

# Emotions

Emotional engagement at school is the non-cognitive factor that most directly correlates with academic achievement. Gallup Education Report 2014





# Emotions



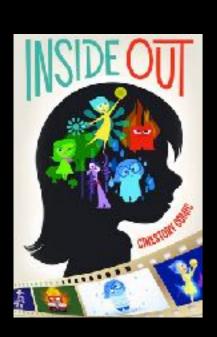


## **Triune Brain Theory**

#### **Triune Brain Theory CLASSICAL VIEW**

Reptilian	Mammal	Human
250m vears ago Basic emotions: fight, flight, f	150m vears ago Emotions, memories, habits	50-20m vears ago Language, abstract thought,
Autopilot	Decision	Reasons

#### **Triune Brain Theory** Lizard Brain **Mammal Brain Human Brain** Limbic System Brain stem & cerebelum Neocortex Fight or flight Emotions, memories, Language, abstract habits thought, imagination, consciousness Autopilot Decisions Reasons, rationalizes The Triune Brain in Evolution, Paul MacLean, 1960



## Emotions

- Are emotions really our inner beast?
  - → Two broad approaches to emotions
  - Our brain and how we create emotions
- How to become more Emotionally Intelligent
- Broaden and Build Theory

## EMOTIONS & PERMA

Positive Emotions enhance our sense of objective and subjective wellbeing

Emotions are the engines of motivation hence drive engagement

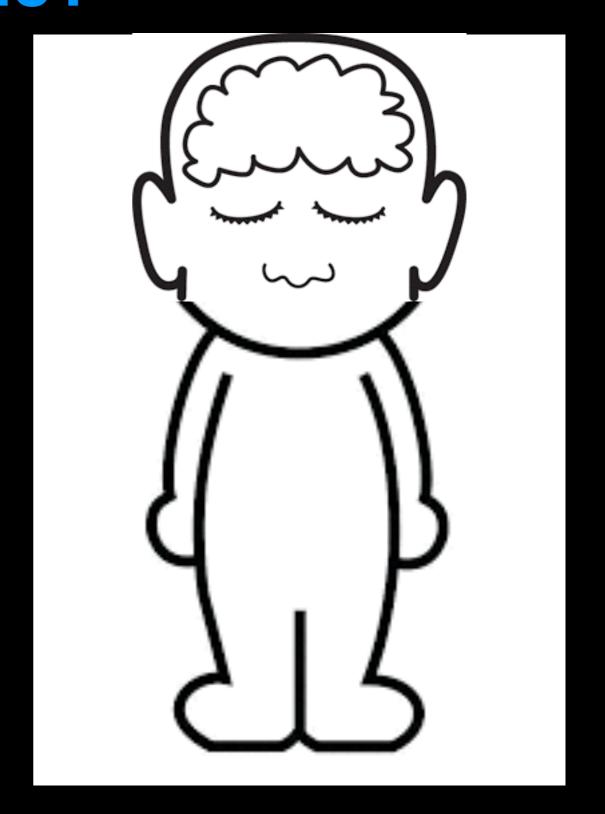
PERMAH

Emotions facilitate relationships

Emotions are *meaning* and allow us a sense of *accomplishment* 

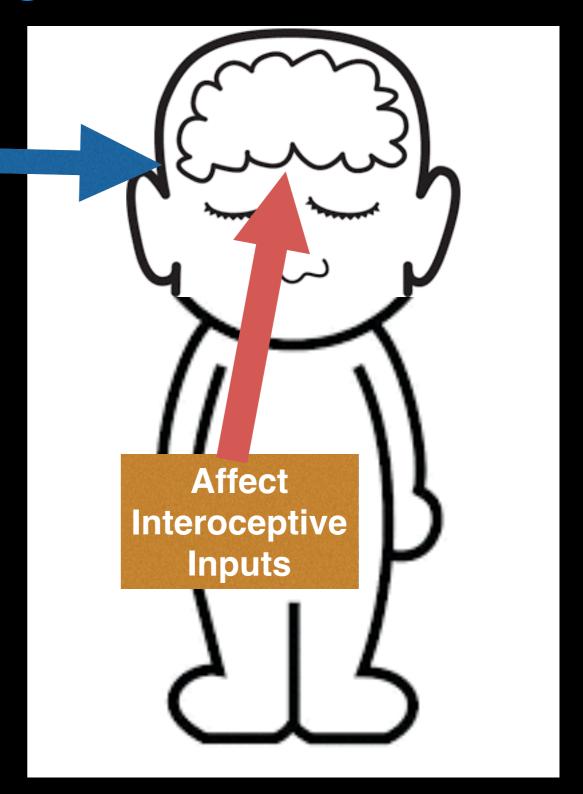
## Emotions & our brain What does our brain do?

- •The brain keeps us alive.
- •Inside & outside worlds



Inputs
Five senses

- •The brain keeps us alive.
- •Sees the world thru inputs.
- •Uses **Survival circuits**-deal with internal and external worlds
- The brain needs to make sense of these inputs



- The brain derives meaning via affect feeling
- Orientation Reflex Four Fs

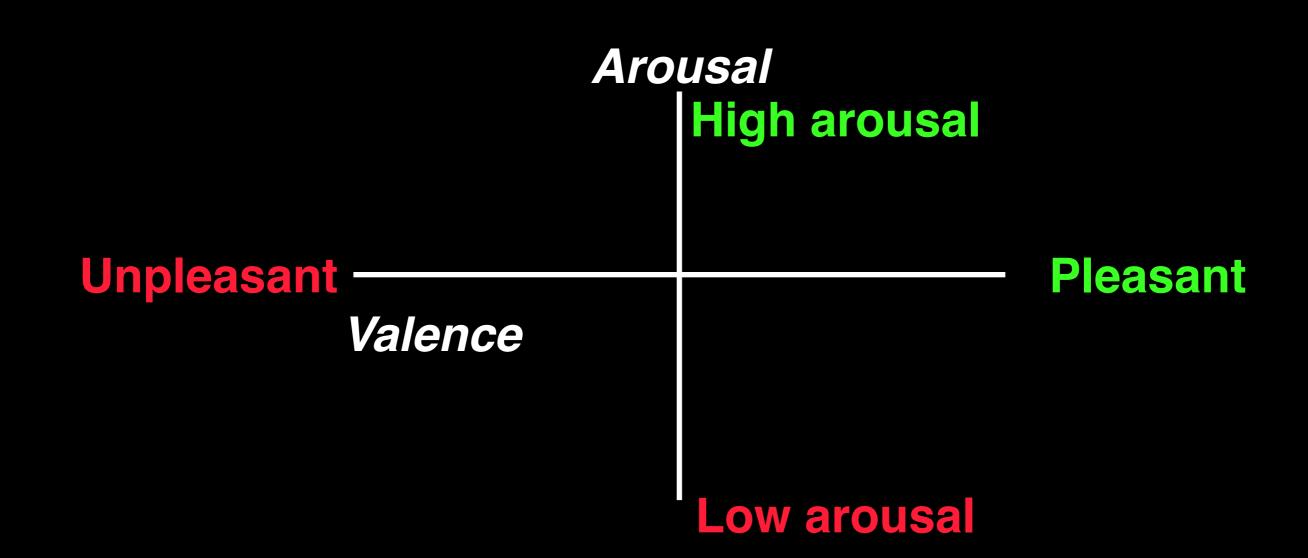
## FIGHT FLEE or Freeze **FOOD** MATE

•The brain conveys meaning via affect - feeling

**Unpleasant**Valence

Pleasant

The brain conveys meaning via affect - feeling



The brain conveys meaning via affect - feeling

Unpleasant valence
High Arousal
Anger - distress

Arousal

Pleasant valence
High Arousal
Elated - Thrilled

Unpleasant

**Pleasant** 

Valence

Unpleasant valence
Low Arousal
Lethargic - Depressed

Pleasant valence
Low Arousal
Serene - calm

Interoception

"The brain's model of the body"

#### **Emotions dissected**

- Embodied feelings our brain's prediction of what the body needs in the next moment.
- · The brain's way of making meaning.
- Emotions are normal, natural and our learned way of interpreting the world.
- Can be created mentally
- Replicate into the next moment
- Contagious
- Broadcast hence we can perceive emotions in others (beware of cultural differences)
- Emotions are goal directed come with action urges
- · contextual

### **Theories about Emotions**



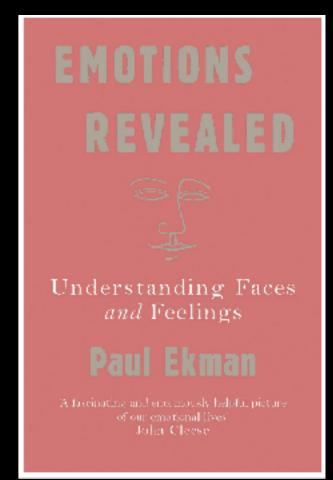
- Classic views
- Constructionist

#### **Theories about Emotions**

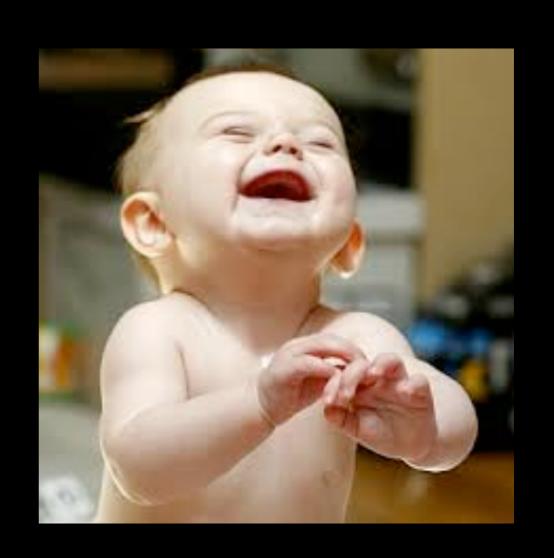


Sad
Happy
Disgust
Anger
Fear
Surprise

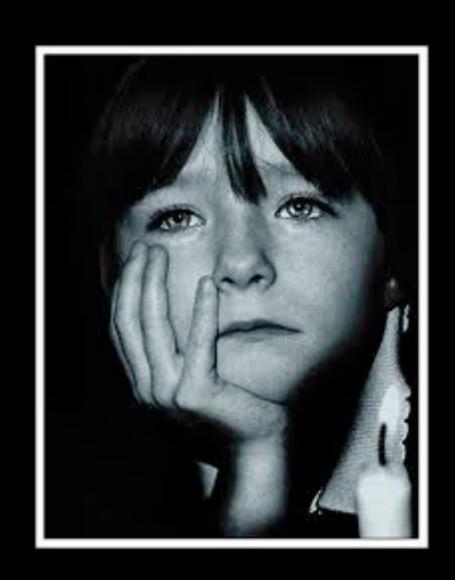
#### **Classic view**



- Fear
- Happiness
- Sadness
- Anger
- Disgust
- Surprise



- Fear
- Happiness
- Sadness
- Anger
- Disgust
- Surprise



- Fear
- Happiness
- Sadness
- Anger
- Disgust
- Surprise



#### Six universal emotions:

- Fear
- Happiness
- Sadness
- Anger
- Disgust
- Surprise



- Fear
- Happiness
- Sadness
- Anger
- Disgust
- Surprise



## Disgust

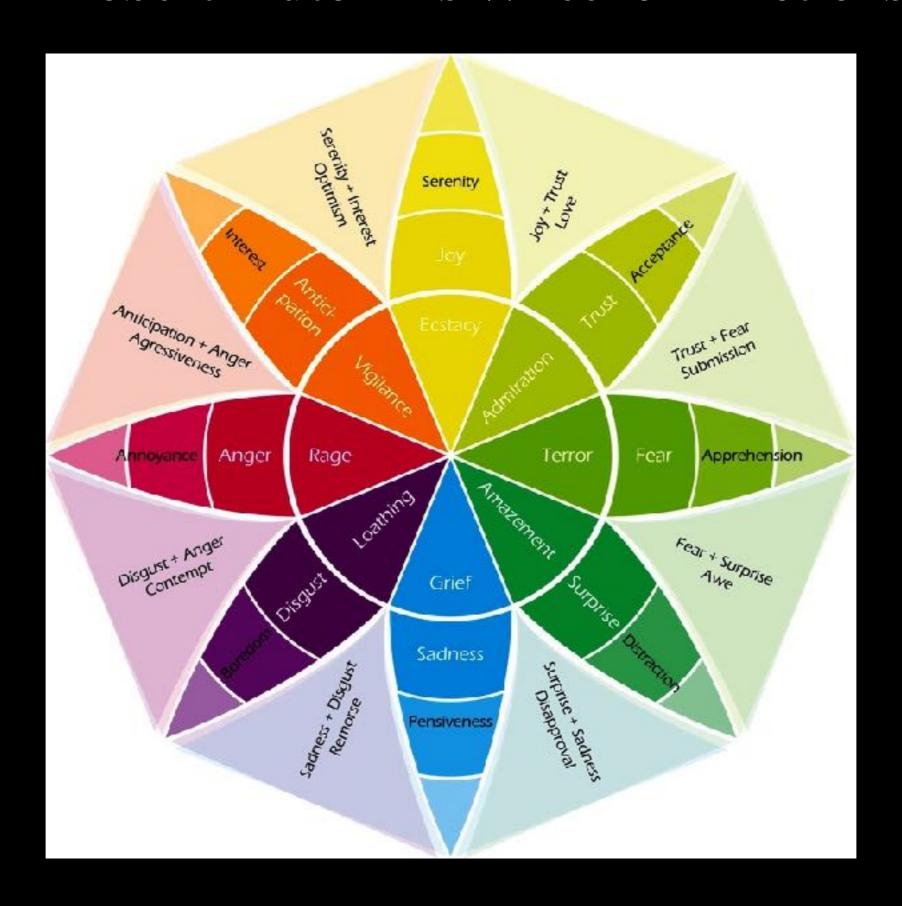




- Fear
- Happiness
- Sadness
- Anger
- Disgust
- Surprise



#### Dr Robert Plutchik's Wheel of Emotions



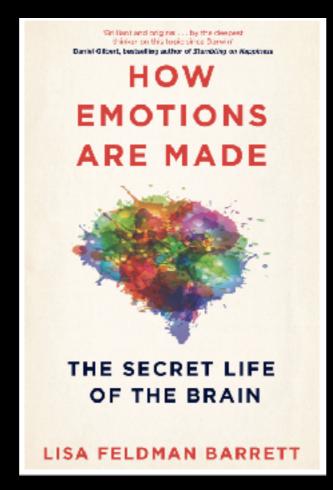
#### **But!**

- New borns don't show differentiated adult like expressions
- No area of the brain associated with emotions - amygdala reacts to novelty
- e.g. degeneracy, the brain can create an instance of 'fear' in many ways
- People vary tremendously in how they differentiate emotional experiences
- Emotional expressions vary by culture

### **Theory of Constructed Emotions**

#### Constructionist

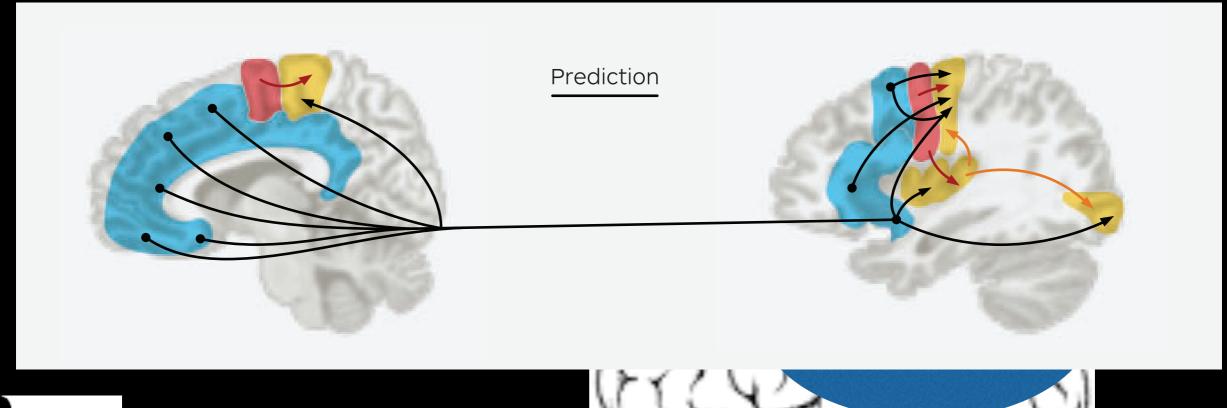






### How the brain works

 The brain is a prediction processor. It is constantly predicting. Our 86 billion neutrons are constantly stimulating each other.







## **Abstract Concepts**

Concepts help the brain make sense of inputs.



- Brain doesn't react to the world it predicts
- The brain uses concepts to guide our future actions, make meaning of upcoming sensory inputs.

Collection of objects events, actions grouped

**Category Concepts** 

Mentally similar things - trees, cars, birds, singing, running

 The brain uses concepts to guide our future actions, make meaning of upcoming sensory inputs.

Collection of objects events, actions grouped

**Category Concepts** 

Mentally similar things - trees, cars, birds, singing, running

Humans can think abstractly and have non-concrete categories

 The brain uses concepts to guide our future actions, make meaning of upcoming sensory inputs.

Collection of objects events, actions grouped

**Category Concepts** 

Mentally similar things - trees, cars, birds, singing, running

Humans can think abstractly and have non-concrete categories



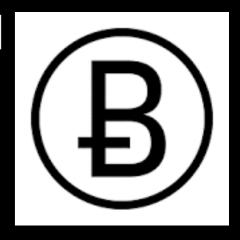
 The brain predicts and simulates using concepts to guide our future actions, make meaning of upcoming sensory inputs.

Collection of objects events, actions grouped

**Category Concepts** 

Mentally similar things - trees, cars, birds, singing, running

Humans can think abstractly and have non-concrete categories



 The brain predicts and simulates using concepts to guide our future actions, make meaning of upcoming sensory inputs.

Collection of objects events, actions grouped

**Category Concepts** 

Mentally similar things - trees, cars, birds, singing, running

Humans can think abstractly and have non-concrete categories



Words

## **Brain Inputs**

**Jittery** 

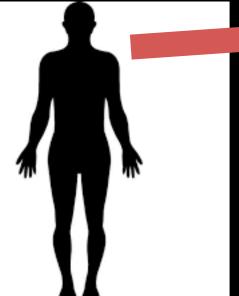
**Pleasant** 

**Unpleasant** 

Interoception feelings

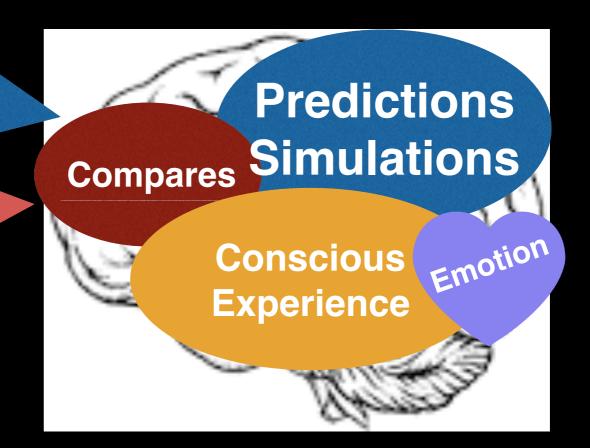
Calm "The brain's model of the body"

Inputs
Five senses

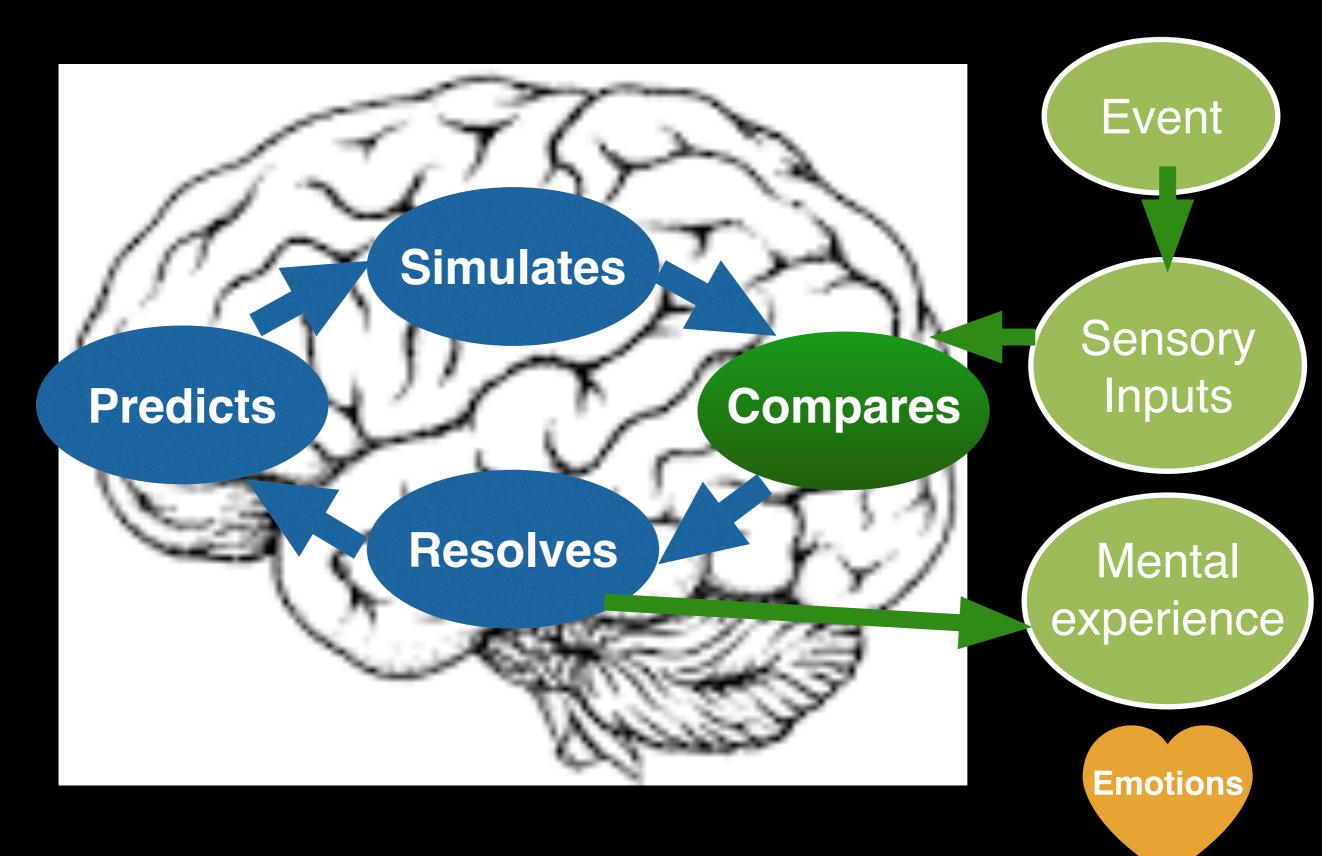


Interoceptive Inputs

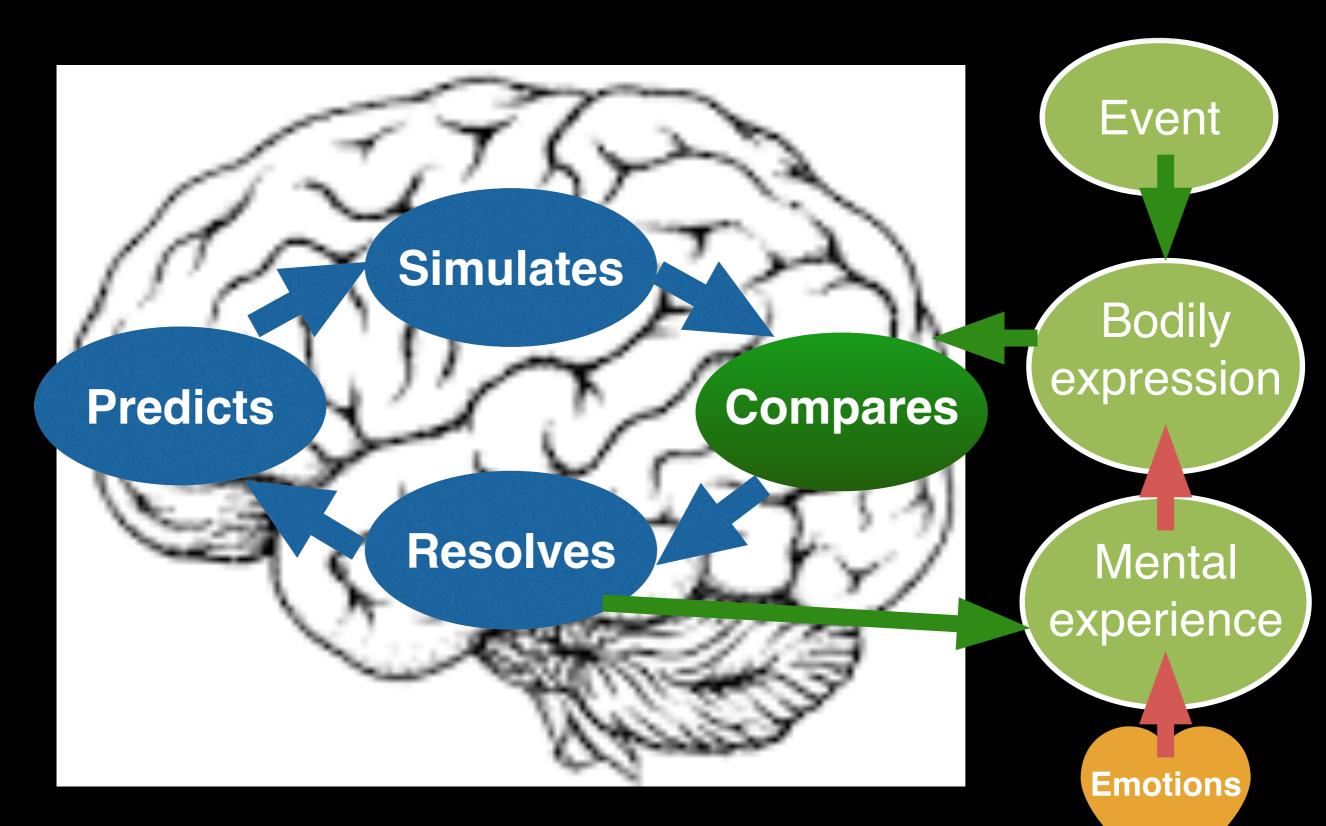
Affect



## Emotion Sequence



## Emotion Sequence



## Emotions

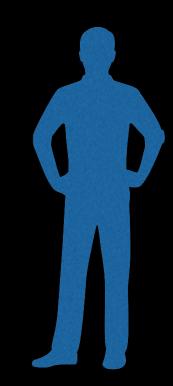




Context







- Give us meaning and direction
- Fast, automatic and constant
- Arise outside our consciousness
- Appear seamless to us
- 'data' they provide us awareness of threats and opportunities and indicate actions we could take

#### **Emotions - What do we do with this?**

Law - crimes of passion - e.g. road rage?

**PERMA - Positive Emotions & Broaden and Build** 

Goleman - Emotional Intelligence

Australian Curriculum - Personal and Social Capability



Using emotions smarter

**Self Awareness** 

**Self Management** 

Recognise & Understand

Label

Use to guide thinking and Behaviour

**Social Awareness** 

**Social Management** 



**Developing Self Awareness / Management** 

Emotional granularity - the number of emotion concepts held. *Being able to experience many flavours of emotion*.

#### Low granularity of emotions:

- I feel good
- I feel sad crappy

Year 10 class

How many emotions are there? - 4 000 English feeling words

#### **Emotional Granularity**



#### High emotional granularity:

- Happy, content, thrilled, relaxed, joyful, hopeful, inspired, prideful, adoring, grateful, blissful...
- Crappy- angry, aggravated, alarmed, spiteful, grumpy, remorseful, gloomy, mortified, uneasy, dread ridden, resentful, gloomy, woeful, envious, melancholy, sad, helpless, vulnerable, embarrased, disappointed

#### **Self Awareness**

#### Take a moment to check in - BMH

- Body How's your current physical experience?
- *Mind* Are you focussed, distracted, evaluating observing?
- Feelings are your calm, agitated, worried, playful, bored????

#### Self Management

#### **Emotional Differentiation Technique**

- Reduce the effects of an emotion instance
- Need good emotional literacy

## Emotional Differentiation

I feel angry

## Emotion Differentiation



## Emotion Differentiation



#### **Self Awareness**

#### High granularity of emotions

Many flavours of emotion are available:

- Less illness
- Less medication
- Less time sick
- Better relationships
- Richer life experience
- Do better academically

#### Emotions fit into two general categories:

- Pleasant emotions (Positive)
- Unpleasant emotions (Negative)

#### Emotions fit into two general categories:

- Pleasant emotions (Positive)
- Unpleasant emotions (Negative)



Sad?

#### Emotions fit into two general categories:

- Pleasant emotions (Positive)
- Unpleasant emotions (Negative)



Anger

#### Emotions fit into two general categories:

- Pleasant emotions (Positive)
- Unpleasant emotions (Negative)

Contempt



#### Emotions fit into two general categories:

- Pleasant emotions (Positive)
- Unpleasant emotions (Negative)





Negative affect seem to serve the purpose of keeping us from harm - avoidance feeling.

We also know that they cause us to focus on the source of the emotion, causing us to close down to the broader world.

### Emotions - Negativity Bias

#### The Negativity Bias

- a tendency to easily notice bad things, bad events or bad people
- Extremely sensitive, more than the positive

Negative emotions tend to focus on the source and close us down



## Positive Emotions

## Broaden and Build Theory

Positive states broaden our minds and build resources.

Professor **Barbara Fredrickson**, Ph.D University of North Carolina Schools of Psychology and Business

## Emotions - Broaden and Build

Positive states broaden our minds and build resources.

#### **Pleasant Emotions Ratios**

- 5:1 Successful marriage
- 3:1 Successful flourishing
- 2:1 Getting by languishing
- 11:1 Pollyanna
- >1:1 Pathology



Positivity self test - www.positivityratio.com

Resilience is built by positive moments.

Positive emotions undo negativity

#### Pleasant emotions

Each pleasant emotion has its own dynamic:

```
Pride ......dream big
Amusement.....shared laughter
Inspiration.....aspire to excellence
Awe.....accomodate new things
Love.....explore, trust, savour, dream
```

#### Pleasant emotions

Each pleasant emotion has its own dynamic:

```
Joy ......Play
Gratitude.....Creatively give
Serenity.....Savour and integrate
Interest....Explore
Hope....Yearn for a positive change
```

## Pleasant emotions

Pleasant emotions.

The 10 Positive emotions

**Joy** Pride

Gratitude Amusement

**Serenity** Inspiration

**Interest** Awe

Hope

Pleasant emotions ACTION URGE

#### Pleasant Emotions Positivity Benefits

- · Increased resilience,
- better immune system functioning,
- improved creative problem-solving
- Learning is improved, and
- enhanced feelings of connection to others.

The *frequency* rather than the *intensity* of positive emotions enhances well-being - small bits everyday.

# Growing positivity How do we grow positivity?

Day one, or one day - you decide

### Growing positivity

## Show gratitude



#### Count your blessings

THREE GOOD THINGS			
Monday: 1 Baked a cake.	Friday: I Saw the Bond Film		
2. Phoned Sarah for a chat	2. No phones date night		
3. 2 hours of job research	3. Slept all night without waking		
Tuesday: I Had a bath	Saturday: 1 Went for a walk		
2. Ate some cake	2. Watched the Fire burn		
3. Watched the last Cold Feet	3. Wrote a letter		
Wednesday: I. Did the pub quiz	<u>Sunday:</u> I. Had a lie in		
2. Ate dinner with all the Family	2. Went out for Sunday dinner		
3. Played with the cats	3. Planned my Summer holiday		
Thursday I Drank some wine	All Week Greatest		
2. Bought a new hat	1. Saturday walk		
3. Learnt that I smile a lot	2. Family Dinner		
	3. No phones date night		

Day one, or one day - you decide

## How do we develop positivity? Savour the good Find the silver lining

- Look forward to things "It's going to be great"
- During "I just want to soak it all in"
- After "Relive and replay the event it in your minds eye"

#### Day one, or one day - you decide

"My life has been filled with terrible misfortunes, most of which have never happened."

#### Reframing

Reframing is a way of viewing and experiencing events, ideas, concepts and emotions to find more positive alternatives

People never listen to me!

Several people agreed with my proposal

I can't handle this...

I've faced challenges before and succeeded, this is no different

# Power poses Amy Cuddy









Day one, or one day - you decide

- Find your meaning
- Cultivate your strengths
- Heed hedonic adaption
- Invest in relationships
- Service learning
- Grow emotional literacy
- Loving kindness meditation
- Pay it forward
   Day one, or one day you decide

- Go to nature
- Dispute negative thinking
- Develop distractions
- Cultivate kindness RAK
- Develop connections
- Apply your strengths
- Ritualise gratitude

Day one, or one day - you decide

#### Golden rules are:

Learn to attend to your emotions

Become curious and patient with your emotions

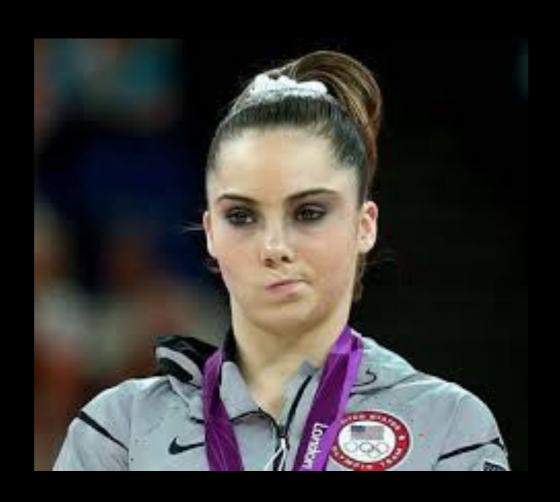
Talk about them and show your real emotions to others

Learn to accept having different emotions

Use your EI to change your emotions with other emotions



#### What emotion is this lass feeling

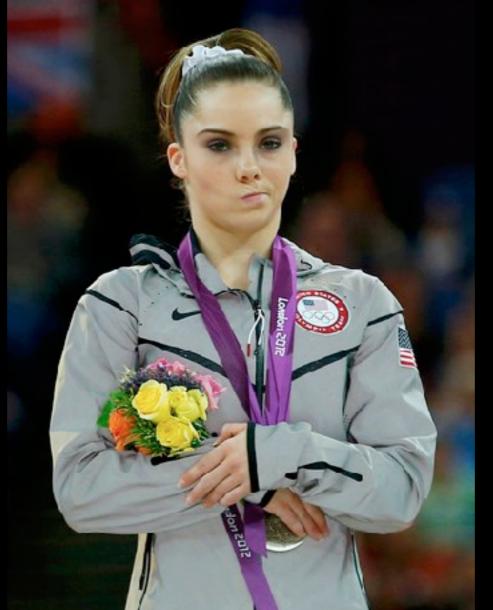


## Emotions are broadcast

## Facial expressions are universal communicators

Silver medalist USA McKayla Maroney "Contempt?"

**Gymnastics** 2012



Duchenne Smile Gold and Bronze Medalists

# Growing positivity How do we do with this?



- Intention: Don't do anything without thinking of the why behind the why.
- Clarity: I have to know what I want and the best way to achieve it.
- Authenticity: I don't get pulled into other people's stuff that doesn't serve me well.

- \* Why would you want a better quantity and quality of life!
  - · Greater resilience bounce back after set backs
  - A more fulfilled life
  - Higher self-esteem and more optimism
  - Happier, less anxiety, less depression
  - · Achieve more, better engagement more "flow"
  - Better relationships

Cherokee Indian to his son:

"My son, we all have an internal battle. The battle is between two wolves. One is evil. It is anger, envy, jealousy, sorrow, regret, greed, arrogance, self-pity, guilt, resentment, inferiority, lies, false pride, superiority and ego. The other is good. It is joy, peace, love, hope, serenity, humility, kindness, benevolence, empathy, generosity, truth, compassion and faith."

The son thought for a minute and then asked his father: "Which one wins?"

The old Cherokee replied "The one you feed."

## Enough

#### The human Brain

- 1.5kg 2% of our body weight, uses 25% of our oxygen & 70% of our glucose
- 73% water (90 minutes of sweating without hydration shrinks the brain like one year of ageing). Dry material is mostly fat.
- Approx 86 billion neurons, and one quadrillion connections we use 100% of it.
- A piece of brain tissue the size of a grain of sand contains 100,000 neurons and one billion synaptic connections!
- Brain is only fully developed by about 25 years of age
- Brain signals travel at approx 460 kph
- Each neuron can send 1000 impulses per second
- Crinkled cerebrum so that it fits inside our cranium
- Uses about 25 watts of power enough to light an LED light
- Specific illnesses: Alzheimer's disease, Parkinson's disease and multiple sclerosis, strokes
- The brain controls all body processes, thoughts, movements, and decisions.