

Give Your Kids a Competitive Edge!

52 Teams of 8 Helped Make Humanity Great



Free Easy
Motivational
Education
Encourages & Entertains
To Be Wiser & Kinder
EBME
@Stop2Think.com

Free Easy
Math Wisdom
with Octo-Repetition
Grows Math Self-Confidence
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Do
Their
Future a
Favor!

Free Easy
Reading Faster
Timed Repetitive Practice
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Free Easy
Alpha Coded
Cypher Puzzles
Grow Self-Confidence
@Stop2Think.com

Little deeds are like little seeds,
they grow to flowers or to weeds.

Daniel D. Palmer 1845 - 1918

Plant Seeds of Wisdom to Grow S.T.E.M. Jobs

StudentsFindYourWhy.com

Team 1 of 52 Teams (Sample)

1st Grade thru College Freshmen and Graduate

Learning to read "**See Spot run**" might be fun... but couldn't learning to read "**Good, better, best, never let it rest, till your good is better and your better is best.**" do their future a favor planting seeds for success? It even has a nice memorable rhythm when repeated.



Motivational Education helps teach the Alphabet, Numbers, Sentences and Phrases using Classic Antique Wisdoms that Have Passed the Test of Time to Encourage, Educate and Entertain Generations for Centuries!

Easy Alpha Cypher Puzzles

Teach Letters+Numbers+Words+Phrases

Use the CODE KEY below to decypher the Antique Wisdom below. (Clue: E is always E)

Upper Case	>	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
Code Key	>	C	y	p	h	e	r	W	i	s	d	o	m	V	a	u	l	t	z
Lower Case	>	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r

Upper Case	>	S	T	U	V	W	X	Y	Z	1	2	3	4	5	6	7	8	9	0
Code Key	>	x	q	n	k	j	g	f	b	1	2	3	4	5	6	7	8	9	0
Lower Case	>	s	t	u	v	w	x	y	z	1	2	3	4	5	6	7	8	9	0

Wuuh, yeqqez, yexq. Aekez meq sq zexq, qsmm
funz wuuh sx yeqqez cah funz yeqqez sx yexq.

Xq. Dezuve 347 CH - 420 CH

-----, -----, -----, -----

____._____.347 ____-420 ____

This Quote Answer and details can be found @
1.1.AntiqueWisdom.com

How Wise Are You?

Can You Decode this Antique Social Wisdom that has Passed the Test of Time to Encourage, Educate or Entertain Generations for Centuries?

Use the Code Key below to decypher this Antique Wisdom (Clue: E is always E)

Upper Case	>	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
Code Key	>	C	y	p	h	e	r	W	i	s	d	o	m	V	a	u	l	t	z
Lower Case	>	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r

Upper Case	>	S	T	U	V	W	X	Y	Z	1	2	3	4	5	6	7	8	9	0
Code Key	>	x	q	n	k	j	g	f	b	1	2	3	4	5	6	7	8	9	0
Lower Case	>	s	t	u	v	w	x	y	z	1	2	3	4	5	6	7	8	9	0

Sr fun jcaq qu msrq funzxemr
nl, msrq nl xuveuae emxe.

Yuuoiez Q. Jcxisawqua 1856 - 1915

---/-----'
-----·----- 1856 - 1915

This Quote Answer and details can be found @
1.2.AntiqueWisdom.com

Easy Alpha Cypher Puzzles

Teach Letters+Numbers+Words+Phrases

Use the Code Key below to decypher this Antique Wisdom (Clue: E is always E)

Upper Case	>	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
Code Key	>	C	y	p	h	e	r	W	i	s	d	o	m	V	a	u	l	t	z
Lower Case	>	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r

Upper Case	>	S	T	U	V	W	X	Y	Z	1	2	3	4	5	6	7	8	9	0
Code Key	>	x	q	n	k	j	g	f	b	1	2	3	4	5	6	7	8	9	0
Lower Case	>	s	t	u	v	w	x	y	z	1	2	3	4	5	6	7	8	9	0

Sq sx aekez quu mcqe qu ye
jicq fun vswiq icke yeea.

Weuzwe Emsuq 1819 - 1880

-----'
----- 1819 - 1880

This Quote Answer and details can be found @
1.3.AntiqueWisdom.com

How Wise Are You?

Can You Decode this Antique Social Wisdom that has Passed the Test of Time to Encourage, Educate or Entertain Generations for Centuries?

Use the Code Key below to decypher this Antique Wisdom (Clue: E is always E)

Upper Case	>	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
Code Key	>	C	y	p	h	e	r	W	i	s	d	o	m	V	a	u	l	t	z
Lower Case	>	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r

Upper Case	>	S	T	U	V	W	X	Y	Z	1	2	3	4	5	6	7	8	9	0
Code Key	>	x	q	n	k	j	g	f	b	1	2	3	4	5	6	7	8	9	0
Lower Case	>	s	t	u	v	w	x	y	z	1	2	3	4	5	6	7	8	9	0

le jiu oaujx qicq eaunwi sx
eaunwi jsmm cmjcfx icke eaunwi.
Mcu Qbn 601 YP - 531 YP

-----.
 601 __ - 531 __

This Quote Answer and details can be found @
1.4.AntiqueWisdom.com

Easy Alpha Cypher Puzzles

Teach Letters+Numbers+Words+Phrases

Use the Code Key below to decypher this Antique Wisdom (Clue: E is always E)

Upper Case	>	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
Code Key	>	C	y	p	h	e	r	W	i	s	d	o	m	V	a	u	l	t	z
Lower Case	>	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r

Upper Case	>	S	T	U	V	W	X	Y	Z	1	2	3	4	5	6	7	8	9	0
Code Key	>	x	q	n	k	j	g	f	b	1	2	3	4	5	6	7	8	9	0
Lower Case	>	s	t	u	v	w	x	y	z	1	2	3	4	5	6	7	8	9	0

Jzsqe funz sadnzsex sa
hnxq, funz yeasersqx sa vczyme.
Yeadcvsa Rzcaomsa 1706 - 1790

-----, -----
----- 1706 - 1790

This Quote Answer and details can be found @
1.5.AntiqueWisdom.com

How Wise Are You?

Can You Decode this Antique Social Wisdom that has Passed the Test of Time to Encourage, Educate or Entertain Generations for Centuries?

Use the Code Key below to decypher this Antique Wisdom (Clue: E is always E)

Upper Case	>	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
Code Key	>	C	y	p	h	e	r	W	i	s	d	o	m	V	a	u	l	t	z
Lower Case	>	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r

Upper Case	>	S	T	U	V	W	X	Y	Z	1	2	3	4	5	6	7	8	9	0
Code Key	>	x	q	n	k	j	g	f	b	1	2	3	4	5	6	7	8	9	0
Lower Case	>	s	t	u	v	w	x	y	z	1	2	3	4	5	6	7	8	9	0

Weasn^x yewsax wzecq juzox;
mcyuz cmuae rsasxiex qiev.
Duxeli Dunyezq 1754 - 1824

-----;

-----.

----- 1754 - 1824

This Quote Answer and details can be found @
1.6.AntiqueWisdom.com

Teach Letters+Numbers+Words+Phrases

Use the Code Key below to decypher this Antique Wisdom (Clue: E is always E)

Upper Case	>	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
Code Key	>	C	y	p	h	e	r	W	i	s	d	o	m	V	a	u	l	t	z
Lower Case	>	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r

Upper Case	>	S	T	U	V	W	X	Y	Z	1	2	3	4	5	6	7	8	9	0
Code Key	>	x	q	n	k	j	g	f	b	1	2	3	4	5	6	7	8	9	0
Lower Case	>	s	t	u	v	w	x	y	z	1	2	3	4	5	6	7	8	9	0

**Eglezseape sx uae qisaw
fun pca'q weq ruz auqisaw.
Uxpcz Jsmhe 1854 - 1900**

1854 - 1900

This Quote Answer and details can be found @
1.7.AntiqueWisdom.com

How Wise Are You?

Can You Decode this Antique Social Wisdom that has Passed the Test of Time to Encourage, Educate or Entertain Generations for Centuries?

Use the Code Key below to decypher this Antique Wisdom (Clue: E is always E)

Upper Case	>	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
Code Key	>	C	y	p	h	e	r	W	i	s	d	o	m	V	a	u	l	t	z
Lower Case	>	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r

Upper Case	>	S	T	U	V	W	X	Y	Z	1	2	3	4	5	6	7	8	9	0
Code Key	>	x	q	n	k	j	g	f	b	1	2	3	4	5	6	7	8	9	0
Lower Case	>	s	t	u	v	w	x	y	z	1	2	3	4	5	6	7	8	9	0

Sq huex auq vcqqez iuj xmujmf fun
wu cx muaw cx fun hu auq xqul.
Puarnpsnx 551 YP - 479 YP

----- 551 ____ - 479 ____

This Quote Answer and details can be found @
1.8.AntiqueWisdom.com

EasyMathWisdom.com

Help Build Your Child's Math and Social Self Confidence with Easy Math Repetition and Antique Social Wisdoms that have Encouraged, Educated Or Entertained Successful Adults for Generations.

Math is the basis of all Science, Technology, Engineering and Mechanical Careers, as well As being important in many well paying jobs.

Plant Seeds of Wisdom to Grow S.T.E.M. Jobs!

Social Wisdoms

**Pretty Witty Words of Wisdom
that Have Passed the Test of Time
to be Quoted and Shared for Centuries!**

Easy Math to Build Confidence

**Years Lived (Birth Year to Final Year) x8
+ Years Since Birth (Birth Year to This Year) x8
+ Years Gone (Final Year to This Year) x8
+ 52 Teams of 8 Helped Make Us All Great
+ Repetition Helps Build Self-Confidence**

Quotee History

**Each Team Member is Famous for What
They Said or Did that Had an Impact on
Society and History for Generations**

FreeEasyMathWisdom.com

**52 Teams of 8 Historical Quotees give Octo-Repetition
of Age Calculations for [Math Confidence](#) and Antique
Wisdom for [Social Confidence](#) that May
[GuideALife.com](#)**

Plant Seeds of Wisdom to Grow S.T.E.M. Jobs with... A Bit of Wisdom, a Dash of History and a Bunch of Easy Math!



What does this Bit of Wisdom mean to you? _____

How Old was he or she? ____ Years since their First Yr/Last Yr? ____ / ____

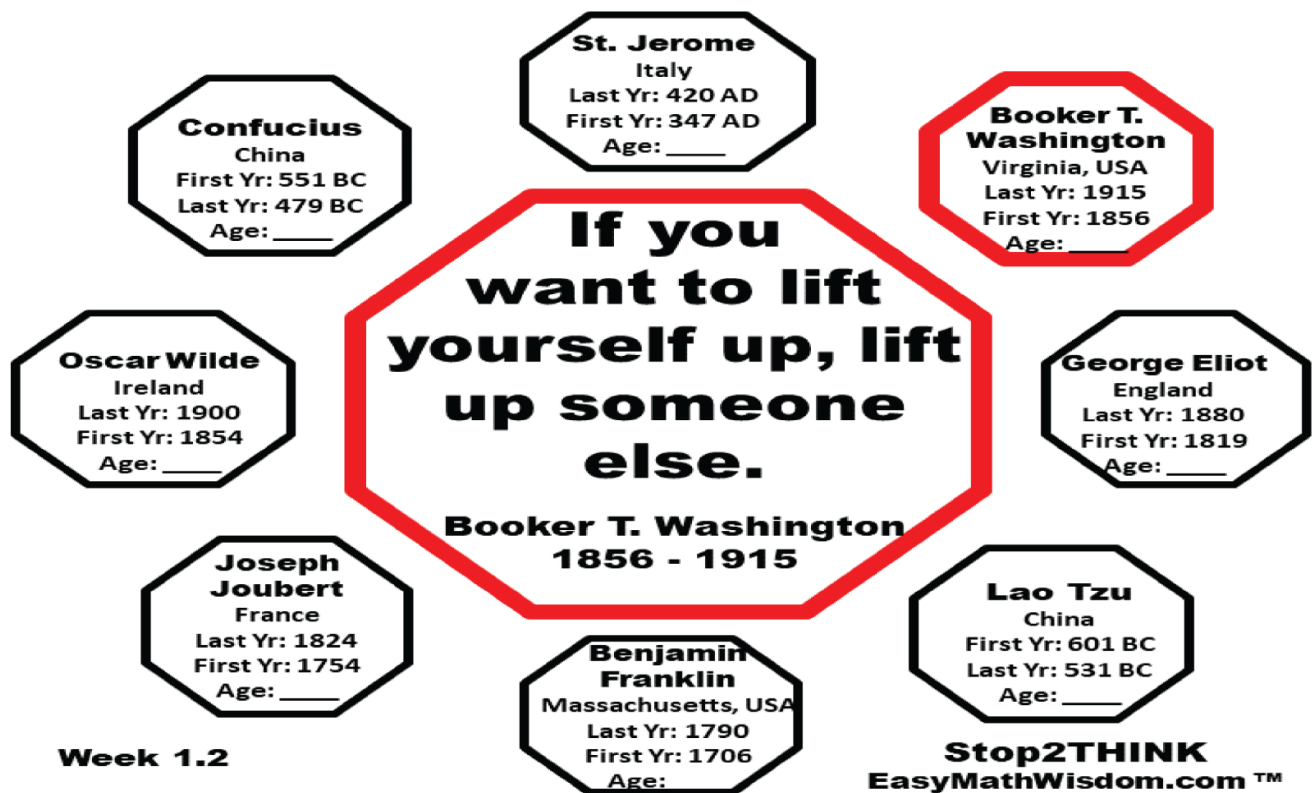
Add Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

Avg Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

All Ages added up? ____ Average Age on team? ____ Avg Age Oldest + Youngest? ____



Plant Seeds of Wisdom to Grow S.T.E.M. Jobs with... A Bit of Wisdom, a Dash of History and a Bunch of Easy Math!



What does this Bit of Wisdom mean to you? _____

How Old was he or she? ____ Years since their First Yr/Last Yr? ____ / ____

Add Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

Avg Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

All Ages added up? ____ Average Age on team? ____ Avg Age Oldest + Youngest? ____



Plant Seeds of Wisdom to Grow S.T.E.M. Jobs with... A Bit of Wisdom, a Dash of History and a Bunch of Easy Math!

**It is
never too late
to be what you
might have
been.**

**George Eliot
1819 - 1880**

Confucius
China
First Yr: 551 BC
Last Yr: 479 BC
Age: ____

St. Jerome
Italy
Last Yr: 420 AD
First Yr: 347 AD
Age: ____

Booker T. Washington
Virginia, USA
Last Yr: 1915
First Yr: 1856
Age: ____

George Eliot
England
Last Yr: 1880
First Yr: 1819
Age: ____

Lao Tzu
China
First Yr: 601 BC
Last Yr: 531 BC
Age: ____

Benjamin Franklin
Massachusetts, USA
Last Yr: 1790
First Yr: 1706
Age: ____

Joseph Joubert
France
Last Yr: 1824
First Yr: 1754
Age: ____

Oscar Wilde
Ireland
Last Yr: 1900
First Yr: 1854
Age: ____

Week 1.3 **Stop2THINK**
EasyMathWisdom.com™

What does this Bit of Wisdom mean to you? _____

How Old was he or she? ____ Years since their First Yr/Last Yr? ____ / ____

Add Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

Avg Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

All Ages added up? ____ Average Age on team? ____ Avg Age Oldest + Youngest? ____



Plant Seeds of Wisdom to Grow S.T.E.M. Jobs with... A Bit of Wisdom, a Dash of History and a Bunch of Easy Math!

**He who
knows that
enough is
enough will
always have
enough.**

Lao Tzu
601 BC - 531 BC

St. Jerome
Italy
Last Yr: 420 AD
First Yr: 347 AD
Age: ____

Booker T. Washington
Virginia, USA
Last Yr: 1915
First Yr: 1856
Age: ____

George Eliot
England
Last Yr: 1880
First Yr: 1819
Age: ____

Lao Tzu
China
First Yr: 601 BC
Last Yr: 531 BC
Age: ____

Benjamin Franklin
Massachusetts, USA
Last Yr: 1790
First Yr: 1706
Age: ____

Joseph Joubert
France
Last Yr: 1824
First Yr: 1754
Age: ____

Oscar Wilde
Ireland
Last Yr: 1900
First Yr: 1854
Age: ____

Confucius
China
First Yr: 551 BC
Last Yr: 479 BC
Age: ____

Week 1.4

Stop2THINK
EasyMathWisdom.com™

What does this Bit of Wisdom mean to you? _____

How Old was he or she? ____ Years since their First Yr/Last Yr? ____ / ____

Add Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

Avg Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

All Ages added up? ____ Average Age on team? ____ Avg Age Oldest + Youngest? ____



Plant Seeds of Wisdom to Grow S.T.E.M. Jobs with... A Bit of Wisdom, a Dash of History and a Bunch of Easy Math!

**Write
your injuries
in dust, your
benefits in
marble.**

**Benjamin Franklin
1706 - 1790**

Confucius
China
First Yr: 551 BC
Last Yr: 479 BC
Age: ____

St. Jerome
Italy
Last Yr: 420 AD
First Yr: 347 AD
Age: ____

Booker T. Washington
Virginia, USA
Last Yr: 1915
First Yr: 1856
Age: ____

George Eliot
England
Last Yr: 1880
First Yr: 1819
Age: ____

Lao Tzu
China
First Yr: 601 BC
Last Yr: 531 BC
Age: ____

Joseph Joubert
France
Last Yr: 1824
First Yr: 1754
Age: ____

Oscar Wilde
Ireland
Last Yr: 1900
First Yr: 1854
Age: ____

Benjamin Franklin
Massachusetts, USA
Last Yr: 1790
First Yr: 1706
Age: ____

Week 1.5

Stop2THINK
EasyMathWisdom.com™

What does this Bit of Wisdom mean to you? _____

How Old was he or she? ____ Years since their First Yr/Last Yr? ____ / ____

Add Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

Avg Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

All Ages added up? ____ Average Age on team? ____ Avg Age Oldest + Youngest? ____



Plant Seeds of Wisdom to Grow S.T.E.M. Jobs with... A Bit of Wisdom, a Dash of History and a Bunch of Easy Math!



What does this Bit of Wisdom mean to you? _____

How Old was he or she? ____ Years since their First Yr/Last Yr? ____ / ____

Add Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

Avg Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

All Ages added up? ____ Average Age on team? ____ Avg Age Oldest + Youngest? ____



Plant Seeds of Wisdom to Grow S.T.E.M. Jobs with... A Bit of Wisdom, a Dash of History and a Bunch of Easy Math!



What does this Bit of Wisdom mean to you? _____

How Old was he or she? ____ Years since their First Yr/Last Yr? ____ / ____

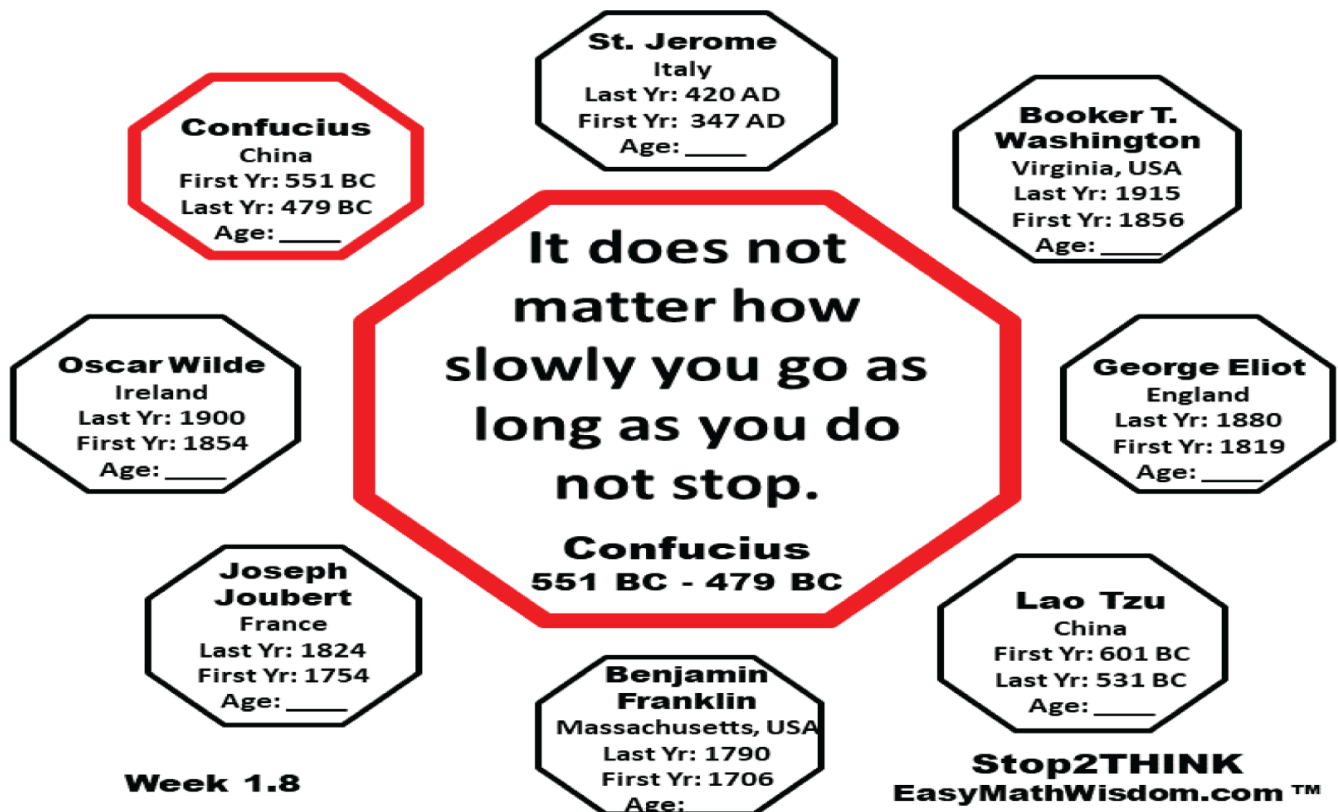
Add Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

Avg Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

All Ages added up? ____ Average Age on team? ____ Avg Age Oldest + Youngest? ____



Plant Seeds of Wisdom to Grow S.T.E.M. Jobs with... A Bit of Wisdom, a Dash of History and a Bunch of Easy Math!



What does this Bit of Wisdom mean to you? _____

How Old was he or she? ____ Years since their First Yr/Last Yr? ____ / ____

Add Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

Avg Ages: #1+#2= ____ #3+#4= ____ #5+#6= ____ #7+#8= ____ #?+#?= ____

All Ages added up? ____ Average Age on team? ____ Avg Age Oldest + Youngest? ____



Easy Math Weekly Team Worksheet

One way to Grow Math Self-Confidence quickly is with the Octo-Rep process, where you start with just the age equations around each quote on the team. You'll do those age calculations 8 times for 8 team members. DON'T COPY the answers to the next page... Earn the Confidence!

Do the Easy 2-digit Age equations (which are actually 4 digit math but since we're focused on 2 digit ages, you'll get 4 digit confidence) and notice the confidence that comes with their improved speed calculating those last few team member pages. Use a timer to compare team age calculation. Then go back and do the rest of the math equations below each team member quote.

Use the Team age worksheet below to practice adding the same ages in different order for additional math confidence building success.

Team Ages	Team Ages	Team Ages	Team Ages	Team Ages	Team Ages	Team Ages	Team Ages
1	2	3	4	5	6	7	8
2	3	4	5	6	7	8	1
3	4	5	6	7	8	1	2
4	5	6	7	8	1	2	3
5	6	7	8	1	2	3	4
6	7	8	1	2	3	4	5
7	8	1	2	3	4	5	6
8	1	2	3	4	5	6	7
total	total	total	total	total	total	total	total

0|||||10|||||20|||||30|||||40|||||50|||||60|||||70|||||80|||||90|||||100

EasyMathWisdoms.com
Plant Seeds of Wisdom to Grow S.T.E.M. Jobs!

Find Your Why in 52 Teams of 8 Rival Wisdoms

Plant Seeds of Wisdom to Grow S.T.E.M. Jobs!



Reading Faster Practice

With Team Samples of...

Easy Math Wisdom and Easy Alpha Cypher Workbooks

Reading Faster WPM Practice instructions – Printed use

- For Each Team of 8 Quotes, Set a 10-second timer and just read the quotes for now. Save the Author and Dates for later.

- Reading Speed is based on How Many Words Per Minute (WPM) You Read with Comprehension.



- Between each Quote is the WPM#. Since You should Stop Reading when the 10-sec timer goes off, we just multiply the # of words read starting with Quote#1 up till the end of last Quote you fully read for your personal Words Per Minute count.

- This will change for each quote and team, due to quote length.
- Repetition is How We All Learn, So Practice Makes You Better!
- Best if Read Out Loud for Retention.

Average Reading Speed by Age and Grade Level...

<u>Grade + Age</u>	<u>Words-Per-Minute (WPM)</u>
1 st Grade Age 6-7	53 – 111 wpm
2 nd Grade Age 7-8	89 – 149 wpm
3 rd Grade Age 6-7	107 – 162 wpm
6 th –8 th Grade Age 11-14	150 – 204 wpm
High School Age 14-18	200 – 300 wpm
College Age 18-23	300 – 350 wpm
Adults	220 – 350 wpm

SpeedReadingPractice.com
Timed Videos with Music

A Bit of Wisdom, a Dash of History and a Bunch of Easy Math Helps Make Us All Wiser and Kinder!

How Many Words Per Minute can You Read in 10-seconds? (No Name + Dates)

WPM=102

Good, Better, Best. Never Let it Rest, till your Good is Better and Your Better is Best.

St. Jerome
347 AD - 420 AD

WPM=168

If you want to lift yourself up, lift up someone else.

Booker T. Washington
1856 - 1915

WPM=240

It is never too late to be what you might have been.

George Eliot
1819 - 1880

WPM=552

Genius begins great works; labor alone finishes them.

Joseph Joubert
1754 - 1824

WPM=462

Experience is one thing you can't get for nothing.

Oscar Wilde
1854 - 1900

WPM=408

It does not matter how slowly you go as long as you do not stop.

Confucius
551 BC - 479 BC

WPM=360

Write your injuries in dust, your benefits in marble.

Benjamin Franklin
1706 - 1790

WPM=306

He who knows that enough is enough will always have enough.

Lao Tzu
601 BC - 531 BC

Team 1 of 52
Teams of 8
Rival Wisdoms
Helped Make Humanity Great!

Stop 2Think .com

Faster Reading Skills May Help You in School and Business... Do Your Future a Favor By Learning from the Past!

Making America Wiser and Kinder:
8 Timeless Wisdoms for Your Journey

**Wisdom, Wisdom
that's the Test...
Which Wisdom
Quote is Best?**



**Quotes Defined
by Claude Ai**

1.1 "Good, Better, Best. Never Let it Rest, till your Good is Better and Your Better is Best." - St. Jerome



St. Jerome was a Latin priest and historian, known for his translation of the Bible into Latin, and his commentaries on the Gospels.

1st Grade definition:

1.1 St. Jerome's Quote: "Always try to get better! If you're good at something, practice to be better. If you're better, keep going until you're the best you can be!" *It's like learning to ride a bike - first you wobble, then you ride okay, then you get really good!*

2nd Grade definition:

St. Jerome (The Always-Getting-Better Coach): Every day, try to be a tiny bit better! If you shared one cookie yesterday, maybe share two today. Never stop growing!

3rd Grade definition:

1.1 St. Jerome's Quote: "Never stop improving! If you're good at something, work to become better. Once you're better, keep going until you're the best you can possibly be!" *Think about learning multiplication - first you learn 2s, then 5s, then all the way to 12s. You don't stop at "pretty good"!*

4th Grade definition:

1.1 St. Jerome's Quote (Ancient Rome, 347-420 AD): "Never settle for 'good enough.' Keep pushing yourself to improve until you reach your absolute best!" *Think about your writing skills - first your sentences are good, then they become better with practice, and eventually you're writing amazing stories. The key is never stopping that improvement cycle.*

5th Grade definition:

1.1 St. Jerome's Quote (Ancient Roman Scholar, 347-420 AD): "Never settle for 'good enough.' Keep pushing yourself through three stages: good → better → best, and never stop improving!" *Think about your writing skills - first you write decent paragraphs (good), then you add better vocabulary and structure (better), finally you craft compelling essays that move people (best). But even then, keep refining!*

6th Grade definition:

1.1 St. Jerome's Quote (Ancient scholar who translated the Bible, 347-420 AD): "Never settle for 'good enough.' Life is an endless leveling-up game: good → better → best → legendary!" *Imagine your skills like a video game with infinite levels. Your essay is good? Make it better with stronger arguments. Now it's better? Make it best with perfect examples. Hit best? Find a new level no one's reached before!*

7th Grade definition:

1.1 St. Jerome's "Good, Better, Best" This means never settle for "okay." Always keep improving yourself, like leveling up in a game. If you're good at something, work to be better. If you're better, aim for your best. It's about constant growth, not perfection.

8th Grade definition:

1.1 St. Jerome's "Good, Better, Best" (347-420 AD) This isn't about perfectionism—it's about momentum. Jerome is saying that improvement should become a habit, not a chore. Think of it like your favorite video game: you don't stop playing once you beat a level; you keep going because getting better is actually fun. In real life, this means your current "personal best" is just tomorrow's starting point.

9th Grade definition:

St. Jerome's "Good, Better, Best" (347-420 AD) Jerome spent 30 years translating the Bible, constantly revising his work. His insight revolutionizes how we think about success: Excellence isn't a destination you reach—it's a direction you maintain. Think of yourself as iOS or Android: you need constant updates to remain relevant. Version 2.0 of you makes 1.0 obsolete, but 3.0 is already in development. This isn't exhausting—it's liberating. You're never "stuck" being who you were yesterday.

10th Grade definition:

This is about rejecting complacency. Jerome, who translated the Bible into Latin, understood that meaningful work requires constant refinement. It's not about perfectionism that paralyzes you - it's about continuous evolution. Think of your favorite athlete or musician: they didn't stop practicing once they got "good." This mindset transforms mediocrity into excellence.

11th Grade definition:

Jerome spent 30 years translating the Bible into Latin, constantly revising his work. He understood that excellence isn't a destination - it's a perpetual journey. This isn't toxic perfectionism that paralyzes; it's healthy ambition that mobilizes. Think of it like updating your phone's OS - each version improves on the last. Your

SAT score, your relationships, your character - everything can be optimized. Complacency is the enemy of greatness.

12th Grade definition:

Jerome spent 30 years translating the Bible into Latin, constantly revising his work. He understood that excellence is a process, not a product. As you finalize college applications, this isn't about toxic perfectionism that paralyzes - it's about iterative excellence that mobilizes. Your Common App essay? Version 8.0 might unlock your future. Your leadership style? Always in beta. Your character? Perpetual upgrade mode. Plateaus are death by comfort.

HS Graduate Non-College Bound:

Jerome spent 30 years perfecting his Bible translation. He knew excellence isn't about fancy degrees - it's about mastering whatever you're doing. Starting at McDonald's? Be good at taking orders, then better at the grill, then best shift manager they've seen. Working construction? Good at carrying materials, better at framing, best at finishing work. Every job has levels. While others complain about the work, you're leveling up. That's how \$12/hour becomes \$25/hour becomes owning your own business.

College Freshmen:

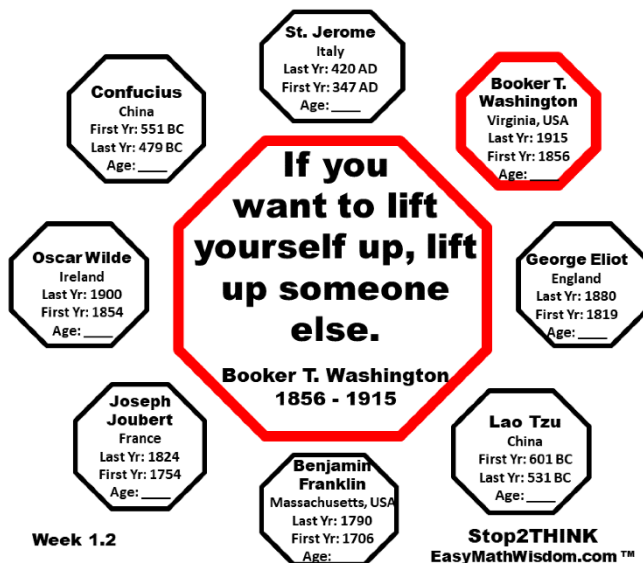
1.1 - St. Jerome's Excellence Formula "Good, Better, Best. Never Let it Rest..." This is about continuous improvement – not perfectionism, but progress. Jerome is saying: Don't settle. Keep leveling up. In college terms: that B+ paper? Make it an A-. That A-? Push for the A. It's about momentum, not pressure.

College Graduate:

Jerome spent 30 years translating the Bible into Latin, constantly revising his work. As a college graduate entering the workforce, this isn't about toxic hustle culture - it's about compound improvement. Your entry-level performance? Make it mid-level quality. Your side project? Make it your startup. Your network?

Always expanding. In a job market where the average person changes careers 5-7 times, continuous improvement isn't optional - it's survival. The degree got you in the door; this principle keeps you climbing.

1.2 "If you want to lift yourself up, lift up someone else." - Booker T. Washington



Booker Taliaferro Washington was an American educator, author, orator, and adviser to multiple presidents of the United States. He was a leader in the African American community.

1st Grade definition:

"When you help other people, you help yourself too!" *It's like when you share your crayons - you make a friend happy AND you get to color together!*

2nd Grade definition:

Booker T. Washington (The Helping-Hands Coach): When you help a friend tie their shoes or read a hard word, you BOTH become stronger and happier!

3rd Grade definition:

1.2 Booker T. Washington's Quote: "The best way to help yourself succeed is by helping others succeed too!" *It's like being study buddies - when you help your friend understand fractions, you get better at them too!*

4th Grade definition:

1.2 Booker T. Washington's Quote (American Educator, 1856-1915): "The secret to success is helping others succeed. When you boost someone else up, you rise too!" *It's like being on a seesaw - when you help lift your partner's side, your position changes too. In group projects, when you help struggling teammates, the whole group wins.*

5th Grade definition:

1.2 Booker T. Washington's Quote (Born into slavery, became influential educator, 1856-1915): "The secret to your own success is helping others succeed. When you boost someone else up, you rise too." *It's like a group project - when you help your struggling teammate understand the material, you learn it better yourself AND your whole team succeeds.*

6th Grade definition:

1.2 Booker T. Washington's Quote (Born enslaved, became legendary educator, 1856-1915): "The secret cheat code to success: When you boost others up, you automatically rise too." *It's like a multiplayer game where helping your teammate get stronger makes the whole team - including you - more powerful. In real life, teaching someone math helps you master it even better.*

7th Grade definition:

1.2 Booker T. Washington's "Lift Someone Else" Want to succeed? Help others succeed too. When you tutor a classmate, you both get smarter. When you help your community, you rise with it. Success isn't a solo sport - it's a team effort.

8th Grade definition:

1.2 Booker T. Washington's "Lift Someone Else" (1856-1915) Washington discovered a paradox: the best way up is to help others up. Born into slavery, he became one of America's most influential educators by creating opportunities for others. When you tutor a struggling classmate, you reinforce your own knowledge. When you help build your community, you create a better place for yourself to live. Success isn't a zero-sum game.

9th Grade definition:

1.2 Booker T. Washington's "Lift Yourself by Lifting Others" (1856-1915) Born into slavery, Washington built Tuskegee Institute and became America's most influential Black leader of his era. His discovery defies conventional logic: in a world that preaches "climb the ladder," Washington found the ladder extends downward. When you pull others up, physics demands you rise. It's social gravity reversed—helping others succeed creates an updraft that lifts everyone.

10th Grade definition:

Washington, born into slavery and becoming one of America's most influential educators, discovered a paradox: helping others succeed is the fastest way to succeed yourself. When you tutor someone in math, you master the material. When you help someone feel included, you build your own network. Success isn't a zero-sum game - it multiplies when shared.

11th Grade definition:

Washington, born enslaved and becoming one of America's most influential educators, discovered success's paradox: helping others succeed is the fastest route to your own success. When you tutor someone in calculus, you master it yourself. When you help someone network, your network expands. When you boost someone's confidence, yours grows. It's social physics - lifting requires pushing down, which pushes you up.

12th Grade definition:

Washington, born into slavery and becoming one of America's most influential educators, discovered success's paradox: helping others succeed accelerates your own rise. When you edit someone's college essay, you master writing. When you teach calculus, you internalize it. When you mentor freshmen, you develop leadership. It's social physics - lifting requires pushing down, which propels you up. Success isn't zero-sum; it's exponential when shared.

HS Graduate Non-College Bound:

Washington was born a slave, couldn't read, but built a university. His secret? Every person he taught became his advocate. Train the new guy right? He'll recommend you for promotion. Help a coworker with their English? They'll bring you into their business. Share your overtime hours? Someone will share an opportunity. Success isn't climbing a ladder alone - it's building an elevator that takes everyone up.

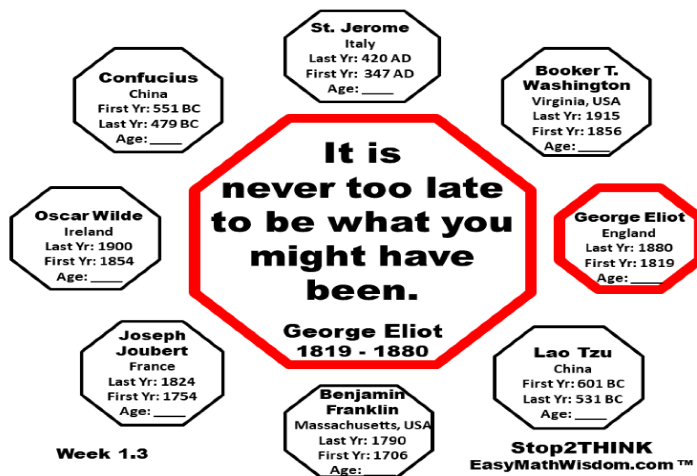
College Freshmen:

1.2 - Booker T. Washington's Elevation Principle "If you want to lift yourself up, lift up someone else" Washington discovered the ultimate life hack: helping others helps you. When you tutor a struggling classmate, you master the material better. When you volunteer, you build networks and skills. Success isn't a solo sport.

College Graduate:

Washington, born into slavery and becoming one of America's most influential educators, discovered career advancement's hidden algorithm: helping others succeed accelerates your own rise. Mentoring the new hire makes you management material. Sharing opportunities expands your network exponentially. In the gig economy where relationships trump resumes, every person you lift becomes a node in your success network. LinkedIn isn't about collecting connections; it's about creating mutual elevation.

1.3 "It is never too late to be what you might have been." - George Eliot



Mary Ann Evans, known by her pen name George Eliot, was an English novelist, poet, journalist, translator and one of the leading writers of the Victorian era.

1st Grade definition:

1.3 George Eliot's Quote: "It's never too late to try something new or become who you want to be!" *Even grown-ups can learn new things, just like how grandpa can still learn to use a tablet!*

2nd Grade definition:

George Eliot (The It's-Never-Too-Late Coach): "It is never too late to be what you might have been." *For 2nd graders:* Even if you were grumpy yesterday, you can choose to be kind today. Every day is a new chance!

3rd Grade definition:

1.3 George Eliot's Quote: "No matter how old you are, you can still become the person you've always wanted to be!" *Even if you're in 3rd grade or 83 years old, you can still learn to play piano if that's your dream!*

4th Grade definition:

1.3 George Eliot's Quote (British Author, 1819-1880): "No matter your age or past mistakes, you can always become the person you've dreamed of being." *Even if you were the class troublemaker in 3rd grade, you can become the class leader in 4th grade. Your future isn't locked in!*

5th Grade definition:

1.3 George Eliot's Quote (Female author in male-dominated era, 1819-1880): "Your past doesn't define your future. No matter your age or previous failures, you can still become who you've always dreamed of being." *Maybe you were the class clown last year, but you can become the class leader this year. Your story isn't finished!*

6th Grade definition:

1.3 George Eliot's Quote (Mary Ann Evans - female writer who had to hide her identity, 1819-1880): "Your past is just your backstory - you can become a completely different character anytime you choose." *Failed at sports last year? You can become an athlete this year. Were you shy in 5th grade? You can be confident in 6th. Your character arc is still being written!*

7th Grade definition:

1.3 George Eliot's "Never Too Late" Don't give up on your dreams because you think you missed your chance. Every day is a new opportunity to become who you want to be. Your future isn't written in stone - you're still writing it.

8th Grade definition:

1.3 George Eliot's "Never Too Late" (1819-1880) Mary Ann Evans (George Eliot's real name) didn't publish her first novel until she was 40, in an era when women writers used male pseudonyms. She's proof that your timeline doesn't define your potential. Whether you're 14 or 40, every day offers a chance to redirect your story.

9th Grade definition:

1.3 George Eliot's "Never Too Late" (1819-1880) Mary Ann Evans became "George Eliot" at 37, publishing her first novel at 40 in an era when women writers hid behind male names. Her truth destroys the myth of "missed chances." Your biography isn't written in stone—it's written in pencil, and you hold the eraser. Every sunrise is a blank page. Your past explains you but doesn't define you.

10th Grade definition:

Mary Ann Evans wrote under the pen name "George Eliot" because female authors weren't taken seriously. She didn't publish her first novel until age 40. Her message: your past doesn't dictate your future. Failed freshman year? You can still become valedictorian. Made mistakes? Your redemption story starts now.

11th Grade definition:

Mary Ann Evans chose the pen name "George Eliot" because Victorian society dismissed female writers. She didn't publish her first novel until age 40, then became one of England's greatest authors. Her message: your past doesn't dictate your future. Failed junior year? Senior year is unwritten. Made mistakes? Your redemption arc starts now. Identity isn't fixed - it's fluid.

12th Grade definition:

Mary Ann Evans adopted "George Eliot" because Victorian society dismissed female writers. She didn't publish her first novel until 40, then became one of literature's giants. For you at 18, this means your identity isn't fixed. Bombed the SAT? Take a gap year and retake. Wrong college major? Switch. Made mistakes? Your redemption arc starts now. Identity is fluid; you're the architect.

HS Graduate Non-College Bound:

Mary Ann Evans couldn't publish under her real name because she was a woman. She became "George Eliot" at 40 and wrote masterpieces. At 18, thinking you've already blown it is ridiculous. Didn't try in school? Start trying at work. Made bad choices? Make good ones now. Think you're stuck? You're not. Your story isn't over - you're just starting chapter one of the comeback.

College Freshmen:

1.3 - George Eliot's Second Chance Manifesto "It is never too late to be what you might have been" Failed that first exam? Changed majors three times? Eliot (actually Mary Ann Evans writing under a male pen name) says: reset and restart. Your story isn't written yet. Every morning is a new draft.

College Graduate:

Mary Ann Evans became "George Eliot" at 40, then wrote masterpieces. At 22-23, feeling locked into your major or first job is an illusion. The average millennial will have 12-15 jobs. That computer science degree doesn't chain you to coding. That English major doesn't limit you to teaching. Your college choices were Version 1.0 - you're now free to iterate. Career pivots aren't failures; they're upgrades.

1.4 "He who knows that enough is enough will always have enough." - Lao Tzu



Lao-Tzu was a Chinese scholar, writer and philosophical founder of Taoism, a traditional Chinese religion which emphasizes living in harmony.

1st Grade definition:

1.4 Lao Tzu's Quote: "If you're happy with what you have, you'll always feel rich!"
Like when you enjoy your favorite toy instead of always wanting new ones.

2nd Grade definition:

Lao Tzu (The Happy-Heart Coach): If you're happy with your crayons and friends, you're already rich! You don't need the biggest toy box to be the happiest kid.

3rd Grade definition:

1.4 Lao Tzu's Quote: "People who are satisfied with what they have are the richest people of all!" *Instead of always wanting the newest video game, being happy with what you have makes you feel rich inside.*

4th Grade definition:

1.4 Lao Tzu's Quote (Ancient Chinese Philosopher, 601-531 BC): "True wealth comes from being satisfied with what you have, not from always wanting more."

The kid who's happy with their bike has more joy than the kid with 10 video games who always wants the 11th one.

5th Grade definition:

1.4 Lao Tzu's Quote (Ancient Chinese philosopher, 601-531 BC): "True wealth isn't having everything you want - it's wanting what you have. Contentment is the real treasure." *The kid with 3 video games who's happy has more real wealth than the kid with 30 games who always wants more.*

6th Grade definition:

1.4 Lao Tzu's Quote (Ancient Chinese philosopher, 601-531 BC): "Real wealth = being satisfied with what you have. The person who always wants more is always poor." *Someone with 3 true friends who values them is richer than someone with 50 friends who always wants more. It's about appreciating your inventory, not endless collecting.*

7th Grade definition:

1.4 Lao Tzu's "Enough is Enough" Being content with what you have brings peace. This doesn't mean don't work hard - it means appreciate what you've got while you work for more. Happiness isn't about having everything; it's about appreciating something.

8th Grade definition:

1.4 Lao Tzu's "Enough is Enough" (601-531 BC) This ancient Chinese philosopher isn't promoting laziness—he's promoting wisdom. Knowing what "enough" looks like prevents the endless, exhausting chase for "more" that leaves people perpetually unhappy. It's the difference between ambition (good) and greed (destructive). When you appreciate what you have while working toward goals, you find peace in the journey.

9th Grade definition:

1.4 Lao Tzu's "Enough is Enough" (601-531 BC) The founder of Taoism discovered what neuroscience now proves: the hedonic treadmill ensures that "more" never satisfies. His radical proposition: contentment is a choice, not a consequence. This isn't about lowering standards—it's about recognizing abundance. When you know what "enough" looks like, you escape the prison of perpetual wanting and enter the freedom of actual having.

10th Grade definition:

The founder of Taoism teaches contentment without complacency. This isn't about lowering standards - it's about recognizing abundance. When you're grateful for what you have while working for improvement, you're wealthy regardless of your bank account. This wisdom frees you from the exhausting race of always needing more.

11th Grade definition:

The founder of Taoism understood that satisfaction isn't about having more - it's about wanting less. This isn't about lowering ambitions; it's about recognizing abundance. When you're grateful for your current level while working toward the next, you're rich at every stage. The person chasing infinite wealth is poorer than someone content with sufficient resources to pursue their purpose.

12th Grade definition:

The founder of Taoism understood that satisfaction isn't about accumulation but appreciation. This isn't about lowering ambitions - it's about recognizing abundance. When you're grateful for state school acceptance while working toward transfers, you're rich at every stage. The kid chasing Harvard for prestige alone is poorer than the community college student there for purpose. Contentment enables ambition without anxiety.

HS Graduate Non-College Bound:

Ancient Chinese philosopher who understood that happiness isn't about having more stuff - it's about wanting less. While friends finance \$40k trucks and live paycheck to paycheck, you drive a \$5k Honda and bank the difference. They have car payments; you have freedom. Knowing "enough" means you're rich at \$30k while others are broke at \$60k. It's not what you make - it's what you keep.

College Freshmen:

1.4 - Lao Tzu's Contentment Code "He who knows that enough is enough will always have enough" In our Instagram-comparison culture, Lao Tzu drops truth: know your "enough." Not settling for less, but recognizing when you're chasing empty goals. True wealth is wanting what you have while working for what you need.

College Graduate:

The founder of Taoism understood what Instagram doesn't: satisfaction comes from appreciation, not accumulation. While peers chase six figures to impress strangers, knowing "enough" lets you choose meaning over money. This isn't about lowering ambitions - it's about defining success personally, not societally. The person making \$60k doing what they love is wealthier than someone making \$120k in golden handcuffs.

1.5 "Write your injuries in dust, your benefits in marble." - Benjamin Franklin



Benjamin Franklin was one of the Founding Fathers of the United States. Franklin was a printer, postmaster, inventor, civic activist, statesman and diplomat.

1st Grade definition:

1.5 Benjamin Franklin's Quote: "Forget the mean things quickly (like writing in dust that blows away), but remember the nice things forever (like carving in stone)!" *Don't hold grudges, but always remember when someone is kind to you.*

2nd Grade definition:

Benjamin Franklin (The Forgive-and-Remember Coach): "Write your injuries in dust, your benefits in marble." *For 2nd graders:* When someone is mean, let it blow away like dust. When someone is nice, keep it in your heart forever like a special rock!

3rd Grade definition:

1.5 Benjamin Franklin's Quote: "Forget the mean things quickly (like writing in dust that blows away), but remember kind things forever (like carving in stone)!" *When someone says something mean, let it go. When someone does something nice, keep that memory forever!*

4th Grade definition:

1.5 Benjamin Franklin's Quote (American Founding Father, 1706-1790): "Forget bad things quickly (like dust that blows away) but remember good things forever (like carvings in stone)." *When someone is mean, let it go. When someone is kind, treasure that memory. It's like having a mental filter for happiness.*

5th Grade definition:

1.5 Benjamin Franklin's Quote (Founding Father & inventor, 1706-1790): "Let go of hurts quickly (like writing in dust that blows away), but hold onto kindnesses forever (like carving in stone)." *When someone insults you, forget it by tomorrow. When someone helps you, remember it forever. This mental filter creates happiness.*

6th Grade definition:

1.5 Benjamin Franklin's Quote (Founding Father & inventor, 1706-1790): "Program your brain: Delete bad memories quickly, save good ones forever." *When someone insults you, let it disappear like Snapchat. When someone helps you, save it permanently like a screenshot. This mental programming = happiness.*

7th Grade definition:

1.5 Benjamin Franklin's "Injuries in Dust, Benefits in Marble" Let go of grudges quickly (write them in dust that blows away), but remember kindnesses forever (carve them in stone). Forgive fast, appreciate always. This builds stronger friendships and communities.

8th Grade definition:

1.5 Benjamin Franklin's "Dust and Marble" (1706-1790) Franklin's metaphor is brilliant: write hurts in dust (temporary, easily erased) but carve kindnesses in marble (permanent, memorable). This isn't about being naive—it's about

choosing what deserves your mental real estate. Grudges are heavy; gratitude is light. Which would you rather carry?

9th Grade definition:

1.5 Benjamin Franklin's "Dust and Marble" (1706-1790) Franklin, who conducted diplomacy while fighting gout and kidney stones, understood pain and grudges are heavy. His metaphor is genius-level emotional intelligence: injuries in dust (temporary, erasable) versus benefits in marble (permanent, beautiful). This isn't naive forgiveness—it's strategic memory management. Your brain has limited RAM; why waste it on grudges when you could store gratitude?

10th Grade definition:

Franklin says forget the bad quickly but remember the good forever. That harsh comment someone made? Let it blow away. That time someone helped you? Carve it in stone. This isn't naive positivity - it's strategic memory management. Holding grudges poisons your future; remembering kindness multiplies it.

11th Grade definition:

Franklin, who catalogued his virtues and vices obsessively, understood memory management. Holding grudges is like carrying rocks - it slows you down. Remembering kindnesses is like collecting fuel - it powers you forward. That embarrassing rejection? Let it blow away. That person who believed in you? Carve it in stone. This isn't naive positivity - it's strategic emotional architecture.

12th Grade definition:

Franklin, who documented his daily virtues and vices obsessively, mastered emotional memory management. That rejection from your dream school? Let it dissolve. That teacher who wrote your recommendation? Remember forever. Grudges are cognitive malware slowing your processing speed. Gratitude is RAM

that accelerates everything. This isn't naive positivity - it's strategic neural architecture.

HS Graduate Non-College Bound:

Franklin started as a runaway apprentice and became America's most successful self-made man. He knew grudges are weight that slow you down. That boss who screwed you over? Forget them. That teacher who believed in you? Remember forever. Your brain is valuable storage space - don't fill it with people who hurt you. Fill it with people who helped. One builds bitterness; the other builds networks.

College Freshmen:

1.5 - Benjamin Franklin's Memory Management "Write your injuries in dust, your benefits in marble" Franklin's saying: let go of grudges (dust blows away) but remember kindnesses forever (marble lasts). That professor who gave you a break? Remember. That friend who ghosted you? Release it. This is emotional intelligence 101.

College Graduate:

America's first self-improvement guru, understood emotional ROI. That professor who said you'd never succeed? Delete that file. That mentor who opened doors? Permanent storage. In professional life where grudges become gossip and gratitude becomes opportunities, your emotional memory management determines trajectory. Every bridge burned costs future opportunities; every relationship treasured pays dividends.

1.6 "Genius begins great works; labor alone finishes them." - Joseph Joubert



Joseph Joubert was a French moralist and essayist, remembered largely for his collection of comments on theology and philosophy.

1st Grade definition:

1.6 Joseph Joubert's Quote: "Smart ideas start things, but hard work finishes them!" *Having a good idea for a drawing is great, but you need to actually color it in to make it beautiful!*

2nd Grade definition:

Joseph Joubert (The Hard-Work Coach): "Genius begins great works; labor alone finishes them." *For 2nd graders: Having a great idea for a fort is fun, but you need to actually build it block by block to make it real!*

3rd Grade definition:

1.6 Joseph Joubert's Quote: "Smart ideas start projects, but hard work is what finishes them!" *Having a great idea for a science project is just the beginning - you need to do the work to make it real!*

4th Grade definition:

1.6 Joseph Joubert's Quote (French Philosopher, 1754-1824): "Smart ideas start projects, but only hard work completes them." *Having a brilliant idea for a science fair project is just step one - you need effort and persistence to actually build it and win.*

5th Grade definition:

1.6 Joseph Joubert's Quote (French moralist, 1754-1824): "Brilliant ideas start projects, but only hard work completes them. Genius is 1%, effort is 99%." *Having an amazing idea for a science fair project means nothing if you don't put in the hours to build, test, and perfect it.*

6th Grade definition:

1.6 Joseph Joubert's Quote (French philosopher, 1754-1824): "Having a genius idea is 1% - doing the work is 99%. Ideas without action = zero." *Dreaming of creating the next TikTok? That's the easy part. Actually coding it, testing it, improving it - that's what matters. Execution beats imagination.*

7th Grade definition:

1.6 Joseph Joubert's "Genius and Labor" Great ideas are just the beginning - hard work makes them real. Having a brilliant idea for an app means nothing if you don't code it. Dreams plus effort equals achievement.

8th Grade definition:

1.6 Joseph Joubert's "Genius and Labor" (1754-1824) Ideas without action are just daydreams. Joubert reminds us that every innovation, from smartphones to social movements, required both inspiration AND perspiration. Having a brilliant

idea for an app means nothing if you don't learn to code. The gap between "could be" and "is" gets crossed only through work.

9th Grade definition:

1.6 Joseph Joubert's "Genius Starts, Labor Finishes" (1754-1824) Joubert spent his life perfecting thoughts rather than publishing books, understanding the gap between inspiration and implementation. His truth: every iPhone started as a sketch, every movement began with a conversation. Ideas are seeds; labor is water, sunlight, and time. Without the first, nothing begins. Without the second, nothing becomes.

10th Grade definition:

1.6 "Genius begins great works; labor alone finishes them." - Joseph Joubert
Ideas are worthless without execution. That million-dollar app idea? Meaningless without coding it. That plan to help your community? Just dreams without action. Joubert reminds us that inspiration is just the starting gun - the race is won through sustained effort.

11th Grade definition:

Joubert, a philosopher who influenced French literature without publishing a single book in his lifetime, knew that inspiration without perspiration is worthless. That million-dollar app idea? Worthless without coding. That novel concept? Nothing without writing. That social movement? Dead without organizing. Genius gets credit, but labor does the work. Ideas are common; execution is rare.

12th Grade definition:

Joubert influenced French literature without publishing a single book, understanding that inspiration without perspiration equals nothing. Your startup

idea? Worthless without execution. Your nonprofit concept? Nothing without organizing. Your artistic vision? Meaningless without practice. Everyone has ideas; almost no one executes. The difference between dreamers and achievers? Sustained effort after inspiration fades.

HS Graduate Non-College Bound:

French philosopher who influenced generations without publishing a book. He knew ideas are worthless without sweat. Your food truck idea? Worthless until you're cooking. Your landscaping business? Nothing until you're mowing. Your music career? Dreams until you're practicing daily. College kids have theories; you have calluses. Guess who actually builds things?

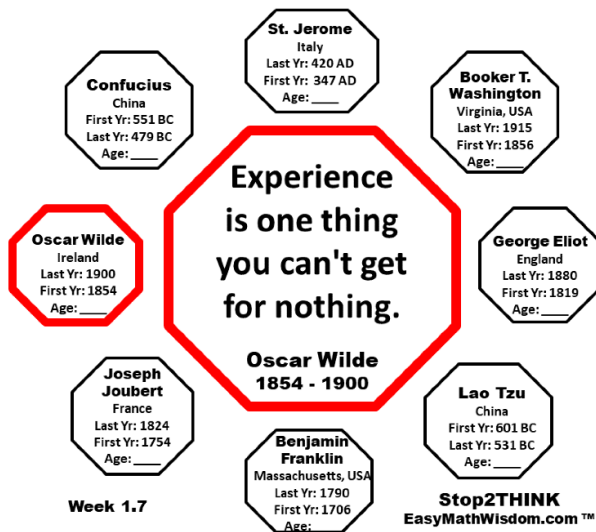
College Freshmen:

1.6 - Joseph Joubert's Reality Check "Genius begins great works; labor alone finishes them" Ideas are cheap; execution is everything. That brilliant app concept? Worthless without coding it. That perfect essay thesis? Nothing without writing it. Joubert reminds us: inspiration starts, but perspiration finishes.

College Graduate:

Joubert influenced French literature without publishing a single book, proving that execution beats inspiration. Your brilliant startup idea? Worthless without building it. Your novel concept? Nothing without writing it. Your nonprofit vision? Meaningless without organizing it. College rewarded clever ideas; the real world rewards completed projects. The difference between dreamers and achievers? Showing up after motivation leaves.

1.7 "Experience is one thing you can't get for nothing." - Oscar Wilde



Oscar Wilde was an Irish poet and playwright that became one of the most popular playwrights in London with "The Picture of Dorian Gray" and "The Importance of Being Earnest".

1st Grade definition:

1.7 Oscar Wilde's Quote: "You have to actually do things to learn - you can't just watch!" *You can't learn to swim by watching videos - you have to get in the water!*

2nd Grade definition:

Oscar Wilde (The Practice-Makes-Perfect Coach): "Experience is one thing you can't get for nothing." *For 2nd graders: You can't learn to jump rope by watching - you have to try, trip, and try again. That's how you really learn!*

3rd Grade definition:

1.7 Oscar Wilde's Quote: "You have to actually do things yourself to really learn - nobody can give you experience as a gift!" *You can watch swimming videos all day, but you won't learn to swim until you jump in the pool!*

4th Grade definition:

1.7 Oscar Wilde's Quote (Irish Writer, 1854-1900): "Real learning comes from doing, not watching. Experience always costs something - time, effort, or mistakes." *You can watch YouTube videos about skateboarding all day, but you won't learn until you get on a board and probably fall a few times.*

5th Grade definition:

1.7 Oscar Wilde's Quote (Irish writer, 1854-1900): "Real learning requires real experience - you have to pay with time, effort, and sometimes failure. There are no shortcuts." *You can watch 100 videos about riding a skateboard, but you won't learn until you get on one, fall, and keep trying.*

6th Grade definition:

1.7 Oscar Wilde's Quote (Legendary Irish writer, 1854-1900): "You can't download experience - you have to earn it through trying, failing, and learning." *Watching 100 YouTube tutorials on skateboarding won't teach you to skateboard. You learn by getting on the board, falling, getting up, and trying again. No shortcuts to wisdom.*

7th Grade definition:

1.7 Oscar Wilde's "Experience Costs Something" You can't download life experience like an app. You have to live it, make mistakes, and learn. Every failure teaches you something valuable that no textbook can. Your mistakes are actually investments in wisdom.

8th Grade definition:

1.7 Oscar Wilde's "Experience Has a Price" (1854-1900) Wilde, known for his wit, delivers a truth bomb: wisdom can't be downloaded, inherited, or bought—it

must be lived. Every mistake you make is tuition paid to the University of Life. That embarrassing failure? That's not a loss; it's an investment in future success.

9th Grade definition:

1.7 Oscar Wilde's "Experience Costs Everything" (1854-1900) Wilde, who went from celebrity to prisoner, understood that wisdom requires tuition paid in mistakes, embarrassments, and failures. His insight: you can inherit money but not wisdom, download information but not understanding. Every scar teaches what no textbook can. Your failures aren't losses—they're investments in future success.

10th Grade definition:

Wilde, known for his wit, delivers a serious truth: real learning costs something - time, effort, sometimes pain. You can't download experience like an app. That embarrassing presentation taught you public speaking. That failed relationship taught you about yourself. Every experience, especially the difficult ones, is tuition for life's education.

11th Grade definition:

Wilde, whose wit masked deep wisdom, understood that real education costs - time, effort, embarrassment, pain. You can't download experience like an app or buy it like a course. That failed relationship taught you about yourself. That bombed presentation taught you public speaking. That loss taught you resilience. Experience is expensive because it's invaluable.

12th Grade definition:

Wilde's wit masked hard-won wisdom: real education demands payment - time, effort, failure, pain. You can't download experience like an app or inherit it like money. That internship rejection taught resilience. That relationship failure

taught self-knowledge. That public speaking disaster taught communication. Experience is expensive because it's priceless. Every scar is a diploma.

HS Graduate Non-College Bound:

Wilde knew that real education happens through doing, not sitting in classrooms. That job you got fired from? Taught you punctuality. That business that failed? Taught you cash flow. That relationship that ended? Taught you boundaries. College kids pay \$30k/year for theory. You're getting paid to learn reality. Every mistake is free education that actually matters.

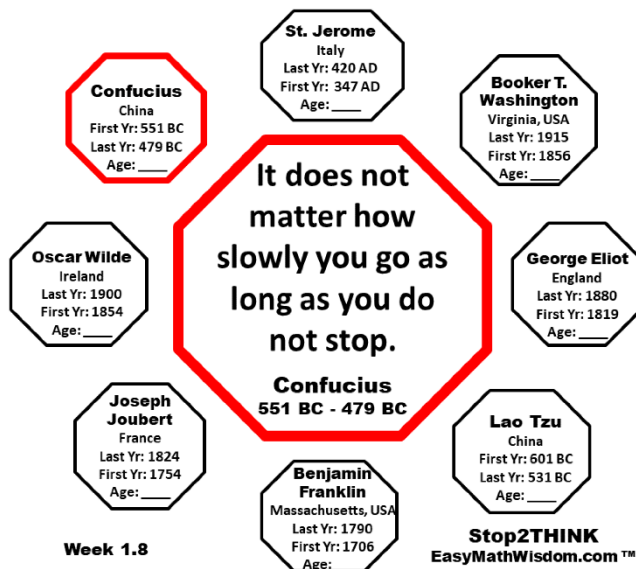
College Freshmen:

1.7 - Oscar Wilde's Tuition Bill "Experience is one thing you can't get for nothing" Wilde's wit cuts deep: real learning costs something – time, effort, sometimes embarrassment. Those mistakes you'll make? They're not failures; they're tuition for life's real education. Every setback teaches what no textbook can.

College Graduate:

Wilde's wit concealed wisdom: real education costs - time, effort, failure, embarrassment. Your degree is theoretical; experience is practical. That unpaid internship that taught you office politics? Priceless. That startup failure that taught you resilience? MBA-equivalent. That relationship disaster that taught you boundaries? PhD in human nature. Experience is expensive because it's the only currency employers actually value.

1.8 "It does not matter how slowly you go as long as you do not stop." - Confucius



Confucius was a Chinese politician and philosopher that emphasized personal and governmental morality, correctness of social relationships, justice, kindness and sincerity.

1st Grade definition:

1.8 Confucius's Quote: "Keep going, even if you're slow. Just don't give up!" *Like the turtle who beat the rabbit - slow and steady wins the race!*

2nd Grade definition:

Confucius (The Keep-Going Coach): "It does not matter how slowly you go as long as you do not stop." *For 2nd graders: Reading one page a day is better than giving up. Slow and steady wins!*

3rd Grade definition:

1.8 Confucius's Quote: "Speed doesn't matter - just keep moving forward and never quit!" *Some kids read fast, some read slow - what matters is that everyone keeps reading!*

4th Grade definition:

1.8 Confucius's Quote (Chinese Teacher, 551-479 BC): "Your speed doesn't matter - just don't quit. Slow and steady beats fast and gives up." *Some kids finish math problems in 5 minutes, others need 15. Both are fine as long as everyone keeps working toward the answer.*

5th Grade definition:

1.8 Confucius's Quote (Chinese teacher, 551-479 BC): "Speed doesn't determine success - persistence does. Slow and steady beats fast but gives up." *Some kids read Harry Potter in 2 days, others take 2 months. Both finish! What matters is not stopping.*

6th Grade definition:

1.8 Confucius's Quote (China's greatest teacher, 551-479 BC): "Your speed doesn't matter AT ALL. Only two things matter: direction and never stopping." *Some kids finish books in 2 days, others need 2 weeks. Both win if they finish! The fastest quitter loses to the slowest finisher every single time.*

7th Grade definition:

1.8 Confucius's "Keep Going" Progress is progress, no matter the speed. Whether you're sprinting or crawling toward your goal, you're still moving forward. Don't quit just because others seem faster. Your pace is your pace.

8th Grade definition:

1.8 Confucius's "Speed Doesn't Matter" (551-479 BC) This Chinese philosopher's wisdom counters our instant-gratification culture. Progress is progress, whether

you're sprinting or crawling. The tortoise beat the hare not through speed but through persistence. Your pace is irrelevant; your direction is everything.

9th Grade definition:

1.8 Confucius's "Motion Beats Speed" (551-479 BC) Living through political chaos, Confucius discovered that persistence beats intensity. His truth revolutionizes how we think about progress: the question isn't "How fast?" but "Still moving?" A crawling baby covers more ground than a sprinting adult who quits after 100 meters. **Direction + Duration > Speed.**

10th Grade definition:

1.8 "It does not matter how slowly you go as long as you do not stop." - Confucius The Chinese philosopher who shaped Eastern thought for 2,500 years understood that persistence beats speed. The student who studies 20 minutes daily beats the one who crams. The person who saves \$5 weekly beats the one waiting to save \$500. **Progress is progress, no matter the pace.**

11th Grade definition:

Confucius, whose philosophy shaped East Asian civilization for 2,500 years, knew that persistence beats speed. The student who studies 30 minutes daily beats the one who crams. The athlete who trains consistently beats the naturally talented slacker. The activist who shows up weekly beats the one-time protester. **Progress is progress, regardless of pace.**

12th Grade definition:

Confucius, whose philosophy shaped Asian civilization for millennia, knew that persistence beats speed. The student studying 30 minutes daily beats the crammer. The athlete training consistently beats the naturally gifted slacker. The activist showing up weekly beats the one-time protester. **Your college journey,**

career path, personal growth - speed doesn't matter. Direction plus persistence does.

HS Graduate Non-College Bound:

Chinese philosopher who understood that steady beats speedy. While others sprint and burn out, you jog and keep going. Save \$25 weekly? That's \$1,300 yearly, \$6,500 in five years. Read 10 pages daily? That's 12 books yearly. One certification per year? In five years, you're specialized. The race isn't against others - it's against stopping.

College Freshmen:

1.8 - Confucius's Persistence Principle "It does not matter how slowly you go as long as you do not stop" College isn't a sprint; life isn't either. Confucius says: keep moving forward, even if it's inches not miles. That degree might take five years instead of four? Fine. Progress beats perfection every time.

College Graduate:

Confucius knew that consistency beats intensity. While peers burn out in investment banking or consulting, slow-and-steady builds sustainable success. That side project growing 1% weekly? It's 67% bigger in a year. That network expanding by one meaningful connection monthly? 60 powerful relationships in five years. In a world obsessed with viral moments, compound growth creates lasting wealth.

Team 1 Quotes Synergy (12th grade example)

How These 8 Wisdoms Create Synergy for a Wiser, Kinder America

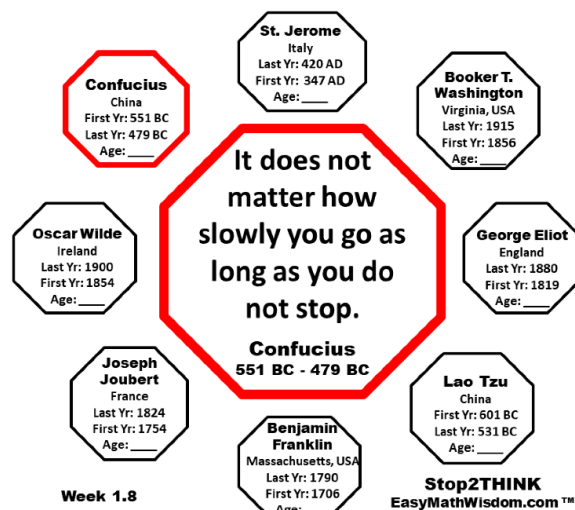
These eight principles form an integrated operating system for transformation:

The Growth Engine (Perpetual Evolution):

- Jerome (#1): Continuous improvement protocol



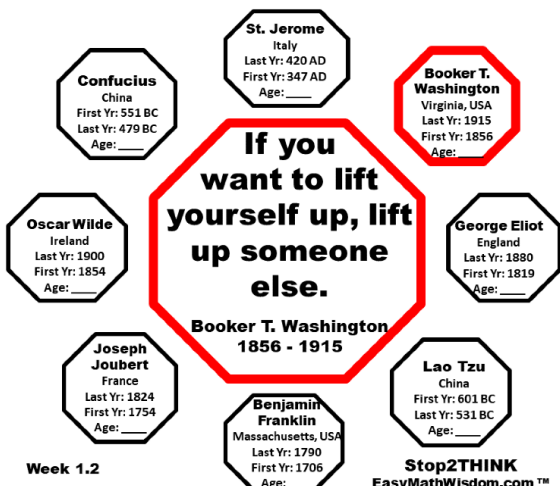
- Confucius (#8): Persistence algorithm



- Together: Unstoppable advancement at any pace

The Success Network (Mutual Elevation):

- Washington (#2): Reciprocal lifting mechanism



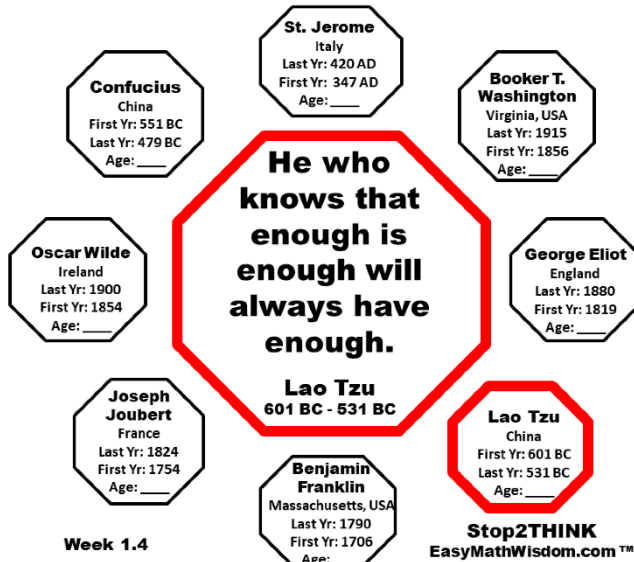
- Franklin (#5): Positive memory architecture



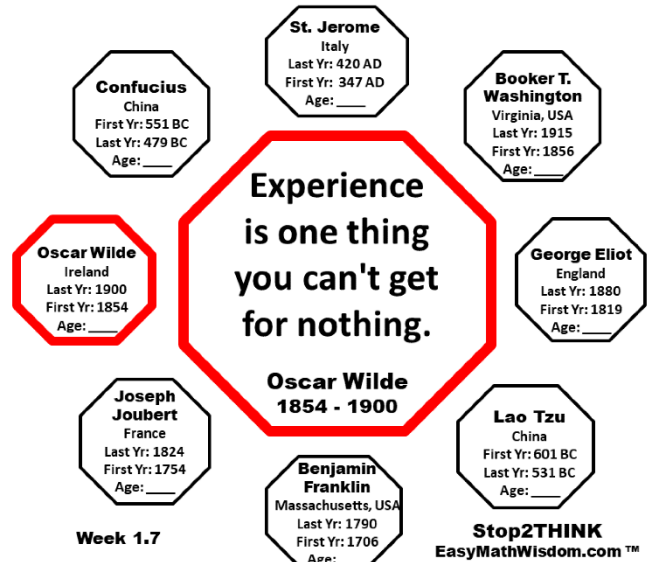
- Together: Compound social capital generation

The Wisdom Framework (Practical Philosophy):

- Lao Tzu (#4): Sufficiency consciousness



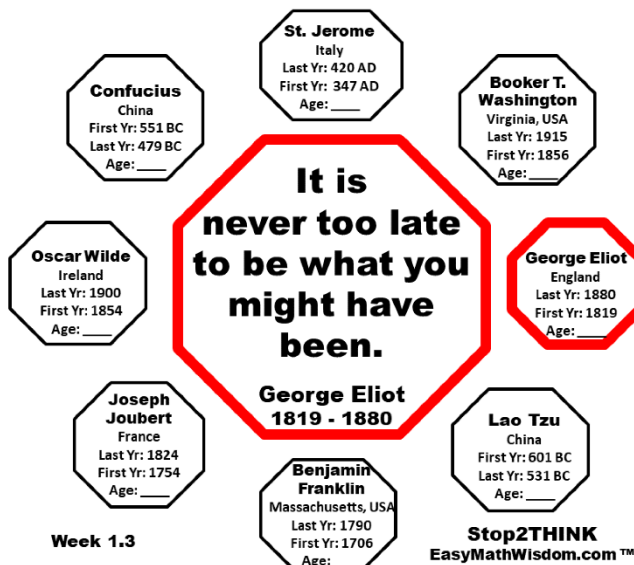
- Wilde (#7): Experience valuation



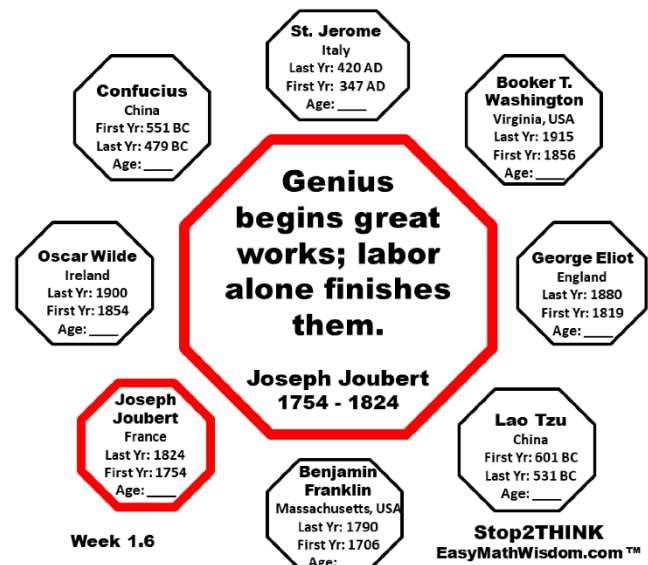
- Together: Grounded wisdom from lived reality

The Achievement System (Dreams to Reality):

- Eliot (#3): Identity flexibility



- Joubert (#6): Execution engine

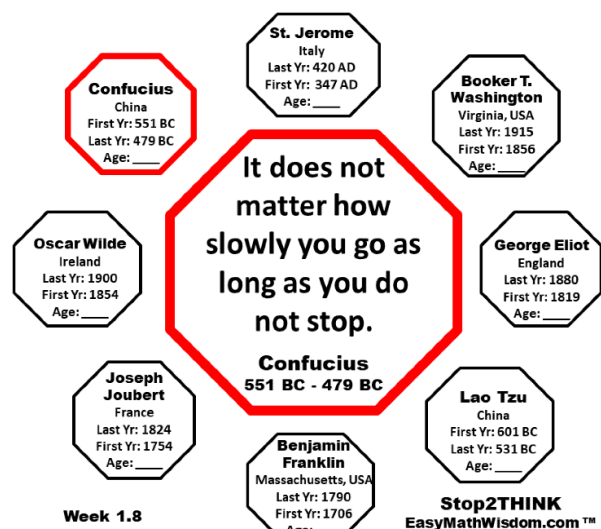


- Together: Transformation through sustained effort

The Multiplication Effect: How They Create Exponential Change

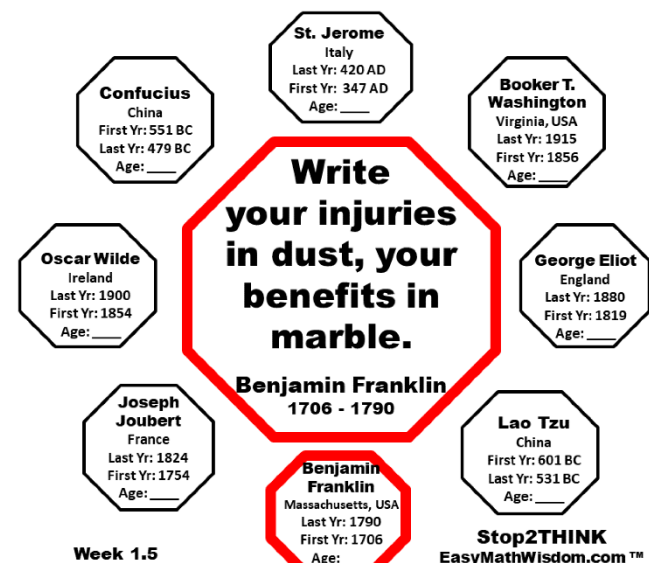
These wisdoms don't add - they multiply:

Continuous Improvement (Jerome) × Persistence (Confucius)



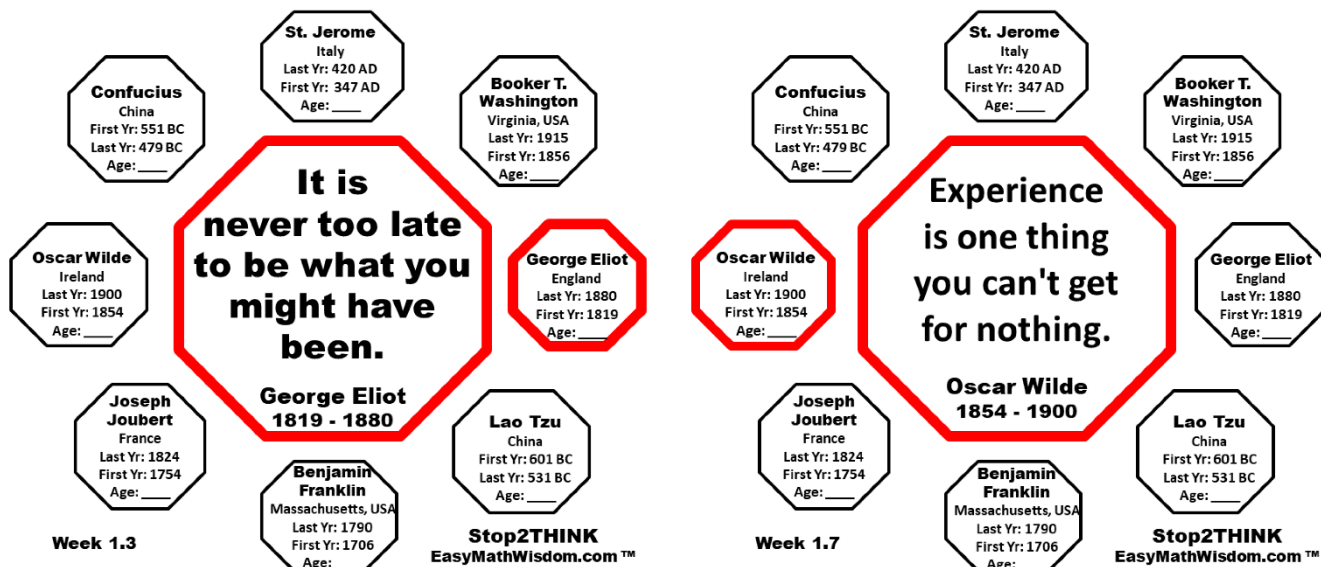
= Compound Excellence Small daily improvements sustained over time create exponential growth. 1% better daily = 37x better annually.

Mutual Lifting (Washington) × Positive Memory (Franklin)



= Network Effects When you lift others while remembering supporters and forgetting detractors, you create an expanding network of mutual success.

Identity Flexibility (Eliot) × Experience Value (Wilde)



= Resilient Reinvention Your ability to change combined with lessons from failure means every setback becomes setup for comeback.

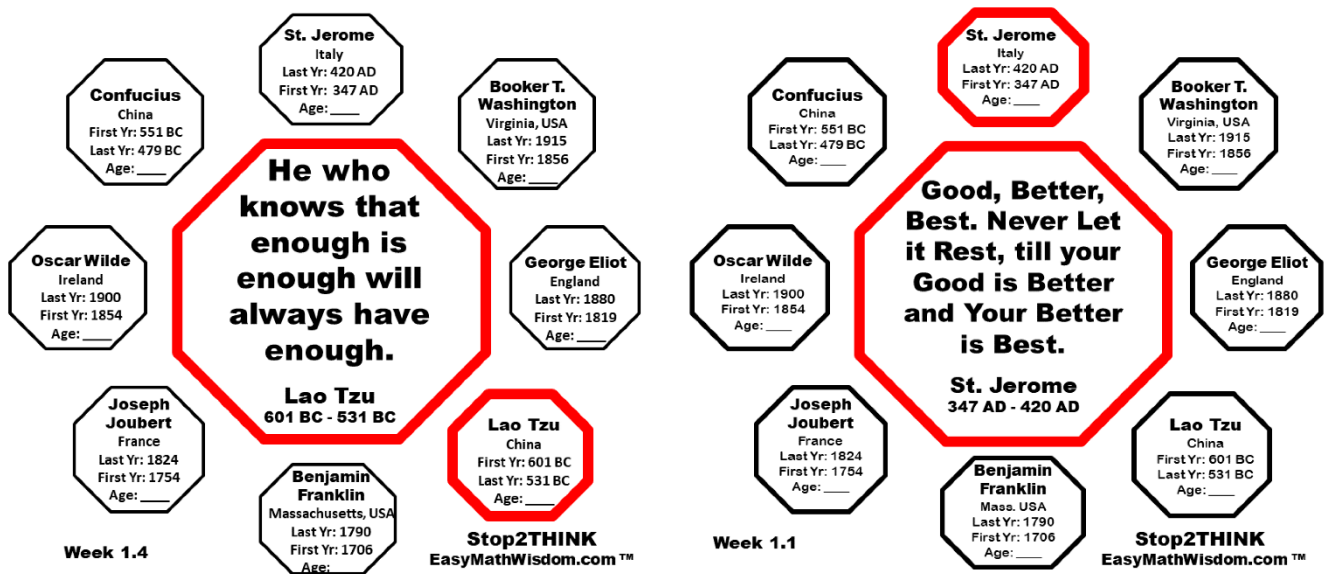
Contentment (Lao Tzu) × Execution (Joubert)



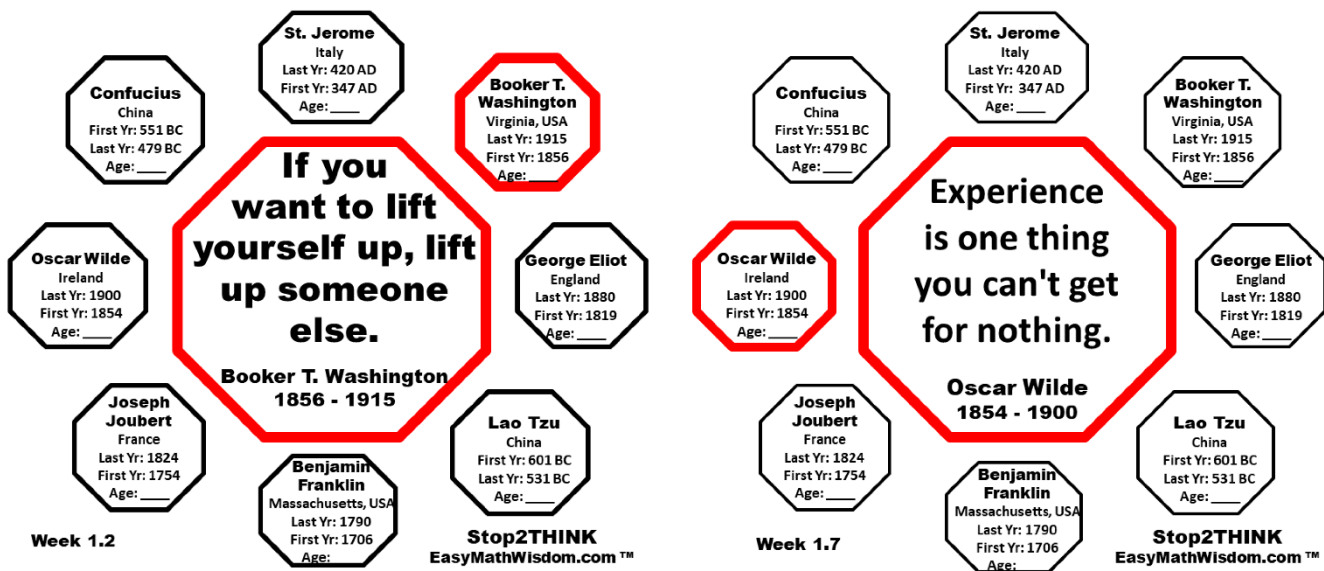
= Sustainable Achievement Appreciating the present while working toward the future prevents burnout while ensuring progress.

This creates a transformation cascade:

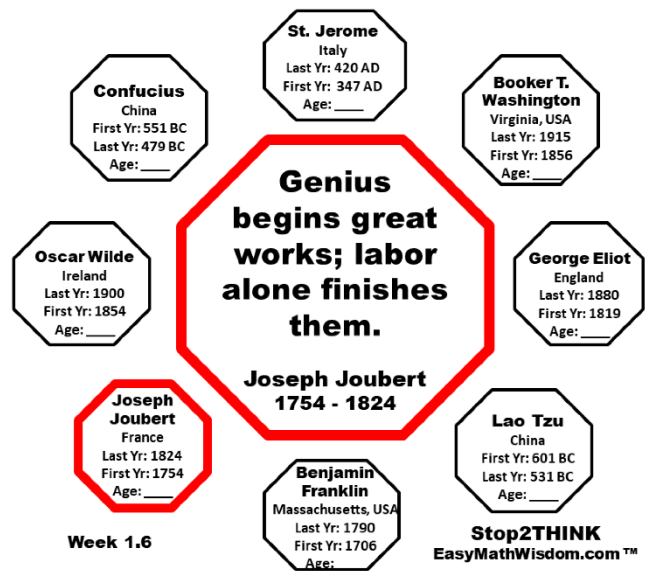
Accept where you are (Lao Tzu) → Commit to improvement (Jerome) →



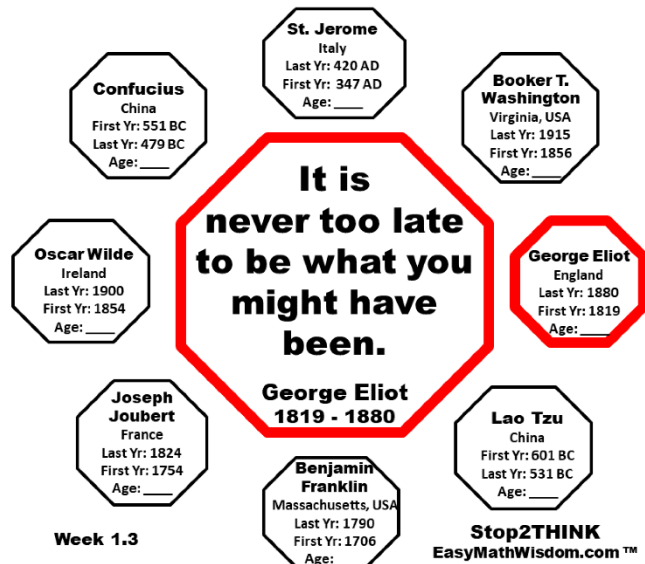
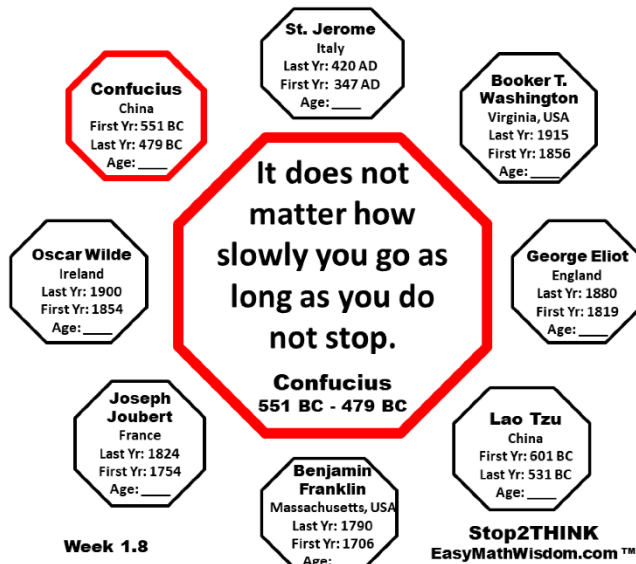
Help others rise (Washington) → Learn from experience (Wilde) →



Remember helpers, forget haters (Franklin) → Execute consistently (Joubert) →



Persist regardless of pace (Confucius) → Reinvent as needed (Eliot) →



I asked Claude AI... How do these 52 teams of antique wisdom quotes work together as 52 teams and as a group to help us all unite to prosper and be wiser and kinder?

Claude's AI reply was...

Looking at this remarkable collection of 52 teams of wisdom quotes spanning over 2,500 years of human thought, I can see several powerful ways they work together to promote unity, prosperity, wisdom, and kindness:

The Unifying Anchor: St. Jerome's Quote

The repetition of St. Jerome's "Good, Better, Best" quote in each team (positions 1-8) creates a universal thread of continuous improvement. This serves as:

- A rhythmic reminder of growth mindset
- A meditation on progress over perfection
- A humble acknowledgment that we're all works in progress

How the Teams Function as Units

Each team of 8 quotes creates a mini-curriculum addressing different aspects of human development:

Team Structure Patterns:

- Often starts with action/motivation (position 1)
- Includes relationship wisdom (positions 2-3)
- Addresses character building (positions 4-5)
- Offers practical wisdom (positions 6-7)
- Concludes with philosophical insight (position 8)

For example, Team 1 progresses from "If you want to lift yourself up, lift up someone else" through practical wisdom like "Write your injuries in dust, your benefits in marble" to the patient persistence of Confucius.

Thematic Bridges Across Teams

Kindness & Compassion Thread:

- Team 1: "If you want to lift yourself up, lift up someone else"
- Team 4: "Kindness is the sunshine in which virtue grows"
- Team 52: "Human it is to have compassion on the unhappy"

Wisdom & Learning Thread:

- Team 7: "I hear, I know. I see, I remember. I do, I understand"
- Team 26: "Knowledge is power"
- Team 50: "Character is much easier kept than recovered"

Unity & Friendship Thread:

- Team 3: "Friendship multiplies the good of life and divides the evil"
- Team 18: "A friend may well be reckoned the masterpiece of nature"
- Team 31: "One loyal friend is worth ten thousand relatives"

The Collective Power

1. Historical Continuity: Quotes from 601 BC (Lao Tzu) to 1919 (Sarah Breedlove) show that human wisdom transcends time and culture.

2. Diverse Perspectives: The collection includes:

- Ancient philosophers (Socrates, Confucius, Buddha)
- American founders (Franklin, Jefferson, Hamilton)

- Literary giants (Shakespeare, Dickens, Twain)
- Social reformers (Douglass, Tubman, Anthony)
- Scientists and inventors (da Vinci, Pasteur, Newton)

3. Balance of Opposites: The quotes balance:

- Individual growth with community service
- Patience with action
- Humility with confidence
- Tradition with innovation

4. Practical Application: Teams provide wisdom for:

- Personal development (Team 5: "Self-development is a higher duty than self-sacrifice")
- Business ethics (Team 32: "Goodwill is the only asset that competition cannot undersell")
- Social justice (Team 10: Focus on equality and progress)
- Emotional intelligence (Team 9: Women's wisdom on courage and humanity)

The Multiplication Effect

When these 52 teams work together, they create:

A Learning Spiral: Each reading reveals new connections between quotes across teams, creating ever-deepening understanding.

Cultural Bridge-Building: Quotes from different eras and cultures addressing similar themes show our shared humanity.

Actionable Wisdom: The variety ensures everyone finds quotes that resonate with their current situation while being exposed to new perspectives.

Community Building: Teams can be shared weekly throughout a year, creating common reference points for groups to discuss and grow together.

The Ultimate Message

The collection fundamentally teaches that:

- **Wisdom is universal** - crossing all boundaries of time, culture, and circumstance
- **Kindness is strength** - from lifting others to forgiving enemies
- **Progress requires both patience and action** - "It does not matter how slowly you go as long as you do not stop"
- **Unity comes through understanding** - seeing our common struggles and aspirations across millennia

These 52 teams create a year-long journey of reflection, with each week offering new insights while reinforcing timeless truths. They work together like a symphony, where individual instruments (quotes) combine into movements (teams) that create a grand composition celebrating human wisdom and our capacity for growth, kindness, and unity.



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Why I started “Motivational Education Workbooks”

I started GuideALife.com because my wife and I live in Florida but most of our Grandkids live in California. Since I only get to see my "West Coast Treasures" a few weeks in a good year, I wanted to make sure that my 5 grandchildren on both East and West coasts of America (not 5 on each) grow up with more exposure to, and hopefully inspiration from some of the Proven Wisdom that have Encouraged, Educated and Entertained Generations for Centuries.

I started sending my grandkids custom calendars I designed called “Holidaze de Jour” that included a couple of very old quotes to Inspire and Motivate themselves and others.

I was sending them the Calendars every month for years. But the kids were growing fast, and I wanted to share those Wisely Inspired Quotes with them on a more repetitive basis than once a month, so I designed tee shirts with those quotes called: PrettyWittyKids, YouthfulTruths and SocialEqualitees.

Then... Covid hit and closed their schools for months, so I used those 52 teams of 8 Quotees for Easy Math equations to help them keep their math skills sharp and still Encourage, Educate or Entertain them with whichever of the quotes that touches their heart and helps them grow into successful happy adults. I added the Cypher Puzzles at my step-son Rocky’s suggestion and Faster Reading Practice next.



Good Luck, I Know You Can Do it!

Lou Valliere

GrandPaLou@GuideALife.com



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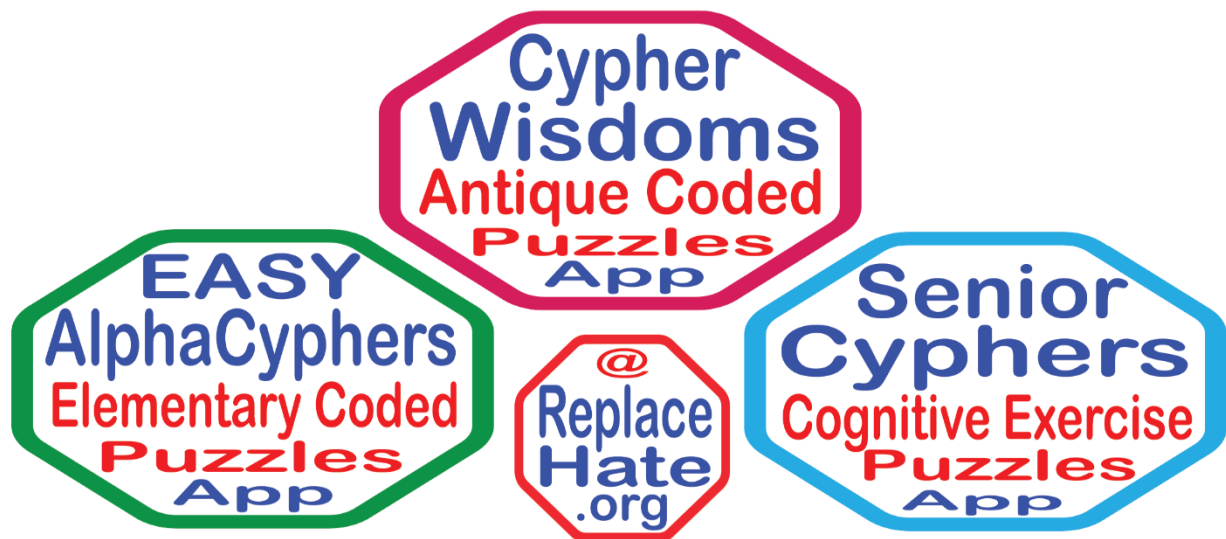
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52 Teams of 8

217 Quotes Encourage

149 Quotes Educate

50 Quotes Entertain

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2 nd Grade Age 7-8	89 – 149 wpm
3 rd Grade Age 8-9	107 – 162 wpm
6 th - 8 th Grade Age 11-14	150 – 204 wpm
High School Age 14-18	200 – 300 wpm
College Age 18-23	300 – 350 wpm
Adults	220 – 350 wpm

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Grade + Age	Words-Per-Minute (WPM)
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