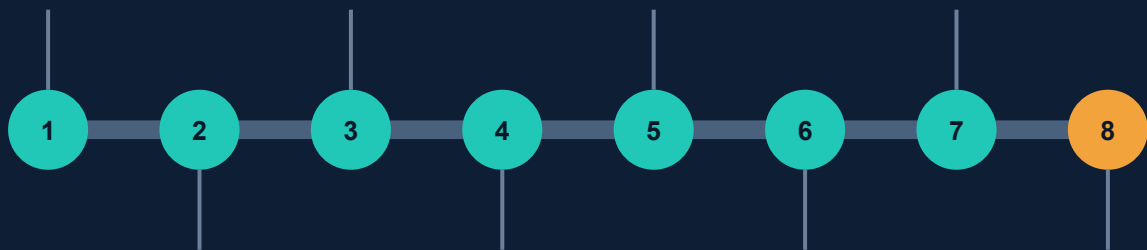
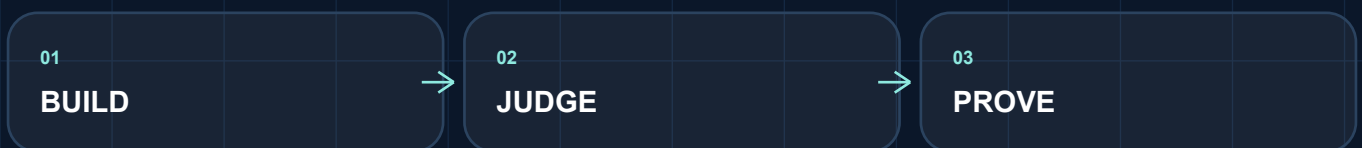


The Season Map

Eight weeks, three real builds, one checkable body of work



A phone-friendly structural view of the Season 1 arc, including the AI skill, human skill, and verification bar behind every week.



[Accessible web guide: reinventu.work/resources/field-kit/season-map](https://reinventu.work/resources/field-kit/season-map)

The weekly operating rhythm

Each week is short, visible, and built around one forward move. Reading supports the build; it never blocks it.

01 BUILD



02 JUDGE



03 PROVE

BRIEF**Name the next outcome**

One useful result, one real person, one finish line.

BUILD**Work in small passes**

Use the kid's own AI tool, bring results back, and keep momentum visible.

CHECK**Interrogate the output**

Test it, compare it, and record what changed.

SHIP**Put it in reality**

A person uses it, a link goes live, or a demo is recorded.

Field note: Typical builder time: about 3 to 5 hours each week, split into short sessions.

Weeks 1-2 - Pick up the thread

Start immediately, set the right difficulty, and listen before making.

01 BUILD



02 JUDGE



03 PROVE

WEEK 1**Write the build brief**

Name a real goal in the builder's own words. Use AI to sharpen the brief, not choose the goal.

Evidence: Written brief owned by the builder.

WEEK 2**Find the someone**

Interview a family member, neighbour, coach, or other trusted person about a real need.

Evidence: Interview notes and one need stated clearly.

Field note: Human thread: commitment, listening, empathy. AI thread: turning a rough idea into a precise brief.

Weeks 3-4 - Ship and face reality

Finish the first useful version, then let real reactions replace guesswork.



WEEK 3

Ship the first draft

Decide what 'useful enough to show' means. Edit AI output until it fits the actual need.

Evidence: Artifact delivered to the named person.

WEEK 4

Put it in front of people

Share a live page, tool, game, or carefully bounded agent. Check every outward message first.

Evidence: Reachable artifact and reaction evidence.

Field note: Human thread: delivery, resilience, handling a real reaction. AI thread: drafting, editing, and bounded agent use.

Weeks 5-6 - Rebuild and choose

Turn feedback into a decision, then step into a self-directed build.

01 BUILD



02 JUDGE



03 PROVE

WEEK 5**Listen and rebuild**

Sort feedback into fix now, test later, and skip. Make one change and explain why.

Evidence: Feedback, chosen change, and reason.

WEEK 6**Pick your own thing**

Choose a project with no assigned direction. Set a two-week scope and the limits of any agent used.

Evidence: Self-directed brief and scope contract.

Field note: Human thread: judgment, ownership, scoping. AI thread: clustering feedback and exploring options without handing over the decision.

Weeks 7-8 - Push and present

Take the easy version one step further, then stand behind the whole record.

01 BUILD



02 JUDGE



03 PROVE

WEEK 7**Push it further**

Explore one harder version. Test what is genuinely better and cut what only looks impressive.

Evidence: Harder version, test result, and keep-or-cut decision.

WEEK 8**Finale**

Assemble the portfolio, record or give the demo, and explain the strongest decision in the builder's own words.

Evidence: Portfolio, demo, direction record, and check record.

Field note: Human thread: finishing, presenting, telling the story. AI thread: assembly support with the builder making every final choice.

What the parent sees

Parents see evidence without hovering over every session.

01BUILD→02JUDGE→03PROVE

BUILT

The artifact

What exists now that did not exist before.

DIRECTED

The direction record

How the builder briefed, questioned, corrected, and steered AI.

CHECKED

The check record

How they tested accuracy, safety, usefulness, and fit.

FIGURED OUT

The human moment

A decision made, problem debugged, person heard, or hard feedback handled.

Field note: A quiet week is reported honestly with a small re-entry mission. One pause of up to 14 days is available when life happens.

BUILD - JUDGE - PROVE

07