Top 5 Reads: Change your Life and your Leadership in the ED

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Objectives

- * Understand and use multi-faceted principles of rest to renew and extend your creativity in career and life.
- * Learn to apply the designer's mind-sets to build life at any age of your life and career.
- * Identify the six key qualities of an idea to get people to change in the ED organization.







What Makes Idea Stick?

- S Simple
- * U Unexpected
- * C Concrete
- * C Credible
- * E Emotional
- * S Story

Core + Compact Pay Attention Understand & Remember Agree & Believe Care Be Able to Act on It

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Proverbs and Stories

- * Bird in the Hand
- * Kidney Heist
- * 7 month old with fever
- * Analogies, metaphors



" If it came from a plant, eat it; If it was made in a plant, don't."

Michael Pollan, Food Rules



- * "You can eat all the junk food you want, as long as you make it yourself."
- Michael Pollan, Rule #39, Food Rules



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What Do I Actually Want?

- * Reflect: Understand Yourself
 Old Rule-Education, New Rule Skills, Interests, Values
- Research: Lay out a Full Set of Choices
 Old Rule-Personal Contact, New Rule-Online Research
- * Refine: Choosing (and Trying Out) Next Steps
 Old Rule-Linear Path, New Rule-Experiment Options

Making Your Move: The New Rules

- * Build Your Personal Brand: Products vs Person
- * Networking: Formal vs Informal
- * Find Job Opportunities and Openings
- * Crafting Your Application: Personal vs Online
- * Acing the Interview (or Interviews): Passive vs Active
- * Nailing Your Negotiation: Accept vs Haggle

Chart Your Course Through the Modern Workplace: The New Rules

- * Communication: Phone, Email, Meetings, Speaking
- * Interpersonal Skills: Self Management/People Skills
- * Productivity: Time Management
- Career Advancement: Take Charge Own Professional Growth and Development

Communication Ground Rules

- * Know Your Purpose
- * Know Your Audience
- * Be Respectful
- * Listen as much as You Speak
- * Remember Your Nonverbal Cues

PERMISSION TO



SCREW UP

How I Learned to Lead by Doing (Almost) Everything Wrong

KRISTEN HADEED

Founder and CEO of Student Maid

Permission to Screw Up

- * The 45
- * Shepherd's Pie
- * Behind the Screens
- * Deal Breakers
- * Upside Down and Inside Out
- * The Line
- * Coming Clean



* "If you are going to have a sense of fear of failure, you're just never going to learn how to cook. Because cooking is one failure after another, and that's how you finally learn."

* -Julia Child



Design and Life Design

- * "Designers imagine things that don't yet exist and then they build them and then the world changes."
- * "Imagine a career and a life that don't exist yet; you can build that future you and a reuslt your life will change."

Five Mind-sets

- * 1. Be Curious (Curiosity) Get good at getting lucky
- * 2. Try Stuff (Bias to action) Prototype
- * 3. Reframe problems (Reframing) Dysfunctional Belief
- * 4. Know it's a process (Awareness)
- * 5. Ask for help (Radical collaboration) Team/Network

Designing Your Life

* Compass: Workview + Life View + Values Align "Who you are, what you believe, and what you are doing?"

* Practices: Educate emotions/mature discernment



- * No perfect pie (in a day)
- * Balance happens over time.
- * Life design happens over time.



* "People cannot change their habits without first changing their way of thinking."

- Marie Kondo, The Life-Changing Magic of Tidying Up

Rest

WHY YOU GET MORE DONE WHEN YOU WORK LESS





- * Problem of Rest: Myth of Hard Work
- * Science of Rest:
 - DMN's (Default Mode Network)
 - Mind-wandering and creativity
 - New Ideas: generation, evaluation

Rest: Four Big Insights

- * First, Work and Rest are partners.
- * Second, Rest is active.
- * Third, Rest is a skill.
- * Finally, Delberate rest stimulates and sustains creativity.

Stimulating Creativity

- * Four Hours: Scientists, Writers and Musicians 10/15/30K
- * Morning Routine: Early Work, Freedom, Circadian
- * Walk: Just do it, Solvitur Ambulando
- * Nap: Churchill, Energy, Memory, Emotions, Time/ Amount, Ideas
- * Stop: Hemingway, Break-Stop when know what happens next!
- * Sleep: 7 Hours, REM, SlowWave, Growth, Restore, Repair, Memory, New Ideas, Combat, Shifts

Sustaining Creativity

- Recovery: Vacations
 Relaxation, Control, Mastery, Detachment
- * Exercise: Athletic Experimentation, Lifelong
- * Deep Play: Video gaming, Pianos and Mtn Climbing
- * Sabbaticals: Breaks, Alien and Familiar, Culture Breadth, Distance, and Depth, Adria, Gates

THE LONGEVITY PLAN

Seven Life-Transforming Lessons from Ancient China

DR. JOHN D. DAY AND JANE ANN DAY with Matthew LaPlante

The incredible story of an American physician's visit to a bucolic village and the wisdom he brought back

The Longevity Plan

- * Eat good food
- * Master your mind-set
- * Build your place in a positive community
- * Be in motion
- * Find your rhythm
- * Make the most of your environment
- * Proceed with purpose.