



# DEVELOPING PRODIGY

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## Abstract:

An original research based on the learning pattern of children between the age of 4 to 8 years. The research is based on real time subject who is the first author and real time example of the research. Major observation and experimentation were conducted to create a working model.

**Key Words:** Prodigy, Learning, Education.

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## Introduction:

The children of the age between 4 to 8 years have the highest learning in this age. Considering the beginning of 2021, the learning pattern of the children of this age group has shifted from traditional pattern to very hands-on-learning based. This is real time observation in the schools.

The traditional pattern to teaching is not working same for every child of this age group because the objective of the traditional education system is to educate the children. Whereas, looking into the new age requirements, proactiveness and creativity of children, a new technique is required.

The main focus of the conceptual paper is on developing Prodigy for the learning of students between the age of 4 to 8 years.

## Objective:

To develop a technique to bring Prodigy in the children of age between 4 to 8 years

## Background of the Research & Research Methodology:

While Yatharth was only 1 year old, he fell at home one midnight and his forehead was badly damaged. He faced heavy blood loss. Doctors suggested a cosmic surgery. He went through high fever and due to the same he faced conversions. Conversions is the stage when brain functioning disorders due

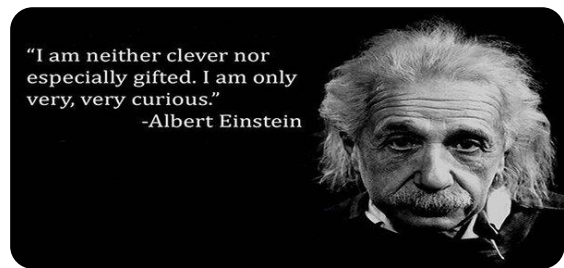
to extreme heat reaching to brain veins. This he faced almost 5 time in each 3 months gap. Finally, doctor called his mother and explained that due to Conversion issues, Yatharth might be slow in grasping and learning. His whole body and mind functioning will be absolutely normal. Exception being he will learn slow. For a mother, situation was shattered and thought that being a mother how can I contribute more to my son's life. From that day till today when we present, we have been experimenting with his learning abilities and it resulted that at **the age of 5 year, the Government of India awarded him with Design Patent for his work. Also, he was been rewarded as "Little Scientist" by the World Book of Records.**

Furthermore, for the research as background, it is more of real time observation and experimentation. The result is the author, Master Yatharth Jain and his mother are the real subjects and results of this study. The first author, has guided the below 12 points from his learning and experimentation, which was completely supported by next two authors.

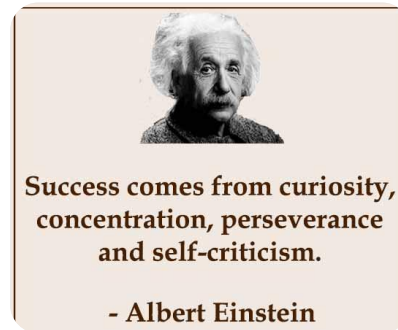
All the authors wanted to contribute on the intellectual development of the children, henceforth came up with this research based on real outcomes.



The Education bodies like AICTE, UGC and other are also working hard on restructuring and revamping the Indian Education System. On the live example is New Education Policy 2020. The authors have always analysed the vision and movement of Albert Einstein.



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**Discussion:**

This paper is completely based on the real time observation on the Subject, i.e. the author himself – Master Yatharth Jain. The author was been simulated since a very young age.

**1. Curiosity** is taken as Strong willingness to know something

**2. Practicing Grit**

**Grit** is the mental fortitude and courage that allows someone to carry on with a challenging or unpleasant task. To fight back against a bully like that requires pure grit.

**Practicing Resilience& Serenity**

**Resilience** is the capacity for swift recovery after an unpleasant event, such as shock, injury, etc.

**Serenity** is the attribute of being tranquil and calm.

**Guidance and Mentorship over Just Teaching**

Help or advice given to someone, particularly by a senior or experienced individual, is referred to as guidance.

**Mentorship** is the advice and help provided by a mentor to a less experienced person over a period of time, especially as part of a formal programme in a company, university, etc

**3. Creativity** is the process of creating something new or artistically through talent and inspiration.

**4. Motivation of growth** is the justification for why someone follows through with something or acts with a certain goal in mind.

**5. Reduce fear of failure** is

Fear is the terrible inclination that you have when you are at serious risk or when something specific scares you.

Failure is the absence of progress in doing or accomplishing something.

**6. Happiness** is an internal state that will be lighted.

**Happiness** is the condition of feeling or showing joy.

**7. Logical Reasoning of Learning**

**Logical** is appearing to be regular, sensible or reasonable.

**Reasoning** is the most common way of contemplating things in a consistent manner; suppositions and thoughts that depend on coherent reasoning.

**Learning** is the process of learning something.

Learn means to acquire information or ability by examining, for a fact, from being educated, and so on.

**8. Learning Styles** – Each child has unique learning style.

Focus on experiential learning based on or involving experience.

Learning is the process of learning something.

**Learning** is the process of learning something.

Learn means to acquire information or ability by examining, for a fact, from being educated, and so on.

**9. Everyone is Unique:** Don't make an elephant to swim and a fish to fly

**10. WHY over HOW (Focus highly on HOW)**

**Working Model:**

The complete concept is framed in 4 pillars. The sequence of the Pillars must be practiced sequentially. Also, the factors must be practiced in the mentioned sequence. 11308

Pillar I:

1. Why over How (focus on How)
2. Curiosity
3. Grit

Pillar II:

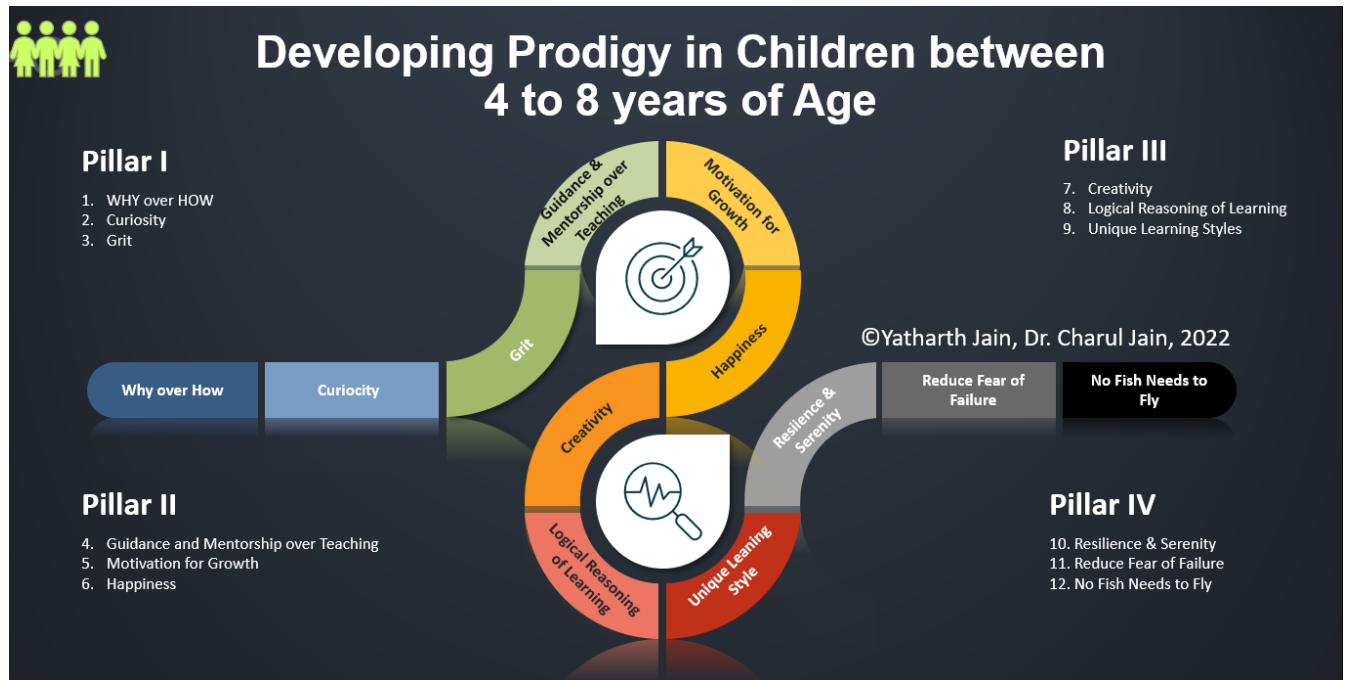
4. Guidance and Mentorship over Teaching
5. Motivation for Growth
6. Happiness

Pillar III:

7. Creativity
8. Logical Reasoning of Learning
9. Unique Learning Style

Pillar IV:

10. Resilience and Serenity
11. Reduce Fear of Failure
12. No Fish to Fly



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