Power-Up Lesson Framework with the Problem-Solution Canvas

Before the Lesson (Instructor prep)

1. **Select an advanced topic from the [AMJ Skills and Strategies Matrix](e.g., bottom** of the page; *Switching Hands*, *Joker Tactics*, *Calculating Risks*).

2. **Fill the Problem-Solution Canvas** for that topic:

   o **Problem/Pain (anticipated):** Define what players will feel if they don't get coaching on this outcome.

      ▪ *Example:* "Without coaching on Switching Hands, players will stick too long with dead-end hands and lose opportunities."

   o **Solution/Outcome:** Write the promise of transformation.

      ▪ *Example:* "You'll learn how to identify pivot points so you can recover stalled hands and turn them into winners."

   o **Learning Objectives:** Use Bloom's verbs (Analyze, Apply, Evaluate).

   o **Activities/Assessments:** Plan 2–3 drills, mini games, or scenarios.

During the Lesson (Student integration)

1. **Introductions & Pain Points**

   o Ask each student for name, experience, and their #1 challenge.

   o Record on whiteboard; tally repeats.

2. **Framing**

   o State the clear session objective from the pre-filled canvas.

   o Set expectations: focus first, socializing after.

3. **Weave in Live Pain Points**

   o As you move through the prepared objectives and activities, explicitly link them to the challenges students shared.

   o *Example:* If a student said "I freeze when I have too many options," tie it into your Switching Hands drill as a direct solution. "I don't know when to switch to defense," tie into push-fold judgment.

4. **Assessment Checkpoints**

   o Ask players to reflect: "How does this strategy address the challenge you mentioned at the start?"

After the Lesson (Follow-up)

- **Summarize:** Restate the solution/outcome achieved.

- **Check off pain points:** Show which were addressed live.

- **Email recap:** Include:

   o Key takeaways.

   o Resources (wiki articles/videos).

   o Notes on any pain points not fully addressed.

This makes the Problem-Solution Canvas both the backbone and the safety net:

- **Backbone:** Instructor preps a clear, strategy-driven lesson with outcomes.

- **Safety net:** Live student pain points get integrated so every participant feels seen and leaves with value.

Calculating Risks (example)

Step 1: Define the Problem or Pain & the Solution/Outcome

- **Anticipated Pain (instructor preps):**

    o "Without learning risk calculation, players rely only on luck or hunches. This often leads to reckless exposures, unsafe discards, and preventable losses."

- **Solution/Outcome (promise):**

    o "You'll learn how to measure risk in real time so you can make smarter discard and exposure decisions, protect your points, and increase your odds of winning."

Step 2: Develop Learning Objectives

- **Analyze**: Evaluate the danger of a discard by reading opponents' exposures and discards.

- **Apply**: Use a simple framework (safe, risky, dangerous) to decide when to sacrifice a tile.

- **Evaluate**: Judge when it's worth pushing for a big hand versus folding to minimize losses.

Step 3: Plan Activities & Assessments

- **Activities**

    o Case study: present a live wall state and ask students to rate discards as safe/risky/dangerous.

    o Drill: play 2–3 mini-rounds focusing only on safe vs. risky discards.

    o Group challenge: identify when to fold vs. push for a big hand.

- **Tools/Handouts**

    o Whiteboard tally of live pain points.

- **Assessments**

    o Verbal check-in: "Which discard would you choose here, and why?"

    o Gameplay with coaching on discard risk choices.

Step 4: Assess Student Understanding

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- During drills, ask: *"How does this exercise connect to the challenge you mentioned at the start?"*

- Adjust in real time if student pain points align (e.g., if someone said "I always lose because I discard the wrong tile," you fold that into the activity explicitly).

Step 5: Summarize & Follow-Up

- Recap key takeaways:

    o Safe vs. risky discards.

    o When to fold vs. push.

    o How risk awareness increases win rate and reduces losses.

- Show which pain points from the whiteboard were addressed.

- Follow up with an email linking to related wiki articles: *Hoptoi's Core Strategy by Wall* and *Planning Discards OPTIMIZE & SABOTAGE*.

This model can be duplicated for any advanced topic on your index (Switching Hands, Joker Tactics, etc.), with the "anticipated pain" pre-filled by the instructor and live student pain points integrated on the fly.