

# Lesson 9 — The Thinkification Climb

Thinking tools · teens–adult · 30 minutes · one screen, the free game, this page

## At a Glance

- Game: The Thinkification Climb (free, no login, plays in the browser) — [read.globalsovereignuniversity.org/thinkification-climb.html](http://read.globalsovereignuniversity.org/thinkification-climb.html). Also on the Homeschool hub: [globalsovereignuniversity.org/homeschool](http://globalsovereignuniversity.org/homeschool).
- Ages & time: Thinking tools · teens–adult · 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

Most people upgrade their phones yearly and their thinking never. This lesson treats the mind as a toolbox and the climb as a hardware store: every named tool — first principles, inversion, second-order thinking, trade-offs — goes up on a visible shelf as the room earns it. The game supplies the tools; you keep the shelf public, because a tool with a name gets reached for, and a tool without one gets forgotten.

## What the learner will be able to do

- Name at least four thinking tools and what job each does.
- Match a tool to a real mistake it would have prevented.
- Explain why 'think differently' beats 'think harder.'
- Apply one shelf tool to one live decision 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)

**“You own one toolbox you carry everywhere: your thinking. When did you last add a tool to it — on purpose?”**

*Say it like this: the toolbox metaphor does the heavy lifting — ask the question and let the silence confirm the answer. Almost nobody adds thinking tools on purpose; that ends today.*

*Watch for / if it stalls: if someone claims they did ('I read a book once'), perfect — make them name the tool and it becomes the shelf's first entry.*

### 2 · Play Together (12 min)

**Climb ten questions; each time a named mental tool appears (first principles, inversion, second-order thinking, trade-offs), write the tool's name on a visible list — the session's trophy shelf. 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:* the shelf is the trophy — every named tool gets written up the moment it appears, in the learner's words, not the game's.

### 3 • The Talk (8 min)

**1. Pick one tool from the shelf — where could it have saved you a real mistake? 2. Why does “think about it harder” fail where “think about it differently” works? 3. What decision are you facing right now, and which tool fits it?**

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

- Q1 — the saved-mistake question converts theory into autobiography. The host goes first with a real one; inversion ('how would I guarantee failure?') usually wins this round.
- Q2 — harder is more force on the same angle; differently is a new angle. A learner who can give one example of each owns the distinction.
- Q3 — end with a live decision and a chosen tool. Write the pairing down — it's the homework, pre-loaded.

### 4 • Solo Climb (5 min)

**Five questions; add tools to the shelf.**

*Why solo:* five solo questions with shelf-adding rights turns each learner into their own toolmaker — the shelf they build alone is the one they'll carry out the door.

### 5 • The Takeaway (2 min)

**“Smart isn't a gift; it's a toolbox, and tools are learnable.” • Homework: Apply ONE shelf tool to one real decision this week; report what changed.**

*The badge moment:* finishing all five steps earns the Bronze ring of this lesson's badge, The Thinker. 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: rename the tools in kid-speak — inversion becomes 'how would I make SURE it goes wrong?' — same blade, safer handle.
- One child: parent brings one real upcoming family decision and lets the child choose the tool and run it. Real stakes, junior analyst.

- Large co-op: tool relay — each team gets a scenario and sixty seconds to pick a shelf tool and apply it aloud; the room votes on the best fit.
- Reluctant teen: open with a decision THEY are facing (game purchase, job, course) and offer the shelf as leverage, not lecture.

## Evidence of learning (no exam)

Look for three things — Tried (applied one shelf tool to one real decision), Noticed (can name four tools and their jobs), Changed (caught themselves mid-default and switched tools once). 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 9 BADGE — The Thinker · Bronze — The Climb: finished the 30-minute lesson, all five steps. · Silver — The Try: applied one shelf tool to one real decision and reported what changed. · Gold — The Proof: used two different tools on two different decisions OR taught one tool, with an example, to someone outside the lesson. · 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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