

Lesson 27 — When No One Is Watching

Character • ages 10–15 • 30 minutes • one screen, the free game, this page

At a Glance

- Game: The Homeschool Climb, Morals, Character & Values section (free, no login, plays in the browser) — read.globalsovereignuniversity.org/homeschool-climb.html#character. Also on the Homeschool hub: globalsovereignuniversity.org/homeschool.
- Ages & time: Character • ages 10–15 • 30 minutes • one screen, the free game, this page.
- Prep (2 min): read the Teaching Creed once, open the game to the Morals, Character & Values section, and have a pencil and paper ready. That's the whole setup.

Why this lesson

In the middle years, children start making choices their parents never see. Character is what guides those choices. This lesson moves past simple rules to the habits underneath them — integrity, self-discipline, gratitude, humility and servant leadership — and asks each learner to describe who they want to be when no one is watching.

What the learner will be able to do

- Define character, integrity and self-discipline in their own words.
- Explain the difference between leading by serving and leading by bossing.
- Describe one private choice that shapes a public reputation.
- Write a short personal code of three values.

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)

“Imagine you find twenty dollars on an empty sidewalk. No cameras. No one around. What do you do, and why does it matter if no one will ever know?”

Say it like this: do not rush to the right answer. Let them argue it out. The point is that character is decided in moments like this. Watch for / if it stalls: make it smaller: a test answer in plain sight, or extra change from a cashier.

2 • Play Together (12 min)

Climb the Morals, Character & Values section together. Read each teach card aloud, then vote. After each card, have each learner rate themselves privately from 1 to 5 on that trait.

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 leader card, ask them to name someone who leads by serving: a coach, a parent, a historical figure. Real examples beat definitions.

3 • The Talk (8 min)

1. Why do private choices shape your public reputation? 2. What is one thing you do because it is important, not because it is easy? 3. Who is the best leader you know, and do they serve or boss?

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

- Q1 — habits built in private show up in public. People can tell over time.
- Q2 — listen for self-discipline: practice, chores, finishing work first.
- Q3 — servant leaders lift others up and set the example; bosses push people down.

4 • Solo Climb (5 min)

Answer the questions at your own pace.

Why solo: character is exactly the thing that is done alone. Solo questions reflect that.

5 • The Takeaway (2 min)

“Character is who you are when no one is watching.” • Homework: write a personal code of three values you want to live by, and one action for each that you will take this week.

The badge moment: finishing all five steps earns the Bronze ring of this lesson's badge, The Keeper of Character. 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 (10–11): use stories from books or films they know, and ask what the hero did when no one was watching.
- One child: the parent shares their own personal code and how they live it, then the child writes theirs.
- Large co-op: groups debate a real dilemma with two good choices and present their reasoning.
- Older teen: connect integrity to work. What does an employer learn from a worker's private habits?

Evidence of learning (no exam)

Look for three things — Tried (wrote a personal code of three values with actions), Noticed (can explain integrity and self-discipline with examples), Changed (keeps one promise to themselves all week with no one checking). 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 27 BADGE — The Keeper of Character • Bronze — The Climb: finished the 30-minute lesson, all five steps. • Silver — The Try: wrote a personal code of three values, each with a real action for the week. • Gold — The Proof: reached Gold on the Morals, Character & Values climb and explained servant leadership with a real example. • Platinum — The Teacher: ran this lesson as host for someone else. The harvest of a teacher is teachers.

The book behind this lesson: *Morals, Character & Values*, by Dr. Gene A Constant — Chapter 3 (Ethical Crossroads), Chapter 5 (Building Character: The Internal Compass) and Chapter 7 (The Power of Delayed Gratification).

"Every person on Earth is born with an American spirit: an untamed yearning for a better tomorrow." — Dr. Gene A. Constant

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