

New Circuit Builder Milestone Guide

Milestones

 Lessons

 Tasks

1. Introductions

- a.  Introduce themselves to each other.
 - i.  Talk about what skills the mentee is interested in growing.
 - ii.  Assess mentee's current knowledge and skills.
 - iii.  Talk about availability.
- b.  Introduce them to the maker pen.

[Note: Review these as needed]

 - i.  Moving it to their shoulder holster.
 - ii.  Explain snap settings.
 - iii.  Review mode tools.
 - iv.  Explain Undo and redo.
 - v.  Explain what "Configure" means.
 - vi.  Explain what "Edit" means.
 - vii.  Explain what "Done editing" means.
- c.  Introduce them to circuits.
 - i.  Show them where to find them in the pallet.
 - ii.  Show them the different pins on the circuit, and how they interact with the wire tool.
- d.  Introduce them to gizmos.
 - i.  Show them where to find them in the pallet.
- e.  Introduce them to dynamic props.
 - i.  Show them where to find them in the pallet.
- f.  Introduce them to roles and permissions.
 - i.  Show them where to find them in the watch menu.
- g.  Go over all the settings in the pallet.
 - i.  Show them Snap Tool settings.
 - ii.  Tube settings
 - iii.  How to Delete your room.
 - iv.  Show/Hide Gadget
 - v.  Play/Stop Gizmos
- h.  Go over all settings in watch for this room.
 - i.  Save and Publish room
- i.  Show the Mentee the inventions that the Mentor has made and talk about what it took to build them.

2. Circuits Expanded

- a.  Talk about the different kinds of things you can do with circuits. Such as elevators, doors, game set up, moving objects, NPCs

- b.  Math
 - c.  State Machines
 - d.  Game Chip
 - e.  Logic Building
3.  **Build a simple circuit invention using what you've learned.**
4.  **Build a more advanced circuit invention.**