1. Choosing the Project

- **Kickoff Session:** Start by brainstorming potential projects with the group, making sure the project is complex enough to last the semester but broken into manageable weekly tasks. Ideally, the project should cover key mobile development concepts (UI/UX, API integration, testing, etc.).
- Examples: A community app, a fitness tracker, a simple social media app, or a mobile e-commerce platform.

2. Weekly Structure

Each week can follow this pattern:

- **Recap and Topic Introduction (10-15 mins):** Start by reviewing what was done in the previous session and introduce the new topic for that week (e.g., setting up navigation, creating forms, integrating Firebase, etc.).
- **Group Presentation (10-15 mins):** One group presents what they've learned during the week based on the topic they were assigned at the end of the previous session. This ensures that all participants come prepared and get a chance to teach.
- **Group Work (45-60 mins):** Split into smaller groups to work on implementing the new topic into the project. Each group can tackle a different part of the app (or work on the same task, depending on complexity). Mentoring and collaboration happen here.
- **Session-End Group Presentation (15-20 mins):** One group presents their work for the day, showing the progress made and the challenges they faced.

3. Assigning Topics and Groups

- **Rotating Groups:** Rotate the groups each week to ensure that everyone gets a chance to work with different people, which fosters collaboration and networking.
- **Pre-assigned Topics:** At the end of each session, assign the next week's topic to a different group, so that they can research and present their findings.

4. Accountability and Preparation

- **Weekly Prep:** By assigning the next week's topic early, you're ensuring that participants stay engaged outside the sessions. They can read tutorials, watch videos, or experiment with code during the week to be ready for their group's presentation.
- **Documentation:** Encourage groups to document what they learn each week in a shared document or project repo, making it easy for everyone to reference later.

5. Final Presentation

- **Project Demo:** At the end of the semester, host a session where everyone can showcase the final project. It could be presented as a complete app with every group explaining their contributions.
- **Reflection:** Have a reflection session to discuss what went well, what could be improved, and how participants' skills grew over the semester.