

# Lesson 16 — The World Climb

Geography · ages 8–adult, mixed-age friendly · 30 minutes · one screen, the free game, this page

## At a Glance

- Game: The World Climb (free, no login, plays in the browser) — [read.globalsovereignuniversity.org/world-climb.html](http://read.globalsovereignuniversity.org/world-climb.html). Also on the Homeschool hub: [globalsovereignuniversity.org/homeschool](http://globalsovereignuniversity.org/homeschool).
- Ages & time: Geography · ages 8–adult, mixed-age friendly · 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

Geography is the stage; history is the play — and a learner who can find the stage stops being a stranger to the story. This lesson keeps a map or globe under every answer: finger-find each place the climb mentions, because touch turns trivia into territory. The game supplies the world; you keep fingers on the map, and the clothing-tag hook proves the room was wearing a map all along.

## What the learner will be able to do

- Finger-find every place today's climb mentions, on a real map.
- Explain why most great cities sit on water.
- Connect a country's geography to what it grows, sells, and fears.
- Trace one real meal to three countries by its ingredients.

## 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)

**"Everything you're wearing — where was it made? Check three tags. We're all wearing a map."**

*Say it like this: actually check the tags — three of them, out loud. Bangladesh, Vietnam, Honduras on your own collar beats any opening lecture about 'our connected world.'*

*Watch for / if it stalls: if all tags say one country, that's a finding too — ask why so much of the world's clothing comes from THERE. (The answer is geography plus economics, which is the whole lesson.)*

### 2 · Play Together (12 min)

**Climb ten questions with a map or globe visible if you have one (a phone map works); finger-find every place the climb mentions — touch turns trivia into territory. 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:* no place gets mentioned without a finger landing on it — phone map counts. The youngest player holds map duty; rotate if the room is big.

### 3 • The Talk (8 min)

**1. Why are most great cities on water? 2. How does geography decide what a country grows, sells, and fears? 3. Which place from today's climb would you visit — and what would you ask the first person you met?**

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

- Q1 — water is roads, food, and power before it's scenery. A learner who says 'rivers were the first highways' has the engine of the answer.
- Q2 — pick one country the climb visited and run the chain aloud: this terrain → this crop → this export → this worry. Geography as cause, not trivia.
- Q3 — the would-visit question makes the map personal; the would-ask question makes it human. Both answers are worth hearing fully.

### 4 • Solo Climb (5 min)

**Five questions; the youngest players get the map duty.**

*Why solo:* map duty goes to the youngest on purpose — the child who finds the places owns the places, and ownership at eight outlasts memorization at eighteen.

### 5 • The Takeaway (2 min)

**“Geography is the stage; history is the play.” • Homework: Trace one meal this week to three countries via its ingredients.**

*The badge moment:* finishing all five steps earns the Bronze ring of this lesson's badge, The Navigator. 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 / early reader (8-10): map duty IS their lesson — finding beats answering at this age, and they're better at it than the adults.
- One child: parent names a place from their own life story (born, served, worked) and the child must find it — family history as geography.

- Large co-op: two teams, one map race per climb question — first finger on the correct place scores alongside the correct answer.
- Reluctant teen: start from their interests' supply chain — where their sneakers, games, or coffee actually come from. Their own stuff is the map.

## Evidence of learning (no exam)

Look for three things — Tried (traced one meal to three countries by ingredients), Noticed (can run one terrain-to-export chain for a real country), Changed (found every climb location on the map without help). 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 16 BADGE — The Navigator · Bronze — The Climb: finished the 30-minute lesson, all five steps. · Silver — The Try: traced one real meal to three countries via its ingredients. · Gold — The Proof: presented the trace — meal, map, three fingers on three countries — to the group or family. · 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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