**Prompt for User Flow**

\*"Create a **UX user flow diagram** for **Caroline, an Outdoor Educator**, as students participate in an **interactive poetry collection activity** using QR codes. The diagram should follow a **happy path**, where students scan QR codes at three stations, each revealing a **poem fragment from the blackboard** based on *The Blackbird* by Ciaran Carson.

At each station, students must complete a **reflection task** before proceeding, such as describing what they hear in nature, identifying Irish vocabulary related to the poem, or answering a multiple-choice question. The **final step rewards students** by displaying or reading aloud the full poem.

Use **decision points** where students may need to **retry scanning the QR code** or **redo the activity** if they provide an incorrect answer. **Loops should exist within each station** to allow students to **re-attempt tasks**, but once they move forward, they **cannot return to previous stations**. The flow should be visually structured, with color-coded elements distinguishing actions, decisions, and outcomes."\*