly
- Tithing is not an expense; Tithing is a Karmic investment.
- If you want more profit, give! Tithe!



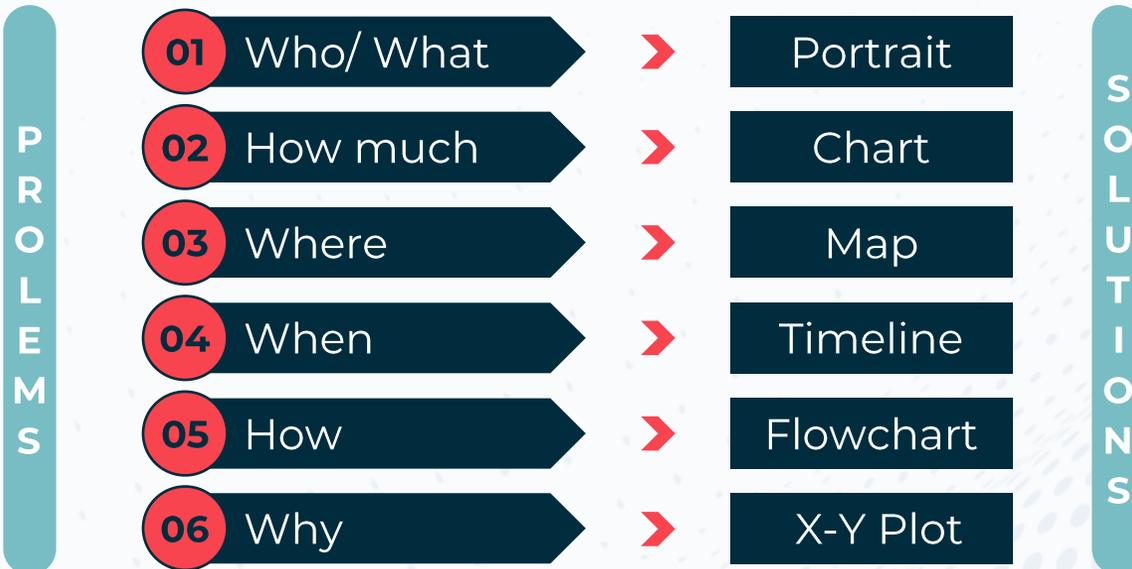
Giving

- Without tithing there is less abundance and there is less growth. You must give in proportion to what you want to receive.
- Tithing also means giving your karmic debts and creating good karma



The Visual Thinking Process

Putting visual thinking to work
— The six common problem categories



When using visual thinking, most problems will fall into one of **six general** categories:

- A “Who or what” problem — use a portrait picture to organize potential solutions.
- A “how much” problem — use a chart to show how the numbers compare to each other.
- A “where” problem — use a map to show where items are in relation to each other.
- A “when” problem — use a timeline that shows how items change over their life cycle.
- A “how” problem— use a flow chart that illustrates how different things work.
- A “why” problem — use a multi-variable plot which shows what is happening.

The Visual Thinking Process

01 Who/ What

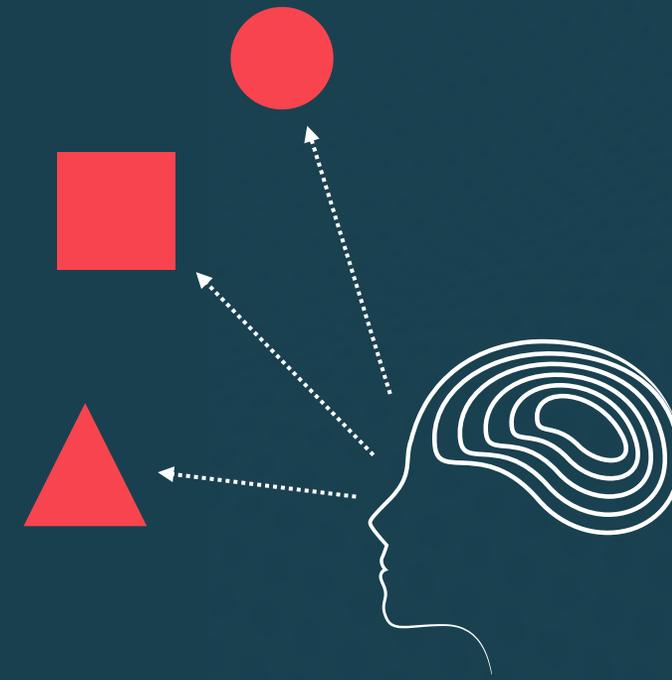
Portrait

The general rules-of-thumb for drawing effective portraits are:

- Keep it simple — remember, you're trying to illustrate your idea rather than win acclaim as a new Rembrandt. If your drawing is too elaborate, it draws attention away from what you're trying to say. The simpler you can keep your hand-drawn drawing, the better.
- Try and illuminate your lists with simple icons because this has the effect of making your list come to life. These small visual representations can also trigger insights that a written list alone won't do.
- Visually describe your idea — because time is short in most business settings. Pictures consistently make for better comparisons than verbal descriptions alone. Even adding a simple series of smiley faces to a list brings the information to life and makes it memorable.

“While portraits don't show how many of something there are, where they are, or when or how they interact — all of which will be addressed by the other specific frameworks — they do provide the starting point by helping us identify and keep track of who is who and what is what. The purpose of creating a business portrait is to trigger the unexpected qualitative ideas that emerge when the hand and the mind's eye work together.”

The Visual Thinking Process



02 How much

Chart

When developing charts, keep these rules-of-thumb in mind:

- Never forget it's the data that matters — so let the data show. If you fill your chart with insightful information, nobody will get bored.
- Try and use the fewest possible number of data points — so people don't get confused. Make it feasible for them to be surprised as they later examine the chart in fine detail.
- Always pick the simplest model available to make your point which generally means:
 - Use a bar chart to explain absolute quantities.
 - Use a line chart to compare one option with another.
 - Use pie charts to compare relative quantities.
 - Use bubble charts to compare two variables.
- When you start using one type of chart, stay with that chart throughout — don't confuse people by suddenly changing things around in mid-stream. Once everyone is oriented one way or another, stick with that orientation.

The Visual Thinking Process



03 Where

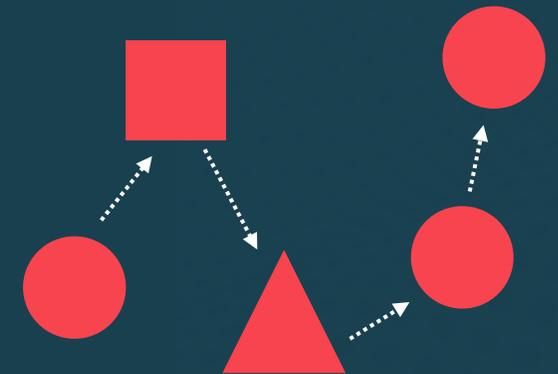
Map

Maps are the most flexible of the six visual thinking frameworks. They illustrate spatial relationships where one object is in relation to an entirely different object. Maps can come in lots of different formats including organizational charts, Venn diagrams (basically a series of overlapping circles) to the tried-and-true treasure maps where X marks the spot.

When developing maps, keep these rules-of-thumb at the front of your mind:

- Anything and everything has a geography you can map out if you really want to — so be a little creative when developing your maps. Look for ways to have common borders between two different ideas and connecting ideas which intuitively lead from one to the other.
- When drawing your map, remember north is only a state of mind you can put anything you like at the top of the map if it makes sense. Try developing some maps that use good-bad versus expensive-cheap, or high-low versus winners-losers on the horizontal axis and vertical axis respectively. Come up with a meaningful coordinate system for your map and actually plotting the various "landmarks" of your choice will then become relatively simple.
- Look beyond the obvious hierarchy — and try to draw maps which explore alternative themes. Instead of a simple organizational map, for example, develop a map of circles of influence which explores who listens to whom when making a decision. Some of these less obvious maps can be much more helpful when you're trying to understand what's actually happening underneath the official channels within an organization.

The Visual Thinking Process



04 When

Timeline

Rules-of-thumb for effective timelines:

- Always show time as a one-way street — so make use of devices like life cycles, process maps, Gantt charts, progressions, swimming lanes, etc. Timelines are great for sequencing so don't do anything to muddy the waters.
- Anytime you have a repeating timeline, create a suitable life cycle diagram — where everything clearly returns back to start over. If there is no obvious starting point, pick a major milestone arbitrarily and begin the cycle there. Make it instantly clear and obvious what's going on.
- If at all possible, show timelines as straight lines rather than circles because lines are easier to draw, to comprehend and to remember. Circular timelines are good when used on the face of any clocks you draw but for all other purposes, set out a timeline as a straight line. People will appreciate that. If you add in a calendar as you go along, your time line will become even more understandable and accurate.

The Visual Thinking Process



05 How

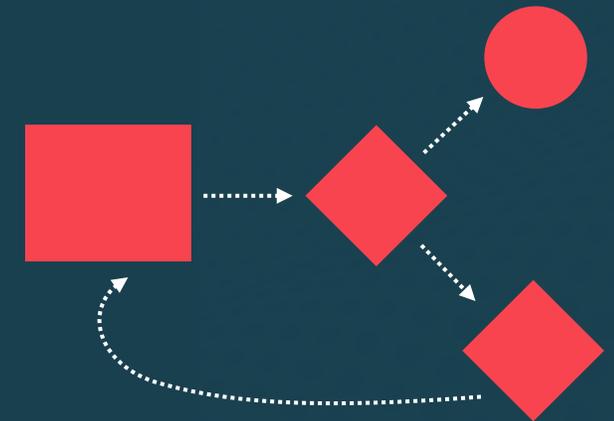
Flowchart

Flowchart rules-of-thumb to keep in mind:

- People are used to seeing flowcharts which run from an action to a response — so try and stay with this kind of set-up. Start somewhere logical and end somewhere equally logical.
- Simple flowcharts are best — leave out all of the irrelevant details so the reader can see a well defined problem and a well thought out solution come together.
- Never forget a flowchart tells the reader how something happens — or how a particular conclusion was arrived at. Make every flowchart you develop lead to a potential solution and you'll do just fine.

"Visual thinking is a very simple process. While our eyes serve as the tools by which we look at the world around us and see visual patterns within it, it is in our mind's eye where we manipulate those patterns, take them apart and rebuild them, hold them upside down and shake them in order to see what falls out. Then once we've rolled these patterns around and have something to explore, record, and share, we rely on coordination between our hands and our eyes to get those ideas down on paper for fine-tuning and sharing. Regardless of business circumstance, project assignment or timetable, every problem eventually breaks down into the six fundamental questions already

The Visual Thinking Process



06 Why

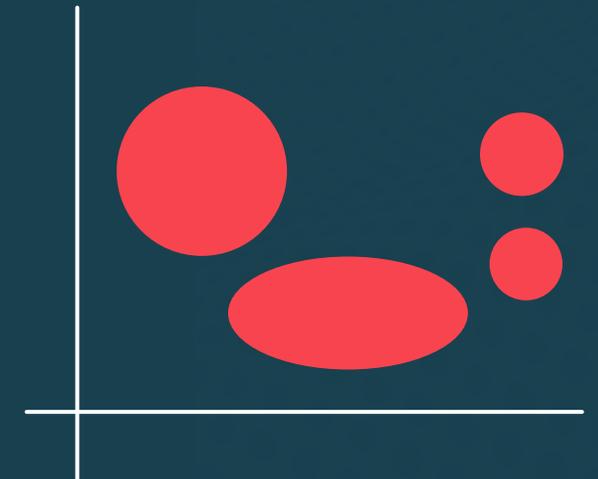
X-Y Plot

X-Y plots or more accurately "multiple-variable plots" are great ways to communicate why some decision was reached. By seeing two different pieces of data tied together, a clear picture can emerge. The more you understand why different things work together to produce one result or another, the easier it becomes to develop effective multiple-variable plots.

General rules-of-thumb here are:

- Be patient — because multiple-variable plots are hard. You have to understand the interaction between lots of different frameworks. Keep working away until you have identified which variables belong on the chart and how best to show the variations in each. This will take a bit of practice to get right.
- Hit a good balance between too many variables and not enough — because to generate real insight, you have to get this just right. If you have too few variables, all you end up with is a bar chart. Integrate too many variables and you only end up confusing everyone. You need to plot the few variables which have the greatest influence on each other and the results. Finding this balance is always a matter of experimentation.
- Keep "correlation effects" distinct from "causation effects" — and make very sure you're illustrating the direct impact of one variable on another. It's all too easy at times to try and map correlations where no relationships between the two exist. Give all your proposed data relationships a gut check and ensure what you're trying to track is genuinely influenced by the other variable.

The Visual Thinking Process



The six problem **“clumps”** (The 6 W’s)

- 1. Who and what problems.** Challenges that relate to things, people, and roles.
 - What is going on around me, and where do I fit in?
 - Who is in charge and who else is involved? Where does responsibility lie?
- 2. How much problems.** Challenges that involve measuring and counting.
 - Do we have enough of X to last as long as we need?
 - How much of X do we need to keep going? If we increase this over here, can we decrease that over there?
- 3. When problems.** Challenges that relate to scheduling and timing.
 - What comes first, and what comes next?
 - We've got a lot of things to do: When are we going to do them all?

The six problem “**clumps**” (The 6 W’s)

4. Where problems. Challenges that relate to direction and how things fit together.

- Where are we going now? Are we headed in the right direction, or should we be moving elsewhere?
- How do all these pieces fit together? What's most important and what matters less?

5. How problems. Challenges that relate to how things influence one another.

- What will happen if we do this? What about that?
- Can we alter the outcomes of a situation by altering our actions?

6. Why problems. Challenges that relate to seeing the big picture.

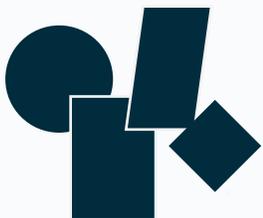
- What are we really doing, and why? Is it the right thing, or should we be doing something different?
- If we need to change, what are our options? How can we decide which of those options are best?

SQVID – The 5 questions that open the mind's eye

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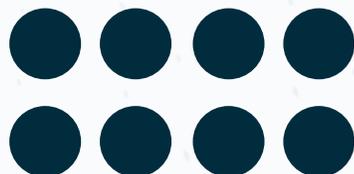
Simple or
Elaborate



Q



Qualitative or
Quantitative



V



Vision or
Execution



I



Individual or
Comparison



D



Change or
Status Quo

