EXERCISE: BEFRIENDING PROBLEMS WORKSHEET

Choose one problem you are currently struggling with and use this worksheet to help you develop a new way to interact with it.

Step 1: Identify the Problem

Identify the problem is neutral, behavioral terms (describe what a video camera would record in terms of action and words without value-based interpretations such as "rude," "mean," "thoughtless," etc.):
Step 2: Identify Its Effects
Negative Effects: What are the specific effects of the problem in each area of your life?
Physical:
Emotional:
Spiritual:
Relational:
Occupational:
Other:
<i>Positive Effects:</i> Now identify the positive effects: This may take a little more thinking and time. For example, if you are single and want to be in a relationship, is this prompting you to take good care of your body and excel at work? If you are having problems with your spouse, is this prompting you to seek out spiritual guidance or connection with friends and family?
Physical:
Emotional:
Spiritual:
Relational:
Occupational:
Othory

Step 3: Identify Your Reaction

How do you typically react to this problem? Anger, fear, irritation, ignore it, hide it, dwell on it, become hopeless, feel cheated, emotional, logical, increased action, decreased action. List all the responses you can think of:

How do these reactions affect your life?
Negative Effects:
Positive Effects:
Step 4: Identify Potentials for Friendship
Problem as Teacher: Imagine this problem was put into your life to teach you something. What might that be?
Just Is What Is: Imagine this problem "just is" in your life without a specific purpose. What adjustments are you being asked to make?
Situation without Your Interpretation: If you were in this exact situation but could not think of it as a problem, how would your thoughts, emotions, and actions be different?
Friendship in Action: If you decided to befriend your problem, how might you behave, relate, and/or feel differently?
Step 5: Small Steps
Identify three small steps you are willing to take toward befriending this problem:
1
2
3.