Master Keys Of Life



Unlock Your Purpose – Live Your Dreams





- 1. A thought or suggestion as to a possible course of action.
- 2. The aim or purpose.

<u>Everything</u> in this room began with an idea that was talked about, planned out, and acted on. <u>Highly Valuable</u> people think about, talk about, and act on ideas! (Factory workers to CEO's) *Master Keys Of Life* Will Give You The Tools to Master <u>Your</u> Ideas!

Inspired – Stay inspired by anyone of any age and anything – in different ways/areas.

Mine: AGT's; "Rudy" Movies; Heroes-Hacksaw Ridge; Biographies - <u>Edison</u>; My Sister What/who do you go to for inspiration when you need it?

Dream BIG! – Study Big Dreamers: JFK - the moon; John Goddard; Elon Musk; Edison;

Edison – "I want to Create things that will help people live better lives." **Mine:** Professional performer; Surf Oahu; TV & Radio; Travel the World; Best selling author; All ages/media/ continents; #99 includes talking to you today & teaching this course next semester; **"What's your dream?"** (ask who has one)

"How can you make it bigger?" (You'll learn how dreams expand in MKL course.)

<u>Educate</u> Yourself – Spend money on your brain!: Formal vs. Self education; Internet is free university – but be careful to confirm what you see is truth; Libraries are free education; become a professional asker – no such thing as a bad or dumb question if it's sincere; Seek out great mentors. (<u>Edison's</u> mom and his inspiring, insatiable self-education) Mine: Books; mentors; conferences; buy courses; internet; Library; What will you need to learn to accomplish your dream?

Where/from whom will you get that education? (You'll learn how in MKL course.)

<u>Activate</u> Your Plan – You <u>must plan</u> your dream – then you must <u>do</u> something every day to fulfill your dream, stay inspired, and educate yourself.

(Edison – patent every 2 wks - 1093 "Genius is 1% Inspiration and 99% perspiration!") No one but you is responsible for your dream. No one but you must get it done. In MKL you'll learn how to set goals, plan them, achieve them – and grow beyond them.

Sing/Shout/Send Your Vision – Tell <u>yourself</u> about your dream; Be <u>bold</u> to declare your dream because of your <u>knowledge</u> and <u>planning</u>, not just your desires; Take your dream to the <u>world</u> – whatever part of this world you feel you need to reach with your dream. In MKL you'll learn how to create compelling communication pieces for sharing with others. <u>Ignore</u> dream bullies & doubters – run with dreamers! (<u>You'll learn how in MKL course</u>)

This Course is for you if:

- 1. You have a dream.
- 2. You don't have a dream.
- 3. You want a dream.
- 4. You're curious about how to make your dream come true.

This Course is <u>not</u> for you if:

- 1. You don't want to work hard on improving yourself.
- 2. You don't want to work on fulfilling your dreams.
- 3. You don't want to become more than you ever thought possible.

Definitions:

- 1. **Inspire** fill (someone) with the urge or ability to do or feel something, especially to do something creative; breathe in (air); inhale
- 2. **Dream** contemplate the *possibility* of *doing* something; To *think*, consider, conceive.
- Educate give intellectual, moral, and social <u>instruction</u> to someone; <u>provide or pay</u> for instruction; give (someone) training in or information on a <u>particular</u> field
- 4. Activate make (something) active or operative; set motion, initiate, energize
- Shout utter a <u>loud</u> call or cry, typically as an expression of a strong <u>emotion</u>; or calling <u>attention</u> to something;

Edison Invented and/or greatly improved:

Telegraph; teletype; telephone; xray machines; phonographs; motion picture cameras; batteries; light bulb; electrical power plants; electrical grids; created General Electric Company; is credited with building the framework of all modern technology!

Started out with a <u>dream</u> to make enough money to buy chemicals and instruments for his small home laboratory.

[Q&A Time]