

Goal Adventure

Goals, Randomness, and Direction

1. GOALS

Roll dice. Write down that many goals. Roll again. Circle that goal. This is your goal to accomplish.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

2. TASKS

Roll dice and add 2. Write down that many tasks it will take to accomplish your goal. Roll again. Circle that task. This will be the most difficult task. For every task, roll the dice, write down the number and circle mo (for months) or wks (for weeks) that you think it will take for you to accomplish each task.

- ___ mo/wks 1.
- ___ mo/wks 2.
- ___ mo/wks 3.
- ___ mo/wks 4.
- ___ mo/wks 5.
- ___ mo/wks 6.
- ___ mo/wks 7.
- ___ mo/wks 8.

3. MATERIALS

Roll dice. Write down that many materials it will take to help you achieve your goal.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

4. GAIN MATERIALS

Roll dice. Write down things that will help you gain those materials.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

Instructions: Finishing up your life goals can be time consuming, we forget about them, and we've procrastinated this long to get them done. Here's a fun game of accomplishing your goals. The only rule here is to have fun while you accomplish your goal. Oh, you'll need one 6-sided dice.

If number on dice exceeds the number of items, return to the top of the list and continue counting.

5. PEOPLE

Roll dice. Write down names of people who can help you achieve you goal. Roll dice. Circle that name. This is the person who will keep you on track.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

6. RESOURCES

Roll dice. Write down that many resources to help you acheive your goal.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

7. START DATE

Roll dice. This is the number of days from today of when you will start your project. Write down your start date. Roll dice again. This is the time you will start. Circle AM or PM. Inform the person you circled of all your deadlines to keep you on track.

___/___/___ @ ___ AM/PM
