

## **Educated to Use Prescription Drugs**

The medicinal drug industry is actually a part of the chemical industry. The chemical industry makes all types of chemicals such as beverage drinking alcohol (a poison), fertilizer, cosmetics, parts for cars, buses, trains and planes, ink, paper, weapons for war, clothing, shoes, appliances, industrial equipment, computers, toys, medical supplies etc. This makes the chemical industry very powerful, because they are a facet of everyday life, and every corporation including education uses chemicals. The chemical industry uses the control of thought and thought processes that will cause a student to think taking chemicals, eating chemicals, wearing chemicals and using synthetic chemical perfumes is not harmful.

The scientists that promote the benefits of drugs were educated in schools and use synthetic chemicals in their daily life. The college and primary schools curriculum is their indoctrination objective is to educate students so they can have the knowledge needed to seek synthetic chemical answers to natural problems. In other words, education is a social engineering project the students thought, emotional, and reasoning process is directed towards the goals and needs of the elite ruling class. Students are essentially indoctrinated and trained to serve; they are an educated peasant class of servants. The compulsive schooling (forced education) is an education business institution for social engineering (thought and behavior control). One of the books that have the purpose of; education is *"Public Education in the United States"* by Ellwood Cubberley. Cubberley indicates that government and the corporate business control of education (factory type educational systems) deprives children of the extended family; home schooling and family inherited apprenticeship into crafts. Government and corporate control schooling caused the village education system, home schooling and culturally focused education to be broken down. Cubberley in his 1905 Columbia Teachers College dissertation wrote that public (government colonized education)

schools were designed to social engineer (manufacture) children to meet the personality, mentality and behavior specification of corporations.

In the book *Social History of the Family* by Arthur Calhoun, he wrote that the economic and philosophical rationale to justify taking children's education away from the family and their culture (village) was better for the students because it puts them into the custody of corporate experts and government educational experts.

The corporate and government designed education pasteurizes the children. The important basic literature used by the US Office of Education and the General Education Fund (designs school and college curriculum) is the book *"Designing Education for the Future, Taxonomy of Education Objective"* by Benjamin Bloom. Bloom's perspective and that of the Behavioral Science Teacher Education Project are the same. Both of them stated that the objective of education is the dumbing down process designed to achieve the economic and social goals, which will create citizens (students) that become adults that are domesticated workers and compulsive chemical consumers, Education must serve as an impersonal manipulator (social engineer) in which few will be able to create or control their own thoughts and opinions. Children must be indoctrinated in the primary, secondary and college school experience and made to see others as ignorant, inadequate, unconscious, cruel, dysfunctional, uncivilized, irresponsible, immature and undisciplined. The children should be militarized by games (soccer, computer games, boxing, martial arts, sports, etc.) which trains them to fight each other emotionally, mentally, verbally, and physically, as well as fight for their country (a privately owned corporation). Children should be made to have desires and seek pleasure (computer games, sex, drugs, materialism, etc.) and made to seek and find disease answers by taking medicinal drugs (vaccination) drugs, They are made to use skills and attitudes compatible with a consumer society. A society of people created by the schooling process to be pasteurized and homogenized citizens in a form of emotional and psychological bondage and wage slavery. The control of labor, the work place (no health insurance and no control of unions or hiring or firings) and knowledge (no holistic centered teachers or books) causes people to be dependent on corporations and secret societies (i.e., skull and bones, trilateral commission, illuminati), They create leaders that keep people separated from and unaware of power variables, herbal medicines, holistic science etc.

The key to the education systems social engineering of people is to make people have desires and be unaware that they are being socially, emotionally and psychologically manipulated. It is the "misdirection and deception" military tactic applied to education, which makes education about science a "dyseducation", and "mis-education", resulting in a dysfunctional science education. It is an education with a "side effect" of a "dyseducation" that is promoted. The education has a "side effect" of alienating students from themselves and holistic sciences and natural medicine.

It makes the student an enemy to themselves. Schooling causes a person with an alienated idea of self to medicate themselves with materialism, sex, sports, social networks, gadgets, legal and illegal drugs, and video games. These people will have a disease and find disease answers by taking disease causing medicinal drugs (vaccinations) drugs,

In many ways, arithmetic and mathematics are part of the school engineering process. Mathematics uses symbols of culture and uses numbers in cultural rituals and ceremonies of logic. Logic has values, morality and principles all of which require culture and are attached to culture. Science is culture in an abstract form, and art (music, dance, etc.) is culture in abstract form. Arithmetic and mathematics inadvertently causes students to learn a cultural logic, which creates desires and robot behaviors.



