Lesson 26 — The Inner Compass

Character · ages 6–12 · 30 minutes · one screen, the free game, this page

At a Glance

- Game: The Homeschool Climb, Teaching Moral Values section (free, no login, plays in the browser) — read.globalsovereignuniversity.org/homeschool-climb.html#moral-values. Also on the Homeschool hub: globalsovereignuniversity.org/homeschool.
- Ages & time: Character · ages 6–12 · 30 minutes · one screen, the free game, this page.
- Prep (2 min): read the Teaching Creed once, open the game to the Teaching Moral Values section, and think of one true story from your own life about a hard choice. That's the whole setup.

Why this lesson

Children learn values more from what they watch than from what they are told. This lesson gives a family shared words for six values — honesty, responsibility, respect, courage, compassion and perseverance — and practices them through real choices, starting with a story from the parent's own life. The goal is an inner compass, not a list of rules.

What the learner will be able to do

- Name and explain six core values in their own words.
- Tell courage from having no fear.
- Give one example of each value from their own week.
- Choose a value to practice on purpose for one week.

The 30-Minute Climb

How to read this: the gold box in each step is your lesson, word for word — run it exactly. The notes beneath are optional support. "The room/the group" = your family; "host" = you.

1 · The Hook (3 min)

Tell a true, short story about a time you had to choose between the easy thing and the right thing. End with: "What would you have done?"

Say it like this: *tell it plainly, including what you got wrong if you did. Children trust honesty more than perfection.*

Watch for / if it stalls: *if they say they would do the right thing, ask what would make it hard.*

2 · Play Together (12 min)

Climb the Teaching Moral Values section together. Read each teach card aloud, then vote. After each card, ask: when did someone in this family show that this week?

Two rituals make it work: *(1) read each teach card aloud before the question appears; (2) everyone votes before anyone clicks, so no one just follows the screen.*

Watch for / if it stalls: *on the courage card, stop. Courage is not the absence of fear; it is doing right while afraid. Ask each person to name one fear they faced.*

3 · The Talk (8 min)

1. Which value is hardest for you, and why? 2. Can you be brave and scared at the same time? 3. When someone is hurting, what does compassion look like at our house?

You're not fishing for a right answer — you're listening for depth:

- Q1 — accept honest answers without lecturing. Naming the hard one is the first step to building it.
- Q2 — yes. That is exactly what courage is.
- Q3 — listen for small, concrete actions: sitting with someone, sharing, saying sorry first.

4 · Solo Climb (5 min)

Answer the questions at your own pace.

Why solo: *character is chosen alone, when no one is checking. Solo questions let each child show what they know.*

5 · The Takeaway (2 min)

"Values are not what we say. They are what we do, especially when it's hard." · Homework: each person picks one value to practice on purpose this week, and reports one moment they practiced it.

The badge moment: *finishing all five steps earns the Bronze ring of this lesson's badge, The Compass Bearer. Mark it on the Passport now; the homework is how Silver and Gold are earned during the week.*

The Teaching Creed

> *You are not the expert; the game is. Your job is to vote last, read aloud well, and ask "why?" one more time than feels natural. Celebrate wrong answers loudly — in here, wrong is where the lesson lives.*

GENO — the GSU tutor you can actually TALK to, free, 24/7, understands 70+ languages (32 fully optimized) — can explain any answer a second way.

Adapt It & Measure It

Differentiation

- Younger (6–7): use one value per day for a week instead of six at once.
- One child: role-play a hard choice with puppets or toys, and let the child direct the right ending.
- Large co-op: groups act out a short scene for one value; the others guess which value it shows.
- Older child (11–12): connect a value to a real news story or historical figure.

Evidence of learning (no exam)

Look for three things — Tried (practiced one chosen value on purpose all week), Noticed (can explain each of the six values with an example), Changed (makes a hard right choice and can say why). Those three words are the whole rubric, and they map onto the badge tiers below.

Gamify It — The Campus Climb

Every GSU lesson is one badge on the Climber's Passport, each earned at four depths — the GSU standard Bronze → Silver → Gold → Platinum.

LESSON 26 BADGE — The Compass Bearer · Bronze — The Climb: finished the 30-minute lesson, all five steps. · Silver — The Try: practiced one chosen value on purpose all week and reported a real moment. · Gold — The Proof: reached Gold on the Teaching Moral Values climb and explained all six values with examples. · Platinum — The Teacher: ran this lesson as host for someone else. The harvest of a teacher is teachers.

The book behind this lesson: Teaching Moral Values to Kids, by Dr. Gene A Constant — Chapter 1 (The Building Blocks of Character), Chapter 2 (The Power of Modeling) and Chapter 5 (Honesty and Integrity).