INDEX

SETTINGS

SOCIAL – Takes place around friends and/or family
PROFESSIONAL OR EDUCATIONAL – Takes place at work or in school
ANY OR NONE – Open to anything

STATE OF BEING (Feelings and/or Emotions)

ORANGE: Happiness, contentment, excitement, joy, reward, peaceful, winning, successful, good luck, improved ability, healthy, comfortable, achievement, energized, optimistic, bravery

BLUE: Sadness, unsatisfied, disappointed, disgusted, afraid, angry, bored, depressed, bad luck, failure, injury, physical pain, illness, discomfort, lazy, tired, pessimistic, decreased ability

<u>ISLAND ACTION</u>: Describe why is the character in the STATE OF BEING they are in. It is their surroundings, something other people are doing, or something the character is doing? Or is it all three?

<u>EVENT TO CAUSE STATE CHANGE</u>: Name single event that changes the characters STATE OF BEING from ORANGE to BLUE or vice versa. Examples include: winning the lottery, a loved one dying, getting a promotion, breaking up, etc.

<u>JOURNEY ACTION</u>: Describe how is the character dealing with the EVENT TO CAUSE STATE CHANGE. Did the EVENT TO CAUSE STATE CHANGE give the character a new goal? If there is a new LOCATION or SETTING, how did the character get there?

<u>LESSON LEARNED</u>: Describe what the character learned in the story. What did they discover throughout their journeys? Do they know anything new about themselves, other people, or the world around them? Do they have new goals or a fresh outlook on life?

PHASE 1 - RANDOM STORIES

CHARACTER:	 _	
LOCATION:	 _	
ACTION:		
STATE OF BEING:		
TITLE:		
CHARACTER:	 _	
LOCATION:	 _	
ACTION:		
STATE OF BEING:		
TITLE:		

PHASE 2 - ISLAND BUILDING

SETTING: SOCIAL	
STATE OF BEING (ORANGE):	
SPECIFIC LOCATION:	
ACTION:	
TITLE:	
SETTING: SOCIAL	
STATE OF BEING (ORANGE):	
SPECIFIC LOCATION:	
ACTION:	
TITLE:	

SETTING: SOCIAL	
STATE OF BEING (BLUE):	_
SPECIFIC LOCATION:	
ACTION:	
TITLE:	
SETTING: SOCIAL	
STATE OF BEING (BLUE):	
SPECIFIC LOCATION:	_
ACTION:	
ACTION.	
TITLE:	

SETTING: PROFESSIONAL OR EDUCATIONAL	
STATE OF BEING (ORANGE):	_
SPECIFIC LOCATION:	
ACTION:	
TITLE:	
SETTING: PROFESSIONAL OR EDUCATIONAL	
STATE OF BEING (ORANGE):	_
SPECIFIC LOCATION:	
ACTION:	
TITLE:	

SETTING: PROFESSIONAL OR EDUCATIONAL	
STATE OF BEING (BLUE):	_
SPECIFIC LOCATION:	
ACTION:	
TITLE:	
SETTING: PROFESSIONAL OR EDUCATIONAL	
STATE OF BEING (BLUE):	
SPECIFIC LOCATION:	-
ACTION:	
TITLE:	

SETTING: ANY OR NONE	
STATE OF BEING (ORANGE):	
SPECIFIC LOCATION:	_
ACTION:	
TITLE:	
	_
SETTING: ANY OR NONE	
STATE OF BEING (ORANGE):	
SPECIFIC LOCATION:	
ACTION:	
TITLE:	

SETTING: ANY OR NONE	
STATE OF BEING (BLUE):	
SPECIFIC LOCATION:	
ACTION:	
TITLE:	
CETTING, ANY OD MONE	
SETTING: ANY OR NONE	
STATE OF BEING (BLUE):	
SPECIFIC LOCATION:	
ACTION:	
TITLE:	

PHASE 3 – SELECT FOUR ISLANDS

Island 1 Title (Orange State of Being)	
Island 2 Title (Blue State of Being)	
Island 3 Title (Orange State of Being)	
Island 4 Title (Blue State of Being)	

PHASE 4 - JOURNEYS

JOURNEY 1 PREVIOUS STATE (ORANGE 1): _____ UPCOMING STATE (BLUE 1): _____ EVENT TO CAUSE STATE CHANGE: _____ NEW LOCATION / SETTING? _____ ACTION: _____ **JOURNEY 2** PREVIOUS STATE (BLUE 1): _____ UPCOMING STATE (ORANGE 2): _____ EVENT TO CAUSE STATE CHANGE: _____ NEW LOCATION / SETTING? _____ ACTION:

<u>IOURNEY 3</u>	
PREVIOUS STATE (ORANGE 2):	
UPCOMING STATE (BLUE 2):	
EVENT TO CAUSE STATE CHANGE:	-
NEW LOCATION / SETTING?	
ACTION:	

PHASE 5

FINAL JOURNEY

PREVIOUS STATE (BLUE 2):	
UPCOMING STATE (ORANGE NEW):	
EVENT TO CAUSE STATE CHANGE:	
NEW LOCATION / SETTING?	
ACTION:	

FINAL ISLAND

SETTING:
SPECIFIC LOCATION:
FINAL STATE OF BEING (ORANGE NEW):
ACTION AFTER FINAL JOURNEY:
TITLE OF ISLAND:
LESSON LEARNED:
TITLE OF STORY:
PHASE 6 – FRIEND
WHICH JOURNEY DID A FRIEND JOIN ON?
WHAT ABOUT THIS PERSON MADE YOU CHOOSE THEM AS A FRIEND FOI
YOUR FUTURE ME?
HOW DID YOUR FRIEND HELP YOUR FUTURE ME?