

# Lesson 7 — The Leadership & Influence Climb

Teens–adult · teams, clubs, workplaces · 30 minutes · one screen, the free game, this page

## At a Glance

- Game: The Leadership Climb (free, no login, plays in the browser) — [read.globalsovereignuniversity.org/leadership-climb.html](http://read.globalsovereignuniversity.org/leadership-climb.html). Also on the Homeschool hub: [globalsovereignuniversity.org/homeschool](http://globalsovereignuniversity.org/homeschool).
- Ages & time: Teens–adult · teams, clubs, workplaces · 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

Everyone in the room already leads someone — a sibling, a teammate, a customer, a child watching — whether they've accepted the job or not. This lesson surfaces what actually earns following, separates influence from manipulation, and ends with the cheapest leadership rep there is: publicly crediting someone else. The game supplies the dilemmas; you guard the splits, because a leadership question that divides the room is worth more than ten it agrees on.

## What the learner will be able to do

- Name the one trait that made them follow their best leader — and test whether they show it.
- Draw the line between influencing and manipulating, out loud.
- Identify who they already influence, claimed or not.
- Perform one public credit of someone else's work this 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)

**“Think of the best leader you've ever followed — coach, boss, sergeant, grandmother. What ONE thing made you follow?”**

*Say it like this: insist on a real person — coach, boss, sergeant, grandmother — and ONE thing. Forcing the choice to a single trait is where the thinking happens.*

*Watch for / if it stalls: if answers go abstract ('they were inspiring'), ask what the leader DID on a specific day. Leadership lives in verbs.*

### 2 · Play Together (12 min)

**Climb ten questions; whenever the group splits on an answer, stop — leadership questions that split a room are the ones worth an extra minute. 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:* a split room is the gold — when votes divide, stop, take one voice from each side, and let the explanation do the teaching.

### 3 • The Talk (8 min)

**1. Is influence a skill or a character trait — can a bad person be a “good” leader? 2. What's the difference between influencing and manipulating? (Pair with the Manipulation Gauntlet kit for a powerful double-session.) 3. Who do YOU influence right now, whether you meant to or not?**

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

- Q1 — the can-a-bad-person-lead question has no safe answer, which is why it's here. Push for the distinction between effective and good — both words matter.
- Q2 — pair this with the Manipulation Gauntlet's levers: same tools, different master. Influence serves the follower's interest too; manipulation only borrows it.
- Q3 — everyone influences someone. The learner who names a younger sibling watching them has just accepted a commission.

### 4 • Solo Climb (5 min)

**Five questions solo.**

*Why solo:* leadership is judged in public but built in private — five solo questions let each learner meet their own instincts without an audience to perform for.

### 5 • The Takeaway (2 min)

**“People follow who you are before they follow what you say.” • Homework: This week, publicly credit someone else's work once — leadership rep #1.**

*The badge moment:* finishing all five steps earns the Bronze ring of this lesson's badge, The Leader. 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: swap leaders for captains — team captain, group-project boss — same traits at playground scale.
- One child: parent and child each describe the other's leadership moment from the past month; being seen leading is the lesson.

- Large co-op: after the climb, each team appoints a spokesperson WITHOUT discussion — then unpack why the room chose who it chose.
- Reluctant teen: open with the anti-question — 'describe the worst boss imaginable.' The inverse list is the lesson smuggled in.

## Evidence of learning (no exam)

Look for three things — Tried (publicly credited someone else's work once), Noticed (can state the influence/manipulation line in one sentence), Changed (named who they currently influence and what those people see). 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 7 BADGE — The Leader · Bronze — The Climb: finished the 30-minute lesson, all five steps. · Silver — The Try: performed the public-credit homework once and reported how it landed. · Gold — The Proof: made public credit a repeated habit (three instances) OR led one group task start-to-finish using a named trait on purpose. · 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*

The Foundation for Global Instruction · a 501(c)(3) nonprofit · Eugene, Oregon · [globalsovereignuniversity.org](http://globalsovereignuniversity.org) · FREE TO KEEP · FREE TO SHARE