12.INITIATORY ROUTES

These routes are roads that follow the logical meaning of the exploration of knowledge and that go through a mandatory number of points, minimizing the crossings and the resumes of the same contents. The direction of evolution from the initiative paths allows the characterization of information from the nodes from another point of view. Repeat content can be avoided with the help of IT algorithms. When there are several initiating routes, they can be evaluated according to the logical needs of passing through certain points, or according to criteria related to the length of the route or the form of the analysis domain.
Some examples will be given below:

Initiatory routes the second triple fractolone

1) mentoring peer to peer direct or online, the "give it away" program
2) programs for mutual training of students in learning, understanding and interpretation of the accumulated knowledge
3) a program of free and critical thinking and of discovering the strengths or weaknesses of a theory
4) program for launching new fields of knowledge
5) program for identifying the offer of national and international education, which brings the student closer to the proposed professional career purpose
6) program of research of the options following the forms and units of education on the next stage of study, or of the career options and the roads to be followed
7) individual or small group training program for students who have opted for a specific career pathprogram de educare avansata a elevilor cu pasiune cognitiva prin trecerea printr-un circuit de mentorat fãcut de maeștri pe diferite etape de cunoaștere

8) working groups with a small number of people who have dedicated time for carrying out innovative personal projects

9) specialized training and study programs realized in small groups and with stated purposes

10) career guidance program based on performance evaluation at different school competitions

11) program of evaluation of the career options corresponding to the qualities, passions, abilities and results of the students

12) program for analyzing the profiles of the school competitions and the type of knowledge required in the competitions

13) free and critical thinking program and discovering the strengths or weaknesses of a theory

14) non-compulsory school competitions in certain directions

15) program for recognizing the level of thinking in a system of colored belts, where the students in the upper belt become mentors for those in the lower belt

16) collaboration and study program with advanced units of higher education or scientific research

17) program for recognizing the professional value by carrying out dedicated projects and by recognizing the achievements by the collaborators from the partner institutions

18) program of opening options and identifying the profession in which they can be most useful and where they have more skills and knowledge

19) program of opening options and identifying the profession in which they can be most useful and where they have more skills and knowledge

20) program for evaluating what needs to be done to optimize the knowledge and skills needed for career success

21) program for analyzing and knowing the options and steps to be followed in choosing the career and the training units

22) program for identifying the offer of national and international education, which brings the student closer to the proposed professional career purpose

23) program for identifying the research / development directions of the different educational units that are offered to the students

24) collaborative program with research units or with research / innovation programs of different universities

25) non-compulsory school competitions in certain directions

26) self-training program among students in order to raise the level of professionalism

27) program for recognizing the qualitative leap in thinking through mutual action between students and mentors / teachers

28) program of breaking boundaries of knowledge and enriching the cognitive experience at the level of knowledge tools and knowledge

29) program for taking over other international programs focused on problem solving

30) peer to peer direct or online mentoring, the "give it away" program

31) program for studying the best practices and the results obtained with the help of online forums

32) enrichment and advanced research programs

33) program of collaboration and study with advanced units of higher education or scientific research

34) program of historical treatment of the evolution of human thinking and the development of new concepts

35) program of advanced education of students with cognitive passion by passing through a mentoring circuit made by teachers on different stages of knowledge

36) conducting camps and studies on the field or in specialized places with information already selected such as libraries, museums, etc.

37) program for thinking innovation and breaking old paradigms of thinking and proposing new points of view to be investigated

38) program for the recognition of professional value by carrying out dedicated projects and by recognizing the achievements by the collaborators from the partner institutions

39) program of opening options and identifying the profession in which they can be most useful and where they have more skills and knowledge

40) career guidance program based on performance appraisals at different school competitions

41) program of research of the options following the forms and units of education on the next stage of study, or of the career options and the roads to be followed

42) program for evaluating what needs to be done to optimize the knowledge and skills needed for career success

43) program of evaluation of the career options corresponding to the qualities, passions, abilities and results of the students

44) non-compulsory school competitions in certain directions

45) program for recognizing the merits in competitions made on multiple criteria, eg creativity, ingenuity, coherence, etc.

46) program for discovering the learning style of the students and grouping them according to the complementarity criterion, to help overcome the obstacles of understanding by exposing knowledge to multiple points of view

47) direct or online peer to peer mentoring, the "give it away" program

Initiatory routes third triple fractolone

1) knowledge, exposure and social involvement programs on the virtual environment, transferred to the real environment
2) simulation programs and virtual laboratories
3) programs for creating cognitive alliances and transferring good practices on the school collaboration network
4) programs for studying and applying the great resources on the Internet, eg "art of problem solving" or "wolfram alpha" in mathematics
5) program of study of phenomena and research in the direction of their validation or re-analysis of the results using other thinking tools
6) free and critical thinking program and discovering the strengths or weaknesses of a theory
7) program to change the points of view through qualitative or correlative approaches, from the study of phenomena to the limit of their manifestation
8) program for investigating specialized analysis tools for understanding certain phenomena
9) programs for breaking the frontier of knowledge and proposing new innovative approaches, accepting the possibility of refining the classical knowledge or launching new tools

10) program for selecting and grouping students with common cognitive passions, stimulating their development with the help of a specialist in the field

11) transfer program of good practices between students or between students and third parties including teachers

12) program to deepen the quality criteria and to ensure the quality of the created products

13) program for interpreting the meaning of certain achievements from the point of view of culture, historical moment or other criteria that led to the realization of the product

14) studying the formal languages and techniques for interpreting the languages used technically or culturally

15) the presentation of their own achievements and their public presentation

16) program for selecting and grouping students with common cognitive passions, stimulating their development with the help of a specialist in the field

17) programs for studying and applying the great resources on the Internet, eg "art of problem solving" or "wolfram alpha" in mathematics

18) programs for breaking the frontier of knowledge and proposing new innovative approaches, accepting the possibility of refining the classical knowledge or launching new tools

19) program for studying the variation of perception on the same phenomena at different historical times, analyzing the factors that produced the change

20) transfer program of good practices between students or between students and third parties including teachers

21) program for spreading relevant knowledge to the mass of peopleprograme de recomandare de instrumente de cunoaștere, de baze de date cu cunoștințe specializate, de descoperiri relevante

22) program of mutual education of students and adults on online forums and on learning platforms

23) mentoring peer to peer direct or online, the "give it away" program

24) programs for mutual training of students in learning, understanding and interpretation of the accumulated knowledge

25) a program of free and critical thinking and of discovering the strengths or weaknesses of a theory

26) programs to expose the points of view and to correct and supplement the personal vision with the help of colleagues

27) peer-to-peer recovery program for untrained skills in students with low speed of understanding and integration, or learning styles that do not correspond to working tools

28) program for studying the variation of perception on the same phenomena at different historical times, analyzing the factors that produced the change

29) program for selecting and grouping students with common cognitive passions, stimulating their development with the help of a specialist in the field

30) programs of recruitment, initiation, deepening of the knowledge in the fields of cognitive passion

31) programs for studying and applying the great resources on the Internet, eg "art of problem solving" or "wolfram alpha" in mathematics

32) simulation programs and virtual laboratories

33) skills training programs using the virtual environment

34) style communication programs on the virtual environment between different layers and levels of communication. How do you recognize that you are talking to someone like you

35) programs to present the results of the efforts in a way intelligible to others

36) study of formal languages and techniques for interpreting the languages used technically or culturally

37) online forums for the transfer of best practices in areas of passion

38) program of mutual education of students and adults on online forums and on learning platforms

39) development of online forums and education programs through online forums, creation of specialized learning platforms for non-specialized audiences

40) programs for understanding the methods of data transmission and processing through specialized languages

41) program for interpreting the meaning of certain achievements from the point of view of culture, historical moment or other criteria that led to the realization of the product

42) exposure of own achievements and public presentation

43) training program on exposure standards and quality assurance to the final public

44) programs of recruitment, initiation, step-by-step knowledge in the fields of cognitive passion

45) programs for creating cognitive alliances and transferring good practices on the school collaboration network

46) program for selecting and grouping students with common cognitive passions, stimulating their development with the help of a specialist in the field

47) transfer program of good practices between students or between students and third parties including teachers

48) direct or online peer to peer mentoring, the "give it away" program

49) program for spreading relevant knowledge to the mass of people

50) program to deepen the quality criteria and to ensure the quality of the created products

51) exposing their own achievements and presenting them publicly

52) program for studying the accepted styles of information transmission, which allow a global understanding of the information structure

53) communication style programs on the virtual environment between different layers and levels of communication. How do you recognize that you are talking to someone like you

54) programs of knowledge, exposure and social involvement in the virtual environment, transferred to the real environment

Initiatory routes can be used in any context. A special context may be deciphering the logic of the architecture of the human body. Another may be the design of functional devices that perform certain logical and coherent operations and that can be adapted to any context in a portfolio of contexts.

Another context may be the optimization of strategies to achieve some objectives and the decision to optimize the initiatory routes. Paradoxically, with the help of the initiatory routes artificial intelligence can be obtained that can take the place of the people in the current activities, if they are programmed in this direction.

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It remains a big open question, WHAT DO PEOPLE DO IN THIS SITUATION? Will they choose the path of personality evolution and become able to restore the balance of the environment by contributing to the development of a happy and evolved planet? Or will they feel useless and become destructive by going to war to eliminate themselves?