

Lesson 1 — The Steward's House

Home-repair judgment · ages 10–adult, families · 30 minutes · one screen, the free game, this page

At a Glance

- Game: The Steward's House (free, no login, plays in the browser) — read.globalsovereignuniversity.org/stewards-house.html. Also on the Homeschool hub: globalsovereignuniversity.org/homeschool.
- Ages & time: Home-repair judgment · ages 10–adult, families · 30 minutes · one screen, the free game, this page
- Prep (2 min): read the Teaching Creed once, open the game, keep this page beside you. That's the whole setup.

Why this lesson

A household that can diagnose before it pays is a household that keeps its money and its dignity. This lesson hands the room the steward's two laws — diagnose before paying, safety before speed — inside live emergencies where the safe-looking choice is sometimes the dangerous one. The game supplies the emergencies; you slow the room down enough to feel why the wrong instinct tempts.

What the learner will be able to do

- Walk a repair emergency in order: stop, make safe, diagnose, then decide.
- Say where the line sits between 'I can fix this' and 'call a professional' — and why the line is a skill.
- Explain why the visit costs ten times the part — and when paying it is still right.
- Locate the home's main water shut-off and teach it to someone else.

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)

“Last year, what did your household pay someone else to fix? What did the visit cost — and what did the PART cost?” (Let the gap sink in.)

Say it like this: get real numbers on the table — an actual repair bill, an actual part price. The gap between them is the tuition this lesson refunds.

Watch for / if it stalls: if no one remembers a bill, ask who they'd call TONIGHT for a dead outlet — and what the truck costs before the work starts.

2 · Play Together (12 min)

Run two full emergencies (the Tripping Breaker, then the Running Toilet). The group votes BEFORE each decision; when a dangerous choice tempts the room, let them pick it — the reset explanation teaches better than warning them off. Play together: the group votes before anyone clicks, and every explanation is read aloud — the explanation is the lesson.

Two rituals make it work: (1) everyone votes before anyone clicks, so no one just follows the screen; (2) the explanation is read aloud — the reason, not the right answer, is where the learning is.

Watch for / if it stalls: when the room is tempted by a dangerous choice, LET them take it. The game's reset explanation lands harder than your warning ever could.

3 • The Talk (8 min)

1. Which choice surprised you most, and why did the safe-looking option turn out dangerous? 2. Where is the line between “I can fix this” and “call a professional” — and who taught you yours? 3. What is one thing in THIS building nobody in the room knows how to shut off?

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

- Q1 — the surprise is the lesson: safe-looking choices fail when they skip diagnosis. Make someone name the step that was skipped.
- Q2 — everyone's line came from somewhere — a parent, a disaster, a YouTube video. Naming the teacher makes the line conscious and movable.
- Q3 — this question converts the lesson into the building you're sitting in. Don't leave the room until someone owns the answer as homework.

4 • Solo Climb (5 min)

Each learner runs the Gas Smell scenario alone — it is the one every human must get right.

Why solo: the Gas Smell scenario is run alone because in real life it happens alone — and the right sequence (leave first, call from outside) must be personal reflex, not group memory.

5 • The Takeaway (2 min)

“Diagnose before paying, safety before speed.” • Homework: Tonight, find your home's main water shut-off and show one other person where it is.

The badge moment: finishing all five steps earns the Bronze ring of this lesson's badge, The Steward. 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 / preteen: run only the Running Toilet emergency; their job is spotting which choice skips diagnosis — junior inspector, not repair tech.

- One child: the parent deliberately picks one wrong choice and lets the child catch it — being the safety officer beats being the student.
- Large co-op: two teams alternate decisions; a team that picks danger explains the reset aloud to the other team.
- Reluctant teen: open with the money, not the lesson — 'the visit was \$280, the part was \$9' is a hook that needs no teacher.

Evidence of learning (no exam)

Look for three things — Tried (found the main water shut-off and showed someone), Noticed (can recite diagnose-before-paying and say what diagnosis means in one real emergency), Changed (performed or scheduled one real check at home (breaker map, shut-off tags, smoke-alarm test)). 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 a 17-badge Climber's Passport, each earned at four depths — the GSU standard Bronze → Silver → Gold → Platinum. All 17 completes the campus.

LESSON 1 BADGE — The Steward · Bronze — The Climb: finished the 30-minute lesson, all five steps. · Silver — The Try: found and tagged the home's main water shut-off AND showed one other person. · Gold — The Proof: mapped a second shut-off (gas or electrical main) OR walked the family through one full emergency drill. · Platinum — The Teacher: ran this lesson as host for someone else. The harvest of a teacher is teachers.

"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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