It Takes a Village – Class Events by LenneDalben – Spoiler Guide

Topic	Teacher	Bracket for semi-dynamic dialog	ProgressionMode Order (if toggled on)	Location and Time	People to talk to after lesson
Kickstart the lessons!	N/A		1st always	After reaching 6 hearts with Penny, visit Town between 8:50am-6:10pm on a sunny or windy day	Jodi, Kent, Sam, Marnie, and Shane
PE & Healthy Eating	Alex	PE/Healthy Eating and Cooking	2 or 3 (randomly selected)	Forest between 8:50am-6:10pm on a sunny or windy day	Alex, Gus, George, Evelyn, Jas, Vincent, Jodi, Kent, Sam, Marnie, Shane, and Penny
Cooking	Gus	PE/Healthy Eating and Cooking	2 or 3 (randomly selected)	Saloon between 12:00pm-6:10pm	Gus, Alex, Emily, Jas, Vincent, Jodi, Kent, Sam, Marnie, Shane, and Penny
Stories	Elliott	Art and Stories	4 or 5 (randomly selected)	Library / Museum, any time	Elliott, Haley, Leah, Jas, Vincent, Jodi, Kent, Sam, Marnie, Shane, and Penny
Art	Haley and Leah	Art and Stories	4 or 5 (randomly selected)	Forest between 8:50am-6:10pm on a sunny or windy day	Haley, Leah, Elliott, Emily, Alex, Jas, Vincent, Kent, Sam, Marnie, Shane, and Penny. Also, visit Jas and Vincent's rooms!
Economics	Abigail	Programming Basics and Basic Economics	6 or 7 (randomly selected)	Pierre's shop between 9:00am-5:00pm	Abigail, Sebastian, Jas, Vincent, Caroline, Pierre, Jodi, Kent, Sam, Marnie, Shane, and Penny
Programming Basics	Sebastian	Programming Basics and Basic Economics	6 or 7 (randomly selected)	Library / Museum, any time	Sebastian, Abigail, Jas, Vincent, Robin, Maru, Jodi, Kent, Sam, Marnie, Shane, and Penny
Emotional Health and Dance	Emily	Emotional Health/Dance and Anatomy	8 or 9 (randomly selected)	Pierre's shop, any time	Emily, Harvey, Haley, Sandy, Jas, Vincent, Jodi, Kent, Sam, Marnie, Shane, and Penny
Anatomy	Harvey	Emotional Health/Dance and Anatomy	8 or 9 (randomly selected)	Clinic, any time	Harvey, Emily, Maru, Jas, Vincent, Jodi, Kent, Sam, Marnie, Shane, and Penny
Video Games	Abigail	Metalworking and Video Games	10 or 11 (randomly selected)	Town between 12:00pm-6:10pm	Abigail, Clint, Caroline, Pierre, Sebastian, Jas, Vincent, Jodi, Kent, Sam, Marnie, Shane, and Penny
Metalworking	Clint	Metalworking and Video Games	10 or 11 (randomly selected)	Blacksmith shop, any time	Clint, Abigail, Willy, Jas, Vincent, Jodi, Kent, Sam, Marnie, Shane, and Penny. Also, visit Jas and Vincent's rooms!
Animal Care	Shane	Music and Animal Care	12 or 13 (randomly selected)	Marnie's shop between 8:50am-6:10pm on a sunny or windy day	Shane, Sam, Jas, Vincent, Jodi, Kent, Marnie, Penny, Harvey (if you've seen Shane's 6 heart event), and Sterling if you have ARV installed. NOTE: there are two (2) topics set after this lesson. Be sure to talk to the NPCs *twice* to see all the dialog!
Egg Care	Shane	N/A	N/A can play while other lessons are happening	Marnie's shop, any time. Must have seen Shane Animal Care	Shane, Sam, Jas, Vincent, Jodi, Kent, Marnie, and Penny
Music	Sam	Music and Animal Care	12 or 13 (randomly selected)	Town between 8:50am-6:10pm on a sunny or windy day	Sam, Shane, Abigail, Sebastian, Lewis, Jas, Vincent, Jodi, Kent, Marnie, and Penny
Botany	Demetrius	Electronics and Botany	14	Mountain between 8:50am-6:10pm on a sunny or windy day	Demetrius, Maru, Robin, Lewis, Jas, Vincent, Jodi, Kent, Sam, Marnie, Shane, and Penny
Electronics	Maru	Electronics and Botany	15	Robin's house, any time. Must have seen Demetrius Botany, Harvey Anatomy, Sam Music, and Clint Metalworking first	Maru, Demetrius, Robin, Jas, Vincent, Jodi, Kent, Sam, Marnie, Shane, and Penny
Self-Defense	Abigail	Woodworking and Self-Defense	16 or 17 (randomly selected)	Pierre's shop, any time	Abigail, Robin, Sam, Sebastian, Jas, Vincent, Jodi, Kent, Marnie, Shane, and Penny
Woodworking	Robin	Woodworking and Self-Defense	16 or 17 (randomly selected)	Robin's house, any time	Robin, Abigail, Demetrius, Maru, Sebastian, Jas, Vincent, Jodi, Kent, Sam, Marnie, Shane, and Penny
Troubleshooting	Sebastian	N/A	18	Library / Museum, any time. Must have seen Sebastian Programming Basics, and at least 2 out of Abigail's 3 lessons (Economics, Video Games, Self-Defense)	Sebastian, Abigail, Jas, Vincent, Robin, Maru, Jodi, Kent, Sam, Marnie, Shane, and Penny
Wrap up!	N/A	N/A: Wrapping up the lessons	19	Saloon between 7:30pm-10:10pm. Requires seeing all the previous lessons, including Shane Egg Care	George, Evelyn, Wizard, Krobus, Linus, Lewis, Robin, Clint, Harvey, Emily, Demetrius, Maru, Abigail, Sebastian, Elliott, Leah, Haley, Gus, Alex, Jodi, Kent, Sam, Pam, Marnie, Shane, and Penny