

GoldQuest Book Club Questions

About GoldQuest



- *▶* What does the scoreboard represent? What makes each column go up or down?
- *▶* What were some of the lessons that allowed the children to level up?
- *→* How was SweetFlo both helpful and hurtful? Why did SweetFlo stop coming to the cottage?
- *→* What did SweetFlo mean by "look in the mirror?"
- What was Mr. Püpée trying to teach the children about getting their hands dirty to succeed?
- *▶* What were Buck's favorite things to spend his points on? When he prioritized, what did he continue spending on, and what did he cut back on?
- What are YOUR favorite things to spend money on? Where can you spend less on something else, to allow more money for the things you enjoy most?
- What was Munchable trying to do, and how did she show up everywhere? If she represents marketing in general, what do you need to watch out for?
- > What did Yolo try to get the kids to do? Did he plan for the future or did he focus on the immediate opportunity to have fun? What can we learn from him?
- *➢* How did the children decide to set their lemonade price? What was their logic?
- Why were the children nervous around Dr. Neaux? How do you feel when you hear "No" a lot? What do you wish you would hear "Yes" about more often?
- > Is Uncle Sammy good or bad and why? What lesson is he teaching the twins?
- > What was the lesson of Ant & Grasshopper?
- When the children prepared to go to the block party at the end, how did they prepare themselves for success?