

Lesson 10 — The Plain Law Climb

Everyday law · adults, teens near 18 · 30 minutes · one screen, the free game, this page

At a Glance

- Game: The Plain-Language Law Climb (free, no login, plays in the browser) — read.globalsovereignuniversity.org/plain-law-climb.html. Also on the Homeschool hub: globalsovereignuniversity.org/homeschool.
- Ages & time: Everyday law · adults, teens near 18 · 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 is inside contracts right now — a lease, a warranty, a click-through — and almost no one has read them. This lesson makes legal literacy feel like what it is: self-defense in plain English. The game supplies the law without the Latin; you supply the slow reading, because the whole point of plain language is that nobody gets to rush past it.

What the learner will be able to do

- Explain why contracts protect the person who reads them.
- Separate illegal from merely wrong, with one example of each.
- Name when 'get a lawyer' is the right answer — and why knowing that boundary is a skill.
- Read one real agreement they're currently inside and report its strangest sentence.

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 signed a contract this week — probably without reading it. Phone app? Lease? Click-through? What did you agree to?"

Say it like this: make it personal and recent — 'you signed something THIS WEEK.' Phone updates count. The room realizing it signs blind is the lesson's ignition.

Watch for / if it stalls: if someone insists they read everything, ask for the renewal terms of any one subscription they hold. Gently.

2 · Play Together (12 min)

Climb until the group meets a contract question and a rights question; pause on both. Read explanations slowly — plain English about law is the whole point. 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: read the explanations SLOWLY — slower than feels natural. Plain English about law is the product; speed is the old enemy sneaking back in.

3 · The Talk (8 min)

1. Why do contracts protect the person who READS them? 2. What's the difference between what's illegal and what's just wrong? 3. When is the right answer “get a lawyer” — and why is knowing that boundary a skill, not a defeat?

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

- Q1 — contracts are flashlights: they only help the person who turns them on. One real story of a read clause saving money makes this permanent.
- Q2 — illegal versus wrong maps law against conscience; the gap between them is where citizenship lives. Let the room find an example of legal-but-wrong; there are plenty.
- Q3 — knowing the boundary is the win, not a defeat. The skill is triage: handle the small print yourself, hire the surgeon for surgery.

4 · Solo Climb (5 min)

Five questions.

Why solo: legal exposure is individual — your lease, your warranty, your click — so the five solo questions rehearse reading for yourself, by yourself.

5 · The Takeaway (2 min)

“The law belongs to those who can read it.” · Homework: Actually read one agreement you're currently inside — lease, warranty, terms of service — and bring back its strangest sentence.

The badge moment: finishing all five steps earns the Bronze ring of this lesson's badge, The Advocate. 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: their contract is the household rules — have them find one written family rule and argue who it protects.
- One child: parent and teen read the teen's actual phone or game terms together for ten minutes; the strangest sentence found wins.

- Large co-op: bring three real documents (lease, warranty, ToS); teams race to find one obligation, one right, and one strange sentence in each.
- Reluctant teen: open with their own signature — the app they agreed to this month — and the question 'want to know what you promised?'

Evidence of learning (no exam)

Look for three things — Tried (read one real current agreement and reported its strangest sentence), Noticed (can give one example each of illegal versus merely wrong), Changed (stated the get-a-lawyer boundary in their own words). 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 10 BADGE — The Advocate · Bronze — The Climb: finished the 30-minute lesson, all five steps. · Silver — The Try: read one agreement they're currently inside and brought back its strangest sentence. · Gold — The Proof: summarized that agreement's three key obligations in plain English for the household. · 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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