

The skill as building block

Everything in a forest is made of **skills**. A skill is one concrete ability: something you can do, demonstrate, and — crucially — name precisely.

Precision is the whole game. "I know marketing" tells you nothing; it's a continent, not a skill. But break it down and suddenly you have a plan:

- social-media posting — *confident*
- SEO basics — *beginner*
- email campaigns — *don't have it yet*

That's the test of a well-cut skill: you can honestly say whether you hold it, and at what level, without writing an essay. If the answer is "well, it depends on which part," the skill is too big and wants splitting. If the answer is a plain yes or no with nothing in between, it's a small skill — and that's fine too, the method has a place for those.

Skills are also where **connections** live. A skill can require other skills before it (its prerequisites) and can unlock many skills after it. Those links are what turn a pile of abilities into a map with paths through it — but that's the next page.

For now, the one habit to build: whenever you catch yourself or anyone else using a continent-word — "marketing," "leadership," "React" — ask *which part, specifically?* The answers are the skills.



Revision #3
Created 2026-07-08 16:08:34 UTC by Admin
Updated 2026-07-08 16:37:28 UTC by Admin