

Weekend

HAVE FUN!	REFLECT!	Master Task L	ist	READING
ADVENTURE (1 day)	How can I use travel time deliberately?	ADMIN TASKS	GUILT HOUR	EVENCISE
RELAX (1 day)	Which intentions do I want to set?	0 0	0	EXERCISE
SIMPLIFY!			0	LEARNING
Get rid of one thing each! • unsubscribe	What's important right now?			
 delete (app, data) purge one thing what can you automate? un-commit from 1 thing 	What's next?	EMAIL O O O	READING LIST O O O	DELIB. PRACTICE
SELF-MAINTENANCE				
Self-care; invest in yourself		URGENT & IMPORTANT: DO IT NOW	IMPORTANT BUT	NOT URGENT:
TIME USAGE (IN BUCKETS)				
DEEP WORK	SUPERFICIAL WORK			
WEEKLY PQO	ACHIEVEMENTS ☑	URGENT & NOT IMPORTANT: DELEGATE	UNIMPORTANT & DELETE	NOT URGENT:
0 0	₩ ₩			

Monthly Overview

TACHIEVEMENTS

Q ADD 1 LINE TO YOUR CV PER MONTH

GOALS 1 MONTH	3 MONTHS	Writing	
IMONTH	3 MONTHS	Reading (10p)	
1 YEAR	3 YEARS	Yoga	
	GE 😯	20H TO LEARN	ANYTHING
	us	hite boxes for 20 one hour se black boxes for 27 timel 5min x26.6 = 20h	
TRAVEL / ADVENTURE PLACES TO GO	us	se black boxes for 27 timel 5min x26.6 = 20h	
	us	se black boxes for 27 timel 5min x26.6 = 20h	poxes of 45min

white boxes for 20 one hour sessions, use black boxes for 27 timeboxes of 45min 45min x26.6 = 20h

PROJECT:		WHAT I LEARNED:
© 20H TO LEARN ANYTHING □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	THEORY CONTROL PRACTICE CONTROL CON	(Theory+Practice)
PROJECT:		WHAT I LEARNED:
		(Theory+Practice)
② 20H TO LEARN ANYTHING	THEORY	
	PRACTICE	
GOAL:		
PROJECT:		WHAT I LEARNED:
		(Theory+Practice)
② 20H TO LEARN ANYTHING	THEORY	
	PRACTICE	
GOAL:		

#100DAYSOFCODE

Start:

#100DaysofCode-Challenge

REWARDS FOR COMPLETION

BIG PROJECT FOR THE WHOLE CHALLENGE

SUBPROJECTS

10 OF #100	DAYSOFC	ODE					
10 DAY GO	ALS / ACH	IIEVEMEN	TS:		WHATIL	EARNED	
0 0 0 0			00000				
20 OF #100	ODAYSOFO	CODE					
10 DAY GO	ALS / ACH	lievemen'	TS:		WHATIL	EARNED	
0 0 0 0			0000				
30 OF #100	ODAYSOFO	CODE					
10 DAY GO	ALS / ACH	IIEVEMEN'	TS:		WHATIL	EARNED	
0 0 0 0			00000				

40 OF #100DAYSOFC	ODE					
10 DAY GOALS / ACHI	IEVEMENTS	:		WHATILE	EARNED	
0 0 0 0 0		00000				
50 OF #100DAYSOFC	ODE					
10 DAY GOALS / ACHI	IEVEMENTS	:		WHATILE	EARNED	
0 0 0 0 0		00000				
60 OF #100DAYSOFC	ODE					
10 DAY GOALS / ACHI	IEVEMENTS	:		WHATILE	EARNED	
0 0 0 0 0		00000				

70 OF #100	DAYSOFC	CODE					
10 DAY GOA	ALS / ACH	IIEVEMEN'	TS:		WHATIL	EARNED	
0 0 0 0			0000				
80 OF #100	DAYSOFO	CODE					
10 DAY GOA	ALS / ACH	IIEVEMEN	TS:		WHATIL	EARNED	
0 0 0 0			0000				
90 OF #100	DAYSOFC	CODE					
10 DAY GOA	ALS / ACH	IIEVEMEN	TS:		WHATIL	EARNED	
0 0 0 0			00000				

100 OF #100DAYSOFCODE

















WHAT I LEARNED





10 DAY GOALS / ACHIEVEMENTS:

Monthly Planner for 21 Day Goal Sprint

WEEK 1 / WEEKLY GOAL

MON / /	TUES / /	WED / /
THUR / /	FRI / /	SAT / /
SUN / /		

WEEK 2 / WEEKLY GOAL

MON / /	TUES / /	WED / /
THUR / /	FRI / /	SAT / /
SUN / /		

WEEK 3 / WEEKLY GOAL TUES / / WED / / MON / / FRI / / THUR / / SAT / / SUN / / WEEK 4 / WEEKLY GOAL ___ / / ___ / / ___ / / TIME OFF (6 DAYS)

Monthly Planner for 21 Day Goal Sprint

WEEK 1 / WEEKLY GOAL

MON / /	TUES / /	WED / /
THUR / /	FRI / /	SAT / /
SUN / /		

WEEK 2 / WEEKLY GOAL

MON / /	TUES / /	WED / /
THUR / /	FRI / /	SAT / /
SUN / /		

WEEK 3 / WEEKLY GOAL TUES / / WED / / MON / / FRI / / THUR / / SAT / / SUN / / WEEK 4 / WEEKLY GOAL ___ / / ___ / / ___ / / TIME OFF (6 DAYS)

Monthly Planner for 21 Day Goal Sprint

WEEK 1 / WEEKLY GOAL

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SUN / /		

WEEK 2 / WEEKLY GOAL

MON / /	TUES / /	WED / /
THUR / /	FRI / /	SAT / /
SUN / /		

WEEK 3 / WEEKLY GOAL

MON / /	TUES / /	WED / /
THUR / /	FRI / /	SAT / /
SUN / /		

WEEK 4 / WEEKLY GOAL

/ /	/ /	/ /

TIME OFF (6 DAYS)

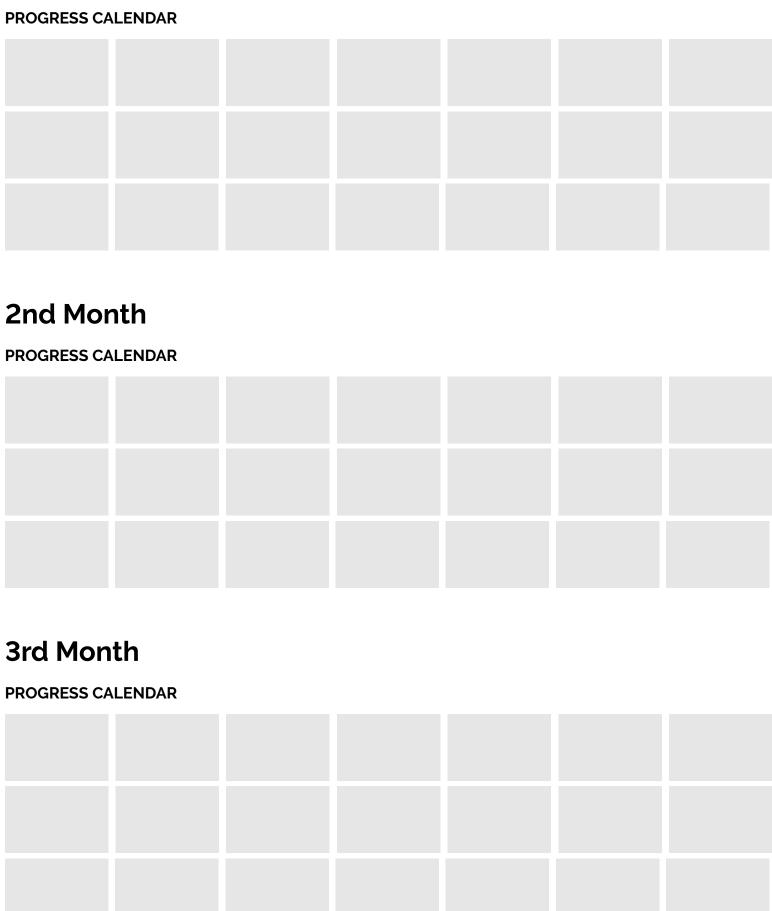
You get 6 days off per month, if you work 6 days a week (of which one day is blocked off for (self-)maintenance tasks, i.e. not making progress on your goal). To get a full 21 days of work in, you need 3 more days from the 4th week (total 28 days). This means 4 days off in the 4th week plus 2 more (= 6 days off per month) because the month is 30/31 days.

If you want to save your days off for a real holiday at the end of the 90 days, just start with the next 21 day template. To get around the problem that each 21 day session normally starts on a Monday, just start adding the rest of this week to the next template's last week which is completely undated.

90 Day Project = 3 Months

GOALS	ACHIEVEMENTS
WHY	REWARD
ACTION STEPS TO REACH THE GOAL	
1ST 21-DAY SPRINT	2ND 21-DAY SPRINT
3RD 21-DAY SPRINT	HOLIDAY / MINI-RETIREMENT

1st Month



Reward / Break

HOLIDAY (= 2.5 WEEKS)							
URGENT & IMPORTAI	NT:		IMPORTANT BUT PLAN	NOT URGENT:			
URGENT & NOT IMPO	DRTANT:		UNIMPORTANT 8 DELETE	NOT URGENT:			