Time to Get Agile

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Education Elements

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Gimme Shelter

“Our family of four needs a new home.”

Actions:

1. Form groups of 3-5
2. Build model of home w/paper, tape
3. 5 minutes
You learned something new:

“We live next to a river. Sometimes it floods in the area. We need the home to withstand flooding.”

Take 2 minutes to improve the home.
You learned even more:

“Everyone in the family has a severe vitamin D deficiency. We need lots of natural light.”

Take 2 minutes to improve the home.
Turn and talk

If you built the shelter without talking to the customer, what might have happened?
Being agile means embracing iterations and increments.

Initial Planning → Shelter → Feedback → Flood resistant → Feedback → Includes natural light → Happy House

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How are they agile?
Our Objectives

Understand agile and its use in education

Pack a sprint

Be able to use scrum to make your team agile
Nice to meet you
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Our Objectives
What is “agile”? 

- Software development method
- Values incremental building
- Iterate and adapt: learnings, feedback
- Team-based decisions
Yeah, but we don’t build software

Software = final product
District Example:

“We need self-guided PD modules so people can build foundational knowledge about personalized learning.”

- **Initial Planning**
  - Draft goal and backlog of tasks

- **v1**
  - Create 1 module in LMS

- **Feedback**
  - Test 1st module w/10 teachers

- **V2**
  - Test feedback w/10 teachers

- **Feedback**
  - V2 of module, using feedback

- **v3**
  - Create all modules

- **Ship!**
  - Share the modules!
Reduce risk, increase value

Agile development uses an iterative approach to reduce risk and create products that are “launchable” throughout development.
Blue River Technology

Based on article by Steve Blank, May 2013 Harvard Business Review: “Why the Lean Start-Up Changes Everything”
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Think about some of the different needs across your district. Does it make sense to “go agile” for any of them?
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Scrum Roles

**Product Owner**
- Define vision and roadmap, gathers needs, gets feedback

**Scrum Master**
- Coaches team, facilitates meetings, enforces scrum practices

**Team Members**
- Involves everyone needed to create the product, cross functional
Scrum Artifacts

- **Product Backlog**: Prioritized list of user needs and tasks; “the work”
- **Sprint Backlog**: Short list of prioritized needs or tasks to be done during a sprint
- **Burndown Chart**: Report that shows complete and incomplete work
Scrum Ceremonies

- Sprint Planning
  Move items from backlog into sprint, based on priority and present knowledge

- Sprint + Daily Scrum
  Set period of time to deliver item of value; share yesterday, today, blockers

- Review + Retro
  Present new item(s); reflect, what to improve next time
In a sprint, teams might create

Software companies:
1. Facebook “like” button
2. Snapchat filter
3. Action list in Touchpoint

Schools and Districts:
1. State test plan
2. School garden
3. PD modules
Sprints over time

Initial Planning
Talked to our users

Sprint 1 - Design
v1-sketch
Feedback
Sprint 2 - Design
v2-wire
Feedback
Sprint 3 - Build
v3-build

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Our Objectives
Ok, we’re going to apply this to your work now!

1. Goals - Draft goal(s)
2. Team - Set the sprint team and roles
3. Backlog - Write out all of the needs and tasks
4. Prioritize - Rank needs and tasks in priority order
5. Pack - Set sprint goal and tasks
6. Sprint - Do the work; meet daily
Today

- Product Backlog
  - Sprint Planning
  - Sprint Backlog

Later

- Burndown Chart
- Task Board (To Do, In Progress, Done)
- Daily Scrum
- Sprint
  - Review & Retro
- Working Software

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Create a sprint board w/your team

TEAM

SPRINT GOAL + DATES

BACKLOG

TO DO

IN PROGRESS

DONE
1. What do you need to accomplish in the next 3-6 months? Make a list.
2. Put that list in priority order. There are no ties.

Examples:

- Touchpoint - Make it possible to add new actions in 3 seconds or less
- PD Module - Create self-guided curriculum for new PL teachers
1. Look at your top goal, choose everyone who should be involved
2. Choose a Product Owner (vision, needs, priorities, backlog)
3. Choose a Scrum Master (facilitates, removes blockers)
4. Choose team members (everyone needed to do the work)
1. Look at your top goal.
2. Write out all of the actions you can think of that would need to be done in order to hit that goal. Be open, creative and go big.
3. One action per post it.
4. If you get done quickly, on to your second goal.
5. Add these post-its to your backlog.
1. Groom the backlog. Place post-its in order of importance.
2. Consider dependencies--are there some actions you have to do first, in order to do the rest?
3. If you see duplicate or similar actions, consolidate them.
1. Write a short, 1 sentence sprint brief: At the end of this sprint our team will deliver __________, so that ________________.
2. Move the post its into the “to do” column of your board.
3. Assign owners to each item.
Next Steps and Reflection
Next steps

- Complete your first sprint
- Put release date on your calendar!
- What else?
Understand agile’s use in education setting

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Did we meet our objectives?

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Reflect

- What challenges might you face, how will you get around them?
- How might scrum help your team?
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