



NoCodeJam Learning Pathway Template.

Version 2.0 | Last Updated: January 2026

1. Pathway Metadata

Required Fields

- Pathway Title
- Short Description (2-3 sentences for browsing/search)
- Category (e.g., Web Development, Data Analytics, AI/ML)
- Intended Audience (e.g., Complete beginners, Career switchers, Students)
- Difficulty Level (Beginner / Intermediate / Advanced)
- Estimated Total Time (in hours)
- Prerequisites (prior pathways or external knowledge required)
- Learning Style (Project-Based / Theoretical / Hands-On / Mixed)
- Pathway Version (e.g., 1.0, 1.1 - use semantic versioning)
- Last Updated (date)
- Pathway Cover Image (required, 1200×630px recommended)
- Total XP (system-calculated from all challenges)

Version Control

- Major version (X.0): Significant structural changes, new modules
- Minor version (1.X): Content updates, tool changes, clarifications
- What triggers version increment: content refresh, tool updates, user feedback
- Backwards compatibility: Learners on old versions can continue or upgrade

2. Learning Objective

Describe in 1-2 sentences what the learner will be able to do by the end of this pathway. Use action verbs and be specific.

Example: By completing this pathway, you will be able to build and deploy full-stack web applications using no-code tools, from database design to user interface creation.

3. Learning Outcomes

List 3-7 clear, measurable outcomes using action verbs. Outcomes should be:

- Specific and measurable
- Aligned with pathway difficulty level
- Achievable within the time estimate

Created by James Jones 2026

<https://github.com/ThunderOpsAI>

Action Verbs to Use: Build, Deploy, Analyse, Design, Configure, Integrate, Debug, Optimize

4. Pathway Structure Overview

- Number of Modules (recommended: 3-7 modules)
- High-Level Module Sequence (list module titles in order)
- Overall Build: What the learner creates by pathway completion
- Module Sequencing: Are modules strictly sequential or can some be done in parallel?
- Dependency Mapping: Which modules depend on completion of previous modules

5. Modules (Repeatable Section)

For each module, include:

- Module Title
- Module Goal (1 sentence: what this module achieves)
- Estimated Time (in minutes or hours)
- Recommended Tools (with alternatives)
- Lessons Included (list lesson titles)
- Challenges Included (2-5 challenges per module recommended)
- Module Image (optional but recommended, 800x400px)

6. Lessons (Within Each Module)

For each lesson:

- Lesson Title
- Lesson Objective (what the learner will understand)
- Concept Explanation (written content or video)
- Example or Visual Reference (diagram, screenshot, or demo)
- Common Pitfalls (misconceptions to avoid)
- Checkpoint: 'You should now be able to...' (self-assessment prompt)

7. Challenges (Embedded)

Challenges are created using the Challenge Template. Include reference to:

- Challenge Title
- Challenge Goal
- Estimated Time
- Recommended Tools (not required)
- XP Reward (system-calculated)
- Challenge Image

Created by James Jones 2026

<https://github.com/ThunderOpsAI>

Challenge Distribution Guidelines

- Recommended: 2-5 challenges per module
- Distribution strategy: Spread throughout module or clustered at end
- Progressive difficulty: Increase complexity within each module

8. Tool Recommendations

List suggested tools with rationale. For each tool, include:

- Tool name and purpose
- Why this tool is recommended (learning curve, features, industry relevance)
- Cost consideration (free tier available? paid only?)
- Estimated learning curve (minutes to get started)
- Alternatives (at least one alternative tool)
- Tool combinations that work well together

Important: Tools must not be mandatory. Learners should be able to complete the pathway using alternative tools.

9. Time Guidance & Expectations

- Total Recommended Time (sum of all modules and challenges)
- Suggested Pacing: e.g., '2 modules per week for casual learners' or 'Complete in one weekend sprint'
- Module-Level Time Boxes (time estimate for each module)
- Flexibility: Learners may work faster or slower based on experience

10. Completion Rules

Completion Criteria

- What defines pathway completion (e.g., 'Complete all mandatory challenges')
- Mandatory Challenges (specify which challenges must be completed)
- Optional Challenges (clearly mark which are optional)
- Reflection Requirement (pathway-level reflection required? Yes/No)
- Optional Extensions (bonus challenges for overachievers)

11. Reflection & Evidence

Pathway-Level Reflection (150-400 words recommended)

Address these prompts at pathway completion:

- What did you build across this pathway?
- Which tools did you use most and why?
- Time spent vs. recommended
- What were the key challenges you overcame?

- How would you improve your projects for production use?
- What surprised you most about this learning journey?

Evidence & Portfolio

- Is reflection stored for learner portfolio? (Yes/No)
- Can learners make reflections public? (Yes/No)
- Peer review option? (Yes/No)

12. Extension & Next Steps

Optional Stretch Challenges

List 2-3 advanced challenges for learners who want to go further

Suggested Next Pathways

Recommend pathways that build on this one's skills

Real-World Application Ideas

How learners can apply these skills to real projects or career goals

13. Pathway Dependencies

New Section: Map pathway relationships

- Required Prerequisites: Pathways that must be completed first
- Recommended Prior Knowledge: External skills or concepts
- Complementary Pathways: Can be taken concurrently
- Career Pathway Mapping: How this fits into career progression

14. Support & Resources

- Official Documentation Links (for recommended tools)
- Community Links (forums, Discord, Slack where learners can get help)
- FAQ or Troubleshooting Guide
- Where to Get Help (office hours, TA support, peer help)

15. Success Metrics

New Section: Track pathway effectiveness

- Target Completion Rate: e.g., 70% of starters complete
- Average Time to Complete: Benchmark for future updates
- Learner Satisfaction Target: e.g., 4.5/5 average rating
- Skill Mastery Indicators: How to measure learning success

16. Governance & Maintenance

Created by James Jones 2026

<https://github.com/ThunderOpsAI>

Content Ownership

- Author / Maintainer
- Review Status (Draft / In Review / Approved / Published)
- Last Reviewed Date

Content Quality Checklist

- All modules tested by target audience
- Technical accuracy verified
- Time estimates validated by 3+ learners
- All links and resources active
- Accessibility standards met (WCAG 2.1 AA)

Refresh & Archival

- Review Frequency: Quarterly or annually
- Content Refresh Triggers: Tool updates, user feedback, low completion rates
- Archival Process: When and how to retire outdated pathways

AI Usage Notes

- Was AI used to generate content? (Yes/No)
- If yes, how was AI-generated content reviewed and validated?

Appendix: Quick Reference

Pathway Difficulty Guidelines

- Beginner: 0-2 hours total, 3-5 modules, assumes no prior knowledge
- Intermediate: 3-8 hours total, 4-6 modules, assumes foundational skills
- Advanced: 8-20 hours total, 5-7 modules, assumes strong technical background

Learning Style Definitions

- Project-Based: Learn by building complete projects
- Theoretical: Concept-first with minimal coding
- Hands-On: Practice exercises with immediate feedback
- Mixed: Combination of theory, practice, and projects

Version History

- v2.0 (January 2026): Added pathway dependencies, success metrics, enhanced governance, tool rationale
- v1.0 (Original): Initial template structure