CONNECTED LEARNING / A FREE RESOURCE FOR HIGH SCHOOL

Noble Adventures

Idea to Action

MY NOBLE ADVENTURE RECORD

A personal, reusable record for turning worthwhile ideas into meaningful action.

Your adventure can begin anywhere.

Improve something at home. Explore work that interests you. Develop an ability. Make something useful. Help your community. The possibilities are different, but the process is the same: choose something worthwhile, act responsibly, and learn from the experience.

How to use your record

- Make your own copy in Google Docs. Click inside the blank answer boxes and type; the boxes can grow with your responses.
- Or print the PDF and write by hand. Add notebook pages as needed.
- Complete one stage at a time. Checkboxes help you explore possibilities; short written responses help you make your own decisions. You do not need to answer every optional prompt.
- Share your record with a parent or group leader only if you choose. Uplifting Education does not collect, monitor, or approve your work.

Seven stages

1 **DISCOVER** Choose an idea worth exploring

2 **INVESTIGATE** Understand the idea and its possibilities

3 **DESIGN** Make a thoughtful, workable plan

4 **ACT** Take meaningful steps and adjust

5 **REFLECT** Learn from the results and your growth

6 **SHARE** Communicate what you did and learned

7 **APPRECIATE** Recognize the good, celebrate growth, and renew

No minimum number of hours, spending requirement, or project size is imposed for an ordinary Noble Adventure. A family or group leader decides when the experience is complete. The Noble Venture Award has separate requirements.

IDEA TO ACTION / STAGE 1 OF 7

Discover

Find something worth doing.

An adventure might begin with curiosity, a responsibility, an interest, or a need you have noticed. Your first idea does not have to be your final plan.

What could your adventure involve?

Check any that interest you. There are no right answers.

- ☐ Improving everyday life
- ☐ Learning a useful skill
- ☐ Helping people or a community
- ☐ Exploring a career or field
- ☐ Creating something worthwhile
- ☐ Something else

Notice your possibilities

What is one thing you might like to improve, explore, learn, or accomplish?

Why does it interest you or seem worthwhile?

How might this help you grow or contribute something good to others?

You can list two or three ideas before choosing one. For now, select one to investigate. It is fine to change your mind later.

IDEA TO ACTION / STAGE 2 OF 7

Investigate

Find out what is really involved.

Good ideas improve when we examine them. Learn enough to understand your opportunity, question assumptions, and decide what may be possible.

How could you learn more?

Choose one or more ways to investigate. Use adult guidance for contacts, visits, or activities when appropriate.

- ☐ Observe a real situation
- ☐ Talk with someone involved
- ☐ Research trustworthy information
- ☐ Explore examples or models
- ☐ Try a small, safe test
- ☐ Learn about the resources needed

What important question do you need answered before proceeding?

What did you discover? Include a specific observation, source, conversation, or experience.

What perspective, limitation, or new possibility should influence your plan?

If your investigation changes your original idea, that is progress, not failure.

IDEA TO ACTION / STAGE 3 OF 7

Design

Turn your idea into a responsible plan.

Keep your plan realistic enough to begin. An everyday improvement can be as worthy of thoughtful planning as a larger community undertaking.

My goal: What do I intend to do or accomplish?

Choose your next actions

1. Type an action or small milestone: _____
2. Type an action or small milestone: _____
3. Type an action or small milestone: _____

Think ahead

- ☐ Time and materials
- ☐ Permission or supervision
- ☐ Ways to measure progress
- ☐ People who could help
- ☐ Safety and responsibilities
- ☐ How the activity affects others

What support, resources, or permission do you need? How will you begin safely?

What would meaningful progress look like? What is your first step?

A useful goal has a clear action and purpose. It does not need to guarantee success.

IDEA TO ACTION / STAGE 4 OF 7

Act

Do the work. Notice what happens. Adjust.

Meaningful action is the heart of the adventure. Record enough to remember your decisions and growth, but do not turn the experience into paperwork.

Adventure notes

Use these rows as a starting point. Add more rows or pages in your personal copy as needed. Exact hours are not required.

When	What I did	What happened / what I changed

What challenge or surprise required you to think differently?

What is your next responsible action?

When a project involves other people, make sure they have agreed to participate. Adjust or stop if conditions become unsafe or inappropriate.

IDEA TO ACTION / STAGE 5 OF 7

Reflect

Look honestly at your experience.

A Noble Adventure is worthwhile even when things do not go as planned. The important questions are what you learned, how you responded, and what your actions meant.

What qualities did you practice?

- ☐ Initiative
- ☐ Patience
- ☐ Care for others
- ☐ Perseverance
- ☐ Communication
- ☐ Reliability
- ☐ Courage
- ☐ Honesty
- ☐ Good judgment
- ☐ Another quality

What did you accomplish or experience? How did that compare with your original goal?

What did you learn about the work, the people involved, or your own abilities?

Where did you see an opportunity to act with goodness or contribute to others?

What would you keep, change, or explore further?

IDEA TO ACTION / STAGE 6 OF 7

Share

Tell the story of your adventure.

Sharing helps you put the experience into words. You may share privately with a parent or mentor, or more widely when it is appropriate and safe.

How might you share?

- ☐ Conversation with a parent or mentor
- ☐ Demonstration or finished product
- ☐ Presentation to a small group
- ☐ Short written account
- ☐ Photos or a project portfolio
- ☐ Another suitable way

Briefly describe your adventure: your idea, what you did, and what happened.

What is one lesson you want to carry into your next adventure?

If you continue or begin another adventure, what might you try next?

After sharing, take time to appreciate the good and the growth that came from your adventure.

IDEA TO ACTION / STAGE 7 OF 7

Appreciate

Recognize the good. Celebrate growth. Rest and renew.

An adventure changes more than what you accomplish. Appreciate the good that came from your efforts, the people who helped you, and the ways you have grown. Even when things did not go as planned, there may be something worthwhile to recognize.

Pause and appreciate

Choose what feels meaningful to you. Nothing here needs to be checked off or written down.

- Enjoy something you created or accomplished
- Recognize a new ability, strength, or insight
- Appreciate how others benefited
- Thank someone who helped or encouraged you
- Take time to rest and enjoy what is good
- Notice a new possibility opening before you

Recognize your next level

You are not quite the same person who began this adventure. What can you now understand, do, or handle better? How might that growth prepare you for another worthwhile challenge or contribution?

Optional: Write one thought you would like to remember.

Appreciation is not another task to finish. It is a chance to enjoy the good, renew yourself, and recognize what may be possible next.

Adventure completion & appreciation

Optional keepsake for your family or portfolio. This is not a grade or certification, and nothing is submitted to Uplifting Education.

Adventure title _____	Date completed _____
Student signature _____	Parent or mentor signature (optional) _____