

TITLE: Another Check Mark on the List

BOOK: Chicken Soup for the Soul

PAGE: 191

TIME TO READ: 8 minutes

TOPICS: **Following Your Dream**
Making choices

AGE LEVEL: Grades 3 and up

SYNOPSIS: This powerful list of 127 goals was created by John Goddard at age 15. Checkmarks indicate the 108 goals he has already accomplished.

NOTES TO TEACHER:

We suggest that you go over *parts* of the list at a time, and/or post the entire list and/or put the list on an overhead for students to view.

John Goddard has his goals in a list format. While there is nothing wrong with writing goals in this manner, it may be a good time to introduce the concept of **SMART** goals (see appendix page 359-Elem, 361-MS, 353-HS). Most people need some time-lines in order to stay on their goal path.

Chicken Soup for the Soul
Another Check Mark on the List

MIDDLE SCHOOL:

PRE- QUESTIONS:

Make a list of things you want to accomplish before you die.

Read Story

POST - QUESTIONS:

Describe the kind of person that you think John Goddard was.

Some say that he *had* to be wealthy to accomplish all of these goals.

- Do you agree?
- Are there ways he could have accomplished this without being rich?

NOTE TO TEACHERS:

John was *not* wealthy. He simply found creative ways to accomplish his goals . . .i.e. working on a freight ship, etc.

Discuss creative ways John could do all of those things without a lot of money.

STUDENT ACTIVITIES:

Make a list of at least 25 goals that you have accomplished in your life, and another 25 that you still wish to complete before you die.

- Has your list changed since reading or hearing this story?
- Spend at least two to three weeks on the initial list, adding to it throughout the school year.
- Share your top one or two goals with the class, or turn in the entire list to the teacher.

NOTE TO TEACHERS:

Do *not judge* the content of the list. Merely give credit for completing the assignment.

Encourage students to follow their hearts with this list.

Write more detailed goals in **SMART** format (appendix page 361-MS edition)

Make a classroom list by randomly selecting one goal from each classmate, or submit your biggest goal, or your most unusual goal for this list.

See if you can match the goal with each of your classmates.

If you choose to do this matching game, be sure to tell students *in advance* that their goals may be shared aloud. You do not want someone's special dream to become a classroom joke.