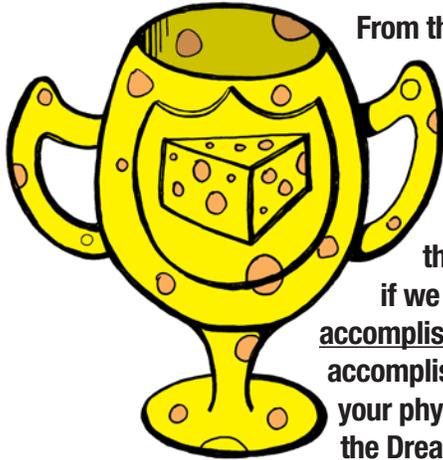


Awards



From the beginning until the end, life is a constant adventure, not a problem to be solved. It doesn't matter if we achieve great things, it only matters if we feel a great sense of accomplishment! Practice feeling accomplished by marking off your physical achievements in the Dream It! Playbook!

Instructions: To help you keep track of your progress, we created this checklist. Consider these as mini dreams or stepping stones to your bigger dream of finishing this book. You can use the honor system; however, you will become a better dreamer if you nominate a Dream Advisor (see [page 6](#)) to award these achievements to you, but remember that only YOU can feel the sense of accomplishment.

Easy peasy:

- Read the introduction on [page 7](#).
- Feel inspired to dream!
- Color your favorite picture in the book.
- Look up a new word in the dictionary, then define using your own words.
- Play 1 game in the Playbook.
- Put 10 things on your Dream Board.

I have a dream! You must submit them in writing:

- A drop in the bucket. Add 10 dreams to your Bucket List on [page 6](#).
- My Bucket List is full. Add 25 dreams.
- My Bucket List is overflowing. Attach and complete an extra page of dreams.

Extra Credit. Complete tasks labeled as "Extra Credit":

- Complete 5 extra credits.
- Complete 10 extra credits.

Challenges. Complete a challenge marked by a trophy:

- Complete 3 challenges.
- Complete 6 challenges.

Extra Challenges. For those who can't get enough:

- Act out your dream in a game of charades.
- Write a poem or song about your dream and perform it for a friend.
- Add a new game or activity to the Playbook.
- Share your dream on our website or Facebook page.

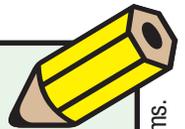
Practice makes perfect:

- Go through the dream process on [pages 72-73](#) and turn 3 mini dreams into reality.

Dream Rank:

- Newbie Dreamer: Read the Dream Basics and Dream Theory chapters.
- Beginning Dreamer: Give yourself Permission to Dream on [page 27](#).
- Intermediate Dreamer: Complete the book — Step 1 of our formula for turning dreams into reality — and declare a dream on [page 74](#).
- Advanced Dreamer: Break your Big Dream on [page 74](#) into steps (small dreams) and take 1 step of action every day for a week.
- Awesome Dreamer: Teach a friend how to dream.

About this game



We're dedicated to teaching kids how to dream and how to turn those dreams into reality using our formula: **Dream it! Map it! Play it!**

This is a supplementary activity for our new book: **Dream It! A Playbook to Spark Your Awesomness.** For more games, visit us online: Dreamaplay.com.

