

Trainer-Prep Checklist

Module 3 — Power Automate Guided by Claude | Read before delivery

Numbering note: Module 3 uses its own internal Day 1–5 numbering, distinct from the program-wide master outline's Day 11–15. Do not conflate “Module 3, Day 1” with “Program Day 1” in any client-facing material or conversation with Reem Alarbeed.

1

Confirm Copilot availability in Burgan's tenant

Confirm whether Burgan's Power Automate tenant has native Copilot (“Describe It to Design It”) enabled. This determines whether Day 1 Block 6 and Day 4 Block 1 run as full practical blocks (with tasks) or awareness-only (with optional tasks). Both versions are already built into the slide decks — pick based on this answer.

2

Test all games on Burgan's network beforehand

Test all four/five games on Burgan's actual delivery network/machines beforehand — corporate lockdowns can block embedded game sites or third-party domains.

3

Finalize Day 5 direction — BLOCKING

Day 5 direction (cornerstone project vs. capstone-prep) needs to be finalized before Day 5 content can be built — this is a **blocking item, not a nice-to-have**.

4

Microsoft Claude Code Power Automate plugin — instructor-side only, approval required

If using the Microsoft Claude Code Power Automate plugin (microsoft/power-platform-skills, power-automate plugin) for instructor-side prep — grounding the Day 4 expression cheatsheet and examples in accurate, current Power Automate schema — this requires Node.js and `az login` against a real Burgan tenant. Confirm this is feasible/approved for the instructional design team before relying on it for cheatsheet accuracy.

This tool is NOT trainee-facing: its real capabilities (direct create/edit/publish/delete/run of flows) would make Claude a runtime operator of the automation layer, which directly conflicts with this module's core framing (“Claude designs, it doesn't execute”). Never surface it to trainees as an installable resource.