



Supplemental Materials:

 **Aiming for the Bull's-Eye: Game-Design Project**

Design a game that involves a target, such as darts, archery, or bean-bag toss to demonstrate the idea of aiming toward a bull's-eye. Identify each concentric ring around the bull's-eye as a goal to aim for, such as honesty, integrity, sobriety, etc. Play and keep score!

 **Four Characters: Skit Project**

Write and perform a skit starring Mr. Feel-Likit, Ms. Don-Wanna, Miss Ought-To, and Mr. Do-Right. What happens when the characters meet?

 **One Who Aims toward the Good: Writing Project**

Write an appreciation of a person you know and admire because that person aims toward the good. What about that person is admirable? How do you see his or her good qualities demonstrated? What can you learn from that person that you can apply to your own life?

 **Archers: Costume Project**

Come to your next meeting dressed as someone from history or myth known for skills in archery. For example, Robin Hood, Samurai warriors, William Tell, Artemis, and Katniss Everdeen are known for their skills with a bow and arrow. Present to your group about your character, speaking as though you were that mythical or historical person. What wisdom can your character share with your group to help them in life?