DISCUSSION SUGGESTIONS

• Note up-front that neither thievery nor miserliness are particularly admirable traits, and this is just a game to prompt discussion.

• Did everybody’s goal seem clear at the start of the game? How did things change for you as the game progressed? Particularly, how did the game change for 1) the Miser once he/she got help, and 2) for Home players if they were tagged and suddenly had a completely different task?

• What did Home players think and feel when they were tagged? Did any self-critical or negative thoughts persist once they got underway as Misers? Why/why not?

• Sometimes we have plans and goals that we want to achieve but have to rethink things because circumstances change. Maybe we don’t get as good a mark as we hoped, or we become ill, or something good happens such as meeting someone inspiring who opens the doors to new opportunities. Why is flexible thinking important to a healthy Sense of Purpose?

• It is healthy and sensible to be open to change when it comes to goals and Sense of Purpose. Life is uncertain, and full of change and possibilities. Brainstorm some circumstances when flexible thinking can complement Sense of Purpose (e.g. if you had an accident and could no longer do the same things physically you once could).