

Lesson 14 — The Sovereign Mind Climb

Fallacies & clear thinking · teens–adult (pairs with the Gauntlet) · 30 minutes · one screen, the free game, this

At a Glance

- Game: The Sovereign Mind Climb (free, no login, plays in the browser) — read.globalsovereignuniversity.org/sovereign-mind-climb.html. Also on the Homeschool hub: globalsovereignuniversity.org/homeschool.
- Ages & time: Fallacies & clear thinking · teens–adult (pairs with the Gauntlet) · 30 minutes · one screen, the free game, this
- Prep (2 min): read the Teaching Creed once, open the game, keep this page beside you. That's the whole setup.

Why this lesson

The first mind to guard is mine — and the guard's training is naming the attackers. This lesson builds a fallacy wall on paper as the climb teaches each named fallacy and bias, then turns the wall inward with the bravest question in the room: which one do YOU commit most? The game supplies the names; you go first on the confession, because a host who owns a fallacy sets every other mind in the room free.

What the learner will be able to do

- Build and keep a personal fallacy wall with at least six named entries.
- Confess their own most-committed fallacy without flinching.
- Explain why intelligence is no vaccine against bias.
- Catch one fallacy in the wild — news, ad, or their own head — and name it.

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)

“Someone changed your mind once — really changed it. How did they do it? Now: when did someone TRY and fail? What was different?”

Say it like this: both halves of the hook matter — the mind that changed AND the attempt that failed. The difference between them is almost always method: evidence offered versus identity attacked.

Watch for / if it stalls: if the room can't recall a real mind-change, that silence is data — ask gently what it would take, and write the answer down for question 3 of the Talk.

2 · Play Together (12 min)

Climb ten questions; keep a “fallacy wall” on paper — every named fallacy or bias the climb teaches gets written up. The wall is the trophy. 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 wall is the trophy — every named fallacy goes up in the learner's handwriting the moment the climb teaches it. Rotate the pen; ownership of the wall is ownership of the lesson.

3 • The Talk (8 min)

1. Which fallacy on the wall do YOU commit most? (Host confesses first — it sets the room free.) 2. Why is the smartest person in the room not the safest from bias? 3. What's the difference between being skeptical and being cynical?

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

- Q1 — host confesses first, by name, with a recent example. Confirmation bias is the honest default; the room will follow your lead exactly as far as you actually go.
- Q2 — smart people are better at DEFENDING beliefs, which makes them better at defending wrong ones. Motivated reasoning runs on horsepower.
- Q3 — skeptical asks for evidence and can be satisfied; cynical refuses evidence and cannot. One is a method, the other a mood. The wall serves the first.

4 • Solo Climb (5 min)

Five questions; add to the wall.

Why solo: five solo questions with wall-adding rights — because the fallacies that matter most are the ones you catch in your own head, with no audience to perform doubt for.

5 • The Takeaway (2 min)

“The first mind to guard is mine.” • Homework: Catch ONE fallacy in the wild this week — news, ad, or your own head — name it, bring it back.

The badge moment: finishing all five steps earns the Bronze ring of this lesson's badge, The Sovereign. 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: three fallacies only — 'everyone's doing it,' 'he's dumb so he's wrong,' 'it's true because I want it' — kid names for the same ancient traps.
- One child: parent and child watch one commercial together and race to name its move first. Two minutes, real ammunition.

- Large co-op: fallacy charades — teams act out a wall entry in a mock argument; the room names it to score.
- Reluctant teen: hand them the wall as a weapon — 'next time you argue with anyone, this list is how you win without raising your voice.'

Evidence of learning (no exam)

Look for three things — Tried (caught one fallacy in the wild and named it), Noticed (can confess their own top fallacy unprompted), Changed (fallacy wall has six-plus entries in their own hand). 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 14 BADGE — The Sovereign · Bronze — The Climb: finished the 30-minute lesson, all five steps. · Silver — The Try: caught one fallacy in the wild — news, ad, or own head — named it, brought it back. · Gold — The Proof: caught one in their OWN reasoning mid-stream and said so out loud (the sovereign act itself). · 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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