

YOUNG ACHIEVERS MASTERMIND CURRICULUM

50 Modules/Sessions delivered in-person weekly: 1-1.5 hours per Session

Note: The day and time can be customized based on school year and summer breaks

Module 1: MINDSET MASTERY (Month 1)

Theme: Shift your thinking, change your life. **Goals:** Teach teens to adopt a growth mindset, create empowering beliefs, and embrace challenges.

- 1. Fixed vs. Growth Mindset
 - Activity: "Mindset Match-Up" card game (scenarios + mindset statements)
 - *Activity:* "Limiting Belief Breakers" (teens write down limiting beliefs and smash or shred them)

2. Understanding Your Belief System

- Activity: "Belief Iceberg" visual (identify surface behaviors vs. deep beliefs)
- Activity: "Belief Rewrite" journal exercise

3. Pleasure vs. Pain Principle

- o Activity: "Pain Push vs. Pleasure Pull" life-mapping game
- Activity: Team brainstorm: What drives us?

4. The Power of Self-Talk

- Activity: "Trash Talk vs. Power Talk" role-play
- Activity: Mirror exercise: Affirmations aloud

Module 2: PURPOSE + IDENTITY (Month 2)

Theme: Who you are and why you matter.

Goals: Help teens find their "why," build confidence, and create an identity rooted in values.

5. Finding Your Why

• Activity: "7 Layers Deep" – purpose digging partner exercise

• Activity: "Why Poster" creation (visual representation)

6. Owning Your Story

- Activity: "Hero's Journey" storyboard
- Activity: Group storytelling circle

7. Comfort Zone Expansion

- Activity: "Fear Line Challenge" step over line labeled with personal fears
- Activity: Partner dare: small, safe challenges

8. Self-Image & Confidence

- Activity: "Selfie Story" how they see vs. how others see them
- Activity: Compliment tag

Module 3: HABITS + ROUTINES (Month 3)

Theme: Small choices, big impact.

Goals: Create daily habits, routines, and powerful rituals that build momentum.

9. Routines + Rituals of Winners

- Activity: Morning routine builder
- Activity: "Habit Hack" brainstorm in small teams

10. The Power of Consistency

- Activity: "The Paper Stack" (how small things stack up)
- Activity: Consistency Tracker Challenge (1 week)

11. Discipline vs. Motivation

- Activity: "Discipline Dice" role-play game
- Activity: "Do It Anyway" physical task challenge

12. Breaking Bad Habits

- Activity: "Trigger Tracker" worksheet
- Activity: "Swap It" swap bad for good

Theme: Get tough. Bounce back stronger.

Goals: Build persistence, resilience, and mental toughness.

13. Persistence + Grit

- Activity: "Impossible Task" mini game
- Activity: Bounce-back story share

14. Resilience: Bounce Back Power

- Activity: Rubber band metaphor game
- Activity: Resilience Role Plays (real-life tough situations)

15. Handling Stress + Pressure

- Activity: "Stress Ball Toss" with rapid-fire scenarios
- Activity: Box Breathing Challenge

16. Mental Toughness

- Activity: Ice cube hand challenge
- Activity: Visualization walk-through

Module 5: GOALS + PRODUCTIVITY (Month 5)

Theme: Dream. Plan. Do.

Goals: Help teens set goals, build work ethic, and get things done.

17. Goal Setting (SMART Goals)

- Activity: "Dream to Reality" vision boards
- Activity: SMART Goal Partner Planning

18. Work Ethic

- Activity: "Sweat Equity Challenge" (small tasks, timed)
- Activity: "Work vs. Excuse" face-off

19. Focus + Elimination of Distractions

- Activity: "Focus Tunnel" obstacle course with distractions
- Activity: Time Audit: Where's Your Energy Going?

20. Prioritization + Time Management

• Activity: "The Rocks in the Jar" demo

• Activity: "1 Thing That Matters" list

Module 6: COMMUNICATION MASTERY (Month 6)

Theme: Say it. Mean it. Be heard.

Goals: Improve verbal, nonverbal, and emotional communication.

21. Active Listening

- Activity: "Silent Conversations" drawing game
- Activity: "Repeat Back Relay"

22. Speaking with Confidence

- Activity: "One-Minute Talk"
- Activity: "Power Pose + Speak" exercise

23. Nonverbal Communication

- Activity: Charades with a twist
- Activity: "Walk the Talk" posture game

24. Giving + Receiving Feedback

- Activity: "Feedback Sandwich" role-play
- Activity: "Glow & Grow" circles

(Continued in next message...)

Here's the continuation of your **Year-Long Young Achievers Mastermind Curriculum** from **July to December** with themes, goals, and interactive exercises:

Module 7: RELATIONSHIPS + TEAMWORK (Month 7)

Theme: Win together. Build stronger bonds. **Goals:** Foster collaboration, trust, empathy, and healthy relationships.

25. Teamwork + Synergy

- Activity: "Tower of Power" team challenge
- Activity: "Human Knot" collaboration game

26. Building Trust

• Activity: Trust walk with blindfolds

• Activity: "Who's Got Your Back?" discussion circle

27. Conflict Resolution

- Activity: Role-play tough teen scenarios
- Activity: "Say It Better" conflict script challenge

28. Peer Pressure + Values

- Activity: "Circle of Choice" scenario game
- Activity: "Stand Your Ground" team drama game

Module 8: EMOTIONAL INTELLIGENCE (Month 8)

Theme: Feel it. Understand it. Master it. **Goals:** Increase self-awareness, empathy, and emotional regulation.

29. Emotional Awareness

- Activity: "Mood Map" with colored cards
- Activity: Emotion Charades

30. Managing Triggers

- Activity: Trigger reflection + "Reaction vs. Response" game
- Activity: Mindfulness minute

31. Empathy in Action

- Activity: "Walk in My Shoes" storytelling
- Activity: Scenario role swap

32. Regulating Emotions in the Moment

- Activity: "Cool Down Cards" toolkit creation
- Activity: "Pause-Play" social skits

Module 9: PERSONAL POWER + INFLUENCE (Month 9)

Theme: Lead your life and lift others.

Goals: Teach influence, integrity, and character-driven leadership.

33. Integrity + Doing the Right Thing

• Activity: "Would You Rather?" ethical dilemmas

• Activity: Truth Circle: share moments of doing right when hard

34. Positive Influence

- Activity: "Influencer Web" with string and stories
- Activity: "Ripple Effect" cause/effect game

35. Leadership Without a Title

- Activity: "Silent Leader" group challenge
- Activity: Rotating Leader exercise

36. Encouraging Others

- Activity: "Appreciation Bomb" sticky note surprise
- Activity: "Uplift Chain" say one thing that inspires

Module 10: LEARNING + GROWTH (Month 10)

Theme: Stay hungry. Stay humble.

Goals: Instill a love for learning, curiosity, and the ability to adapt.

37. Power of Ongoing Learning

- Activity: "Teach Me Something" challenge
- Activity: "Curiosity Cards" Q&A game

38. Learning From Mistakes

- Activity: "Failure Resume" reflection
- Activity: Group brainstorm: Fail Forward Wall

39. Feedback as a Growth Tool

- Activity: "Mirror Moments" self-assess and peer reflect
- Activity: "Before & After" journal review

40. Adapting to Change

- Activity: "Change the Game" mid-activity switch
- Activity: "Plot Twist" discussion circle

Module 11: DECISION MAKING + PATTERNS (Month 11)

Theme: Make moves that matter.

Goals: Teach intentional decision-making and breaking limiting life patterns.

41. Decisions and Consequences

- Activity: "Life Dominoes" cause/effect simulation
- Activity: "Tough Choice Cards"

42. Breaking Negative Patterns

- Activity: "Pattern Tracker" worksheet
- Activity: "Choose Your New Path" game

43. Delayed Gratification

- Activity: Marshmallow challenge remix
- Activity: "Wait for It" obstacle station

44. Values-Based Decision Making

- Activity: "What Do You Stand For?" values sorting
- Activity: Role-play moral crossroads

Module 12: CELEBRATION + LEGACY (Month 12)

Theme: Reflect. Celebrate. Elevate.

Goals: Recognize growth, share breakthroughs, and build lasting vision.

45. Reflection + Gratitude

- Activity: "Gratitude Graffiti Wall"
- Activity: Letter to Your Past Self

46. Legacy + Future Vision

- Activity: "Future You" letter and vision board
- Activity: "10 Years From Now" imagination circle

47. Presentation of Growth (Mini Graduation)

- Activity: Showcase projects, speeches, or skits
- Activity: Affirmation Circle + Awards

48. Celebrate the Journey

Activity: Photo slideshow and memory booklet

• Activity: "Pass the Torch" activity (each teen inspires the next group)

49. Give Back Challenge

• Activity: Group service project brainstorm and implementation

50. Final Magic Moment (Special Surprise)

• *Activity:* You (Michael) close with a powerful magic performance and message of belief, legacy, and leadership.