

The heart of agile is in your local primary school

I Z C K J F R U M R A D G A G R M L J K F Q U G T I N T E H
L N P R Z D P Y E R G E I O I M H Q J Z A W K U Y I O R S I
Q M D D I S S F I K Z V E R L L Z W V R R Y I B E S I E L Q
P F U I P T L J C S P E S P R K A M I R Z D T O G X T L F Z
P H K R V E I C O U M L A A Z A C R A W H S O V Z E A L Q H
R G I A C I E C D R U O E E S J E A T T I K N A E L R O C K
E N P T N S D N A S A P L O H X G Z B S G U B Q E M E X X N
T N I T J B A U K L R M E E M N P D S Z U U I C H V T T O I
S O G H P T A U A D A E R M I R W Z J X G A T J A U I V Q H
N I Z I S H G N V L T N K N O Y P I N T E R A C T I O N S T
Z D Q N H Y R B Z H S T E X R E F L E C T T T K V S E J J C
I H R K Z O N E J I D T I V Z K O Y P A C U S T O M E R K S
S M B I W E N Q D N S M I A A A P E Q E G W S S X P W I W Q
L D K N K Z B F I I A O T A J A M A O Q J C C T B B D B K S
O U J G O G K M L L E L I G A O M I G Y L L A C I T I R C U

"Our schools are full of little agile people.
We should be learning from **them**."

Richard Weissel - REA Group



Lesson Plan

Learning Goals	<ul style="list-style-type: none">• Understanding of research base underpinning primary education & its relevance to agile world.• Fun, achievable activities to take away to agile teams.
Introduction	A little about my background
Main	<u>Classroom skills relevant to the agile world:</u> Collaboration Peer Learning Reflection Listening Skills Critical Thinking Feedback
Conclusion	Summary of activities students can take back to their teams. List of free online resources.
Assessment	Online feedback



1996-99

2000

2008

2010

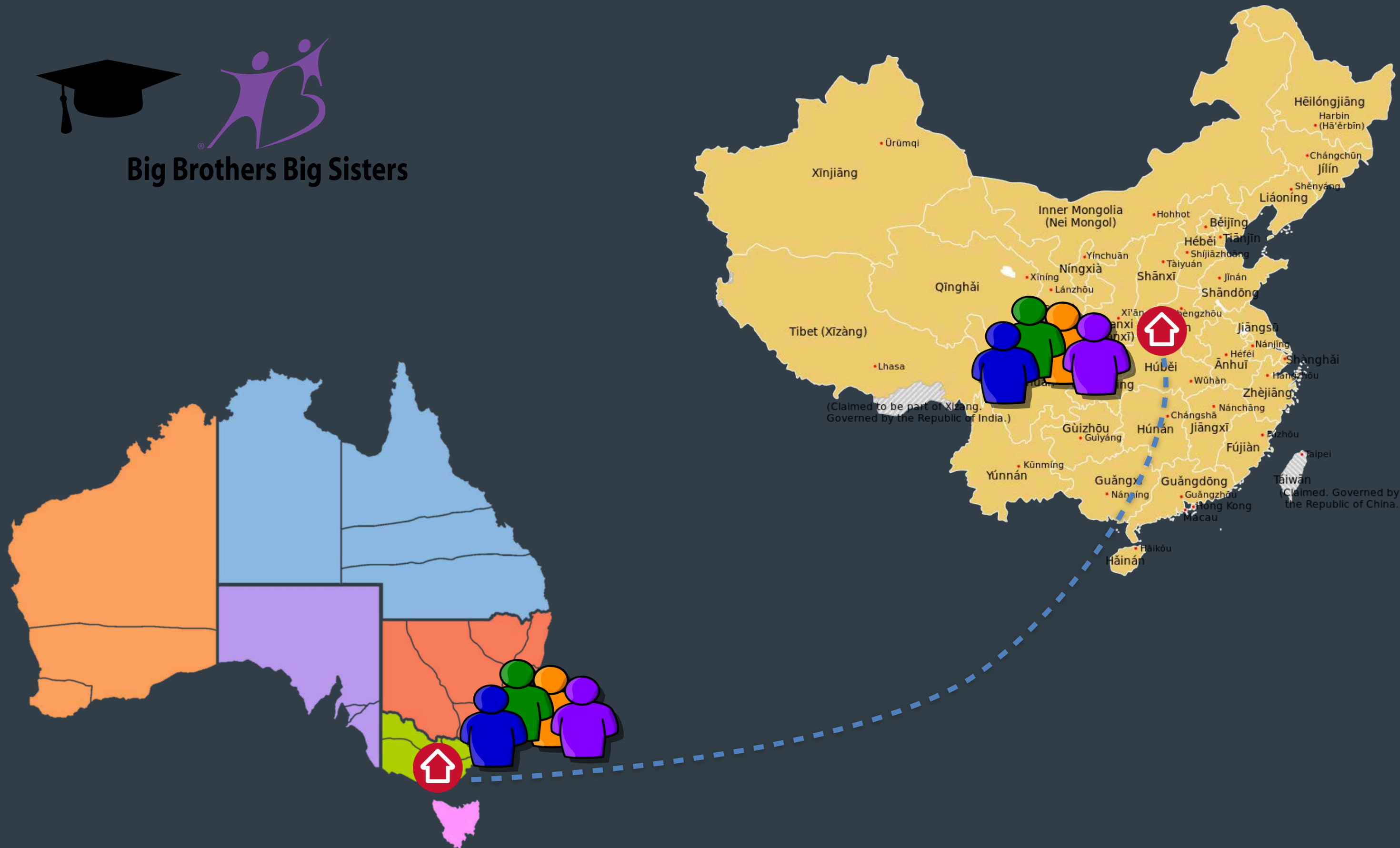
2013

2015

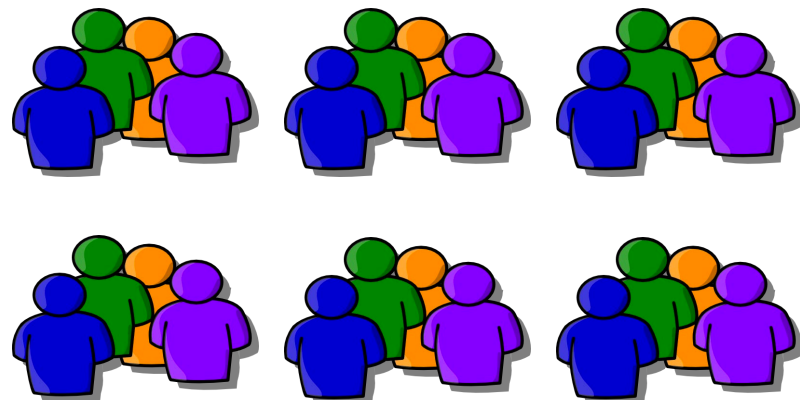




Big Brothers Big Sisters



Agile Town Primary



Skill set

Collaboration
Peer Learning
Reflection
Listening Skills
Critical Thinking
Feedback

...

Agile Teams



Agile

XP

Sprint

Trello

Stand Ups

Leankit

Agile Manifesto

Jira

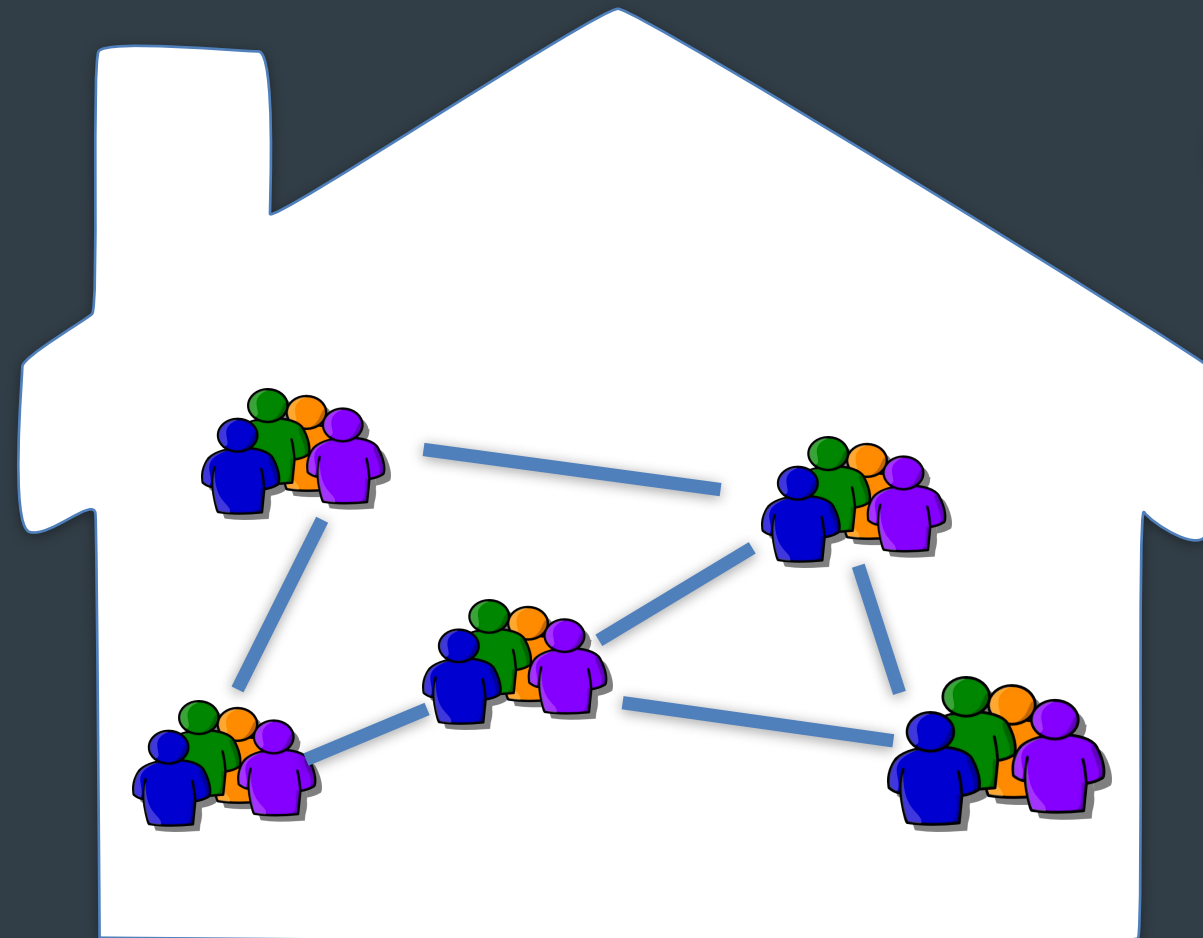
SCRUM

Retros



Individuals and Interactions

Collaboration







Peer Learning

Reflection

Listening Skills

Critical Thinking

Feedback

Conclusion



EXTREME PROGRAMMING



Lev Vygotsky
1896 - 1934

Zone of Proximal Development



What the student cannot do, even with assistance

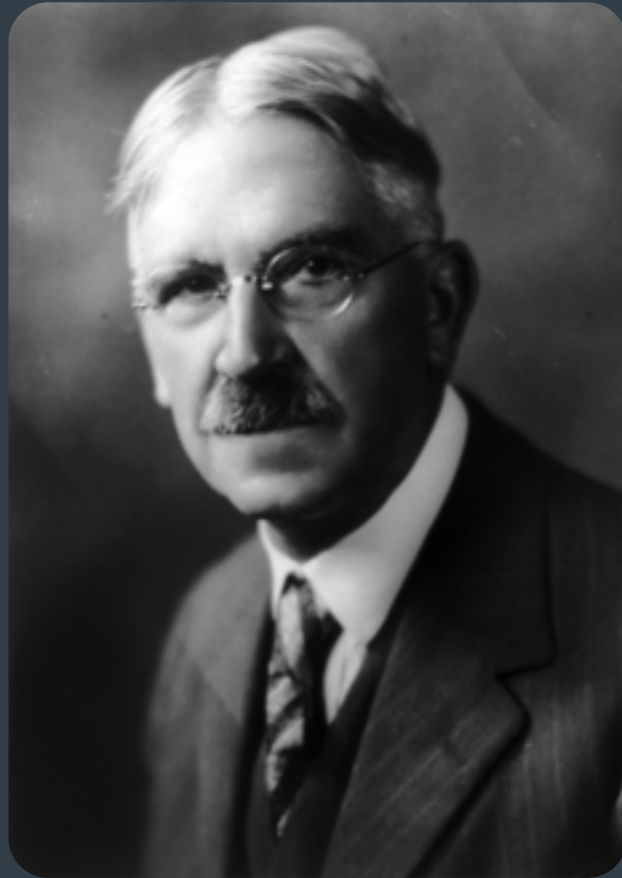


Independent ability

Increasing
Task Difficulty



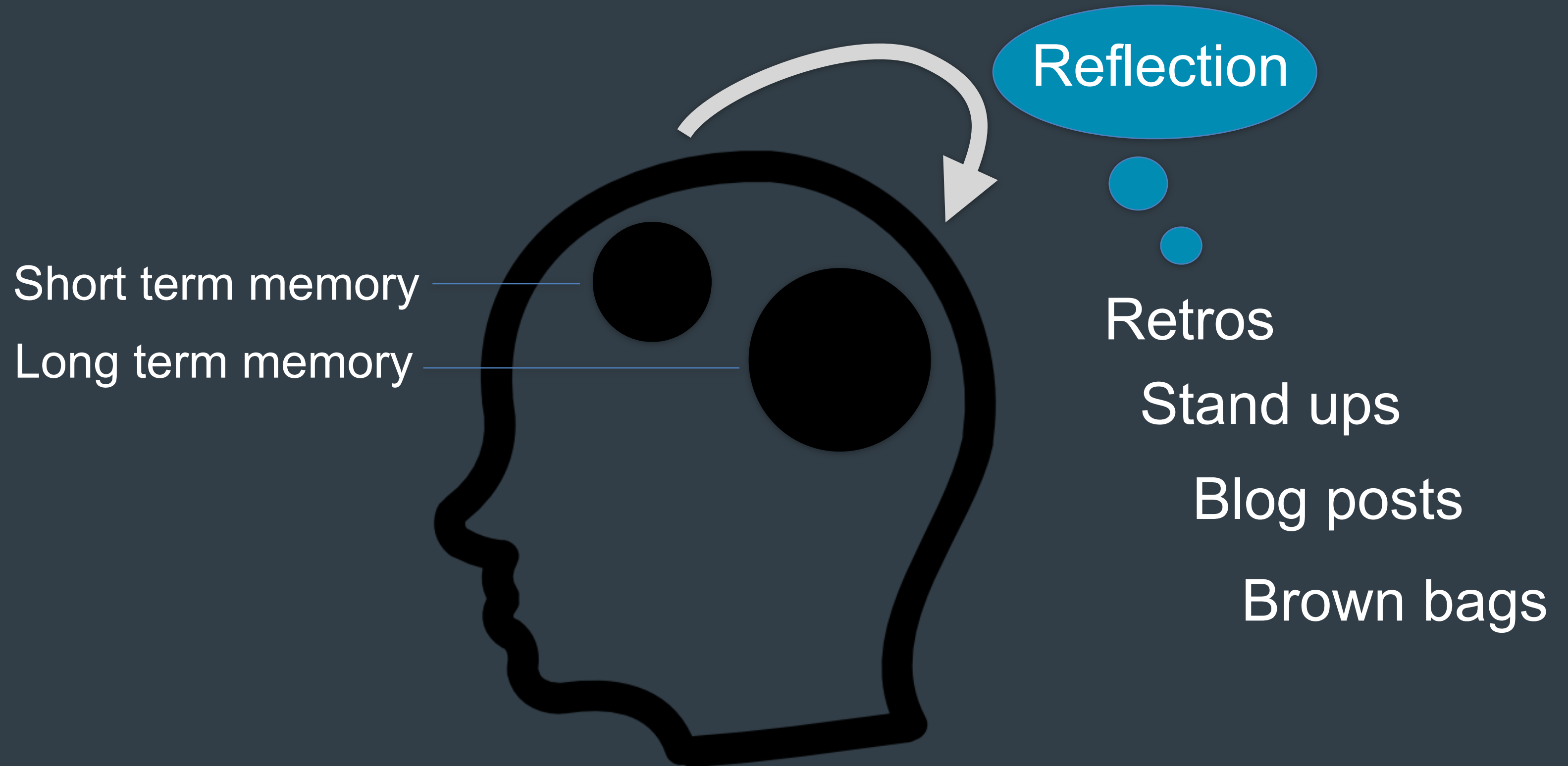
Scaffolding



“We don’t learn from experience; we learn from reflecting on experience.”

John Dewey (1933)

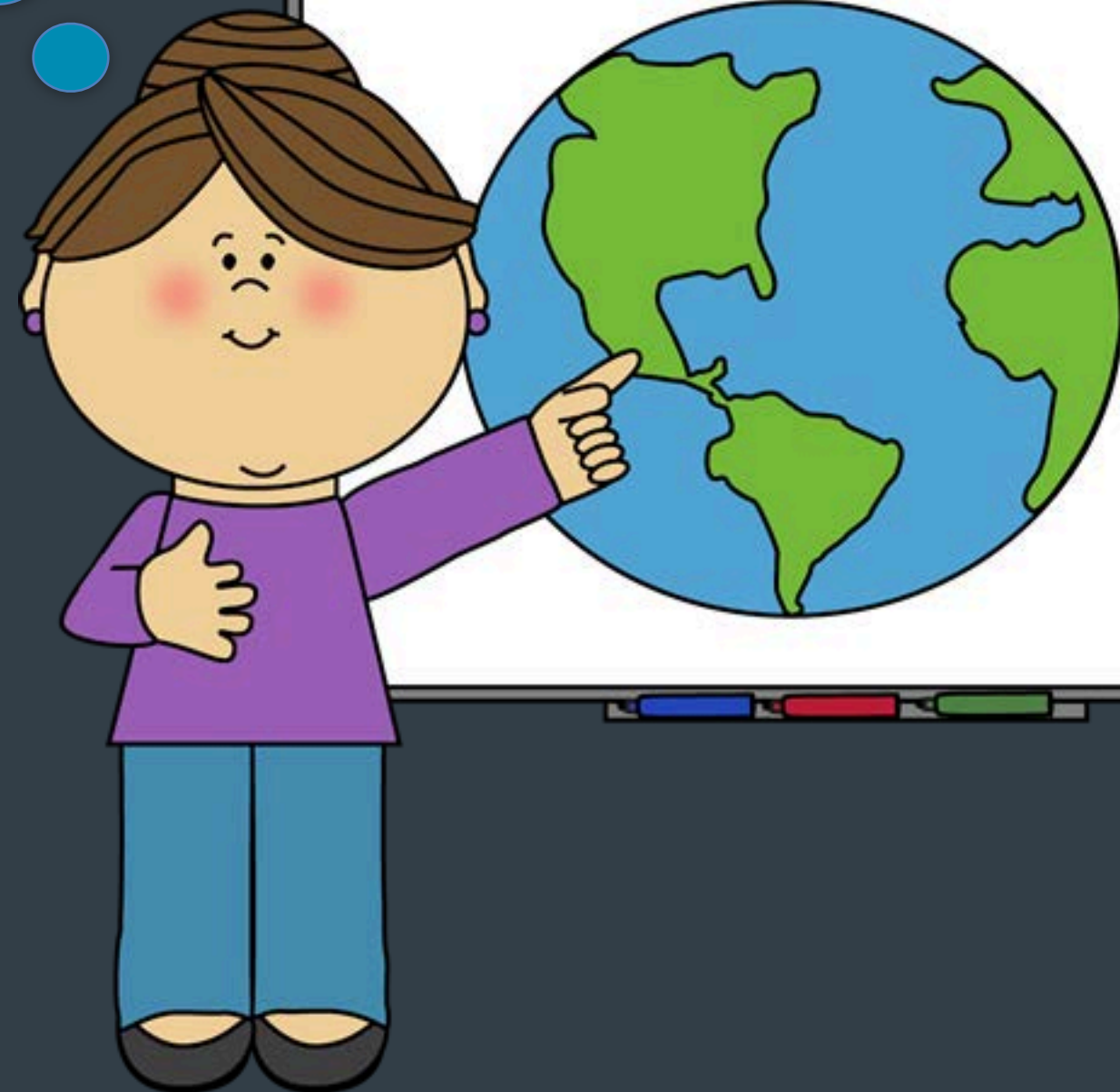
Reflective Practice (Schön 1983)



Reflective Practice (Schön 1983)



Town Planning
Architecture
Psychotherapy
Engineering
Education



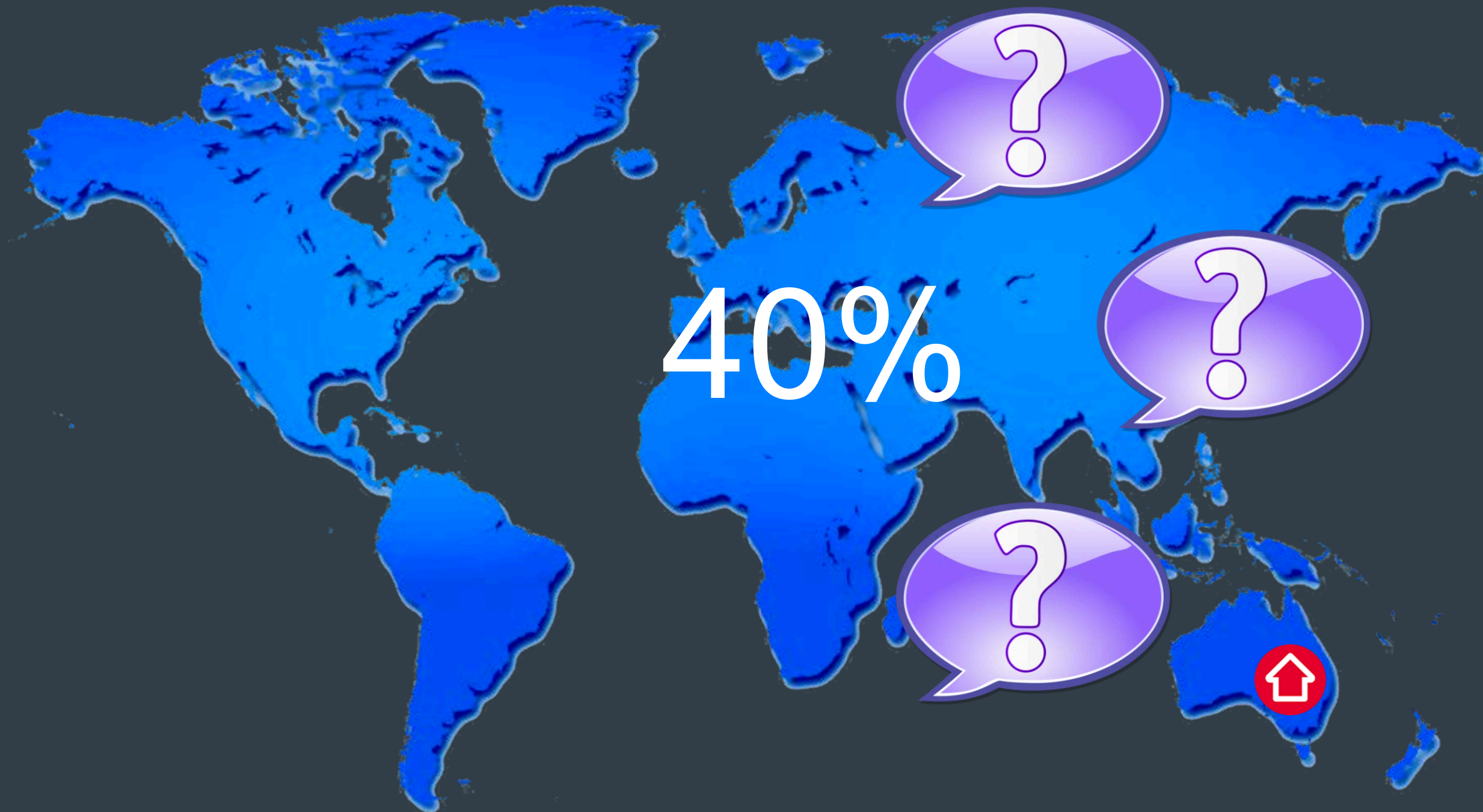
Reflection in practice



ZPD

- What did you **learn** yesterday?
(Could be anything!)
- What did you do yesterday?
- What will you do today?
- Do you have any impediments?

What did I learn yesterday?





“Do Nothing” Aaron Wigley (2016)

Story Time 

Amazon's Sydney Availability Zones

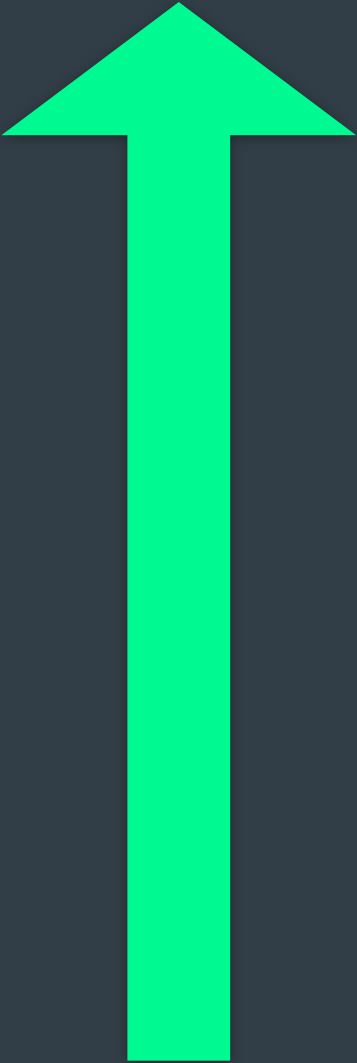


Money
for jam!

Richard

Disclaimer : The Availability Zones are not actually in these places.

4 Levels of Listening

- 
4. Empathetic; what does it mean for the speaker?
 3. Listening attentively; what does it mean to you?
 2. Impatient for your turn to speak
 1. Attention is elsewhere



Awareness

Critical Thinking

“The process used in evaluating alternatives, making judgements based on sound reasoning, or justifying a position, stance or point of view.”

(Pohl, 2000)

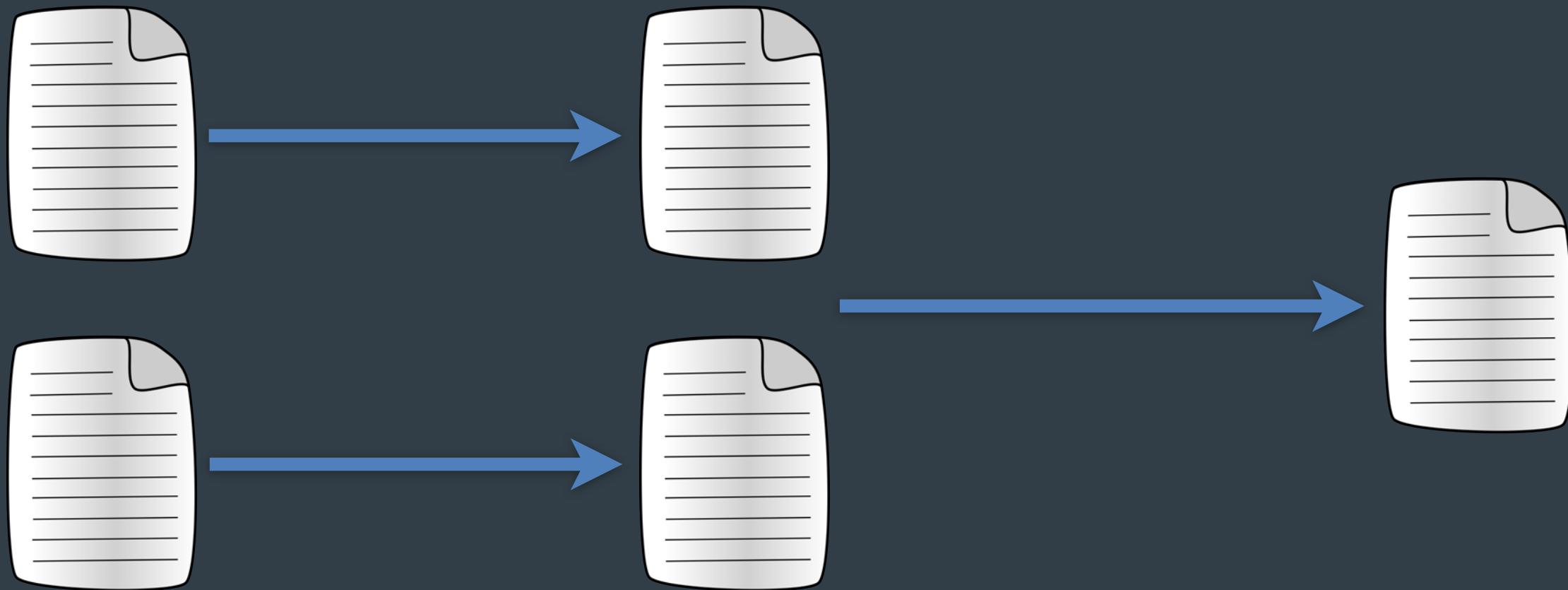


Critical Thinking

Options

Pros & Cons

Chosen Outcome



Tony Ryan's Thinker's Keys



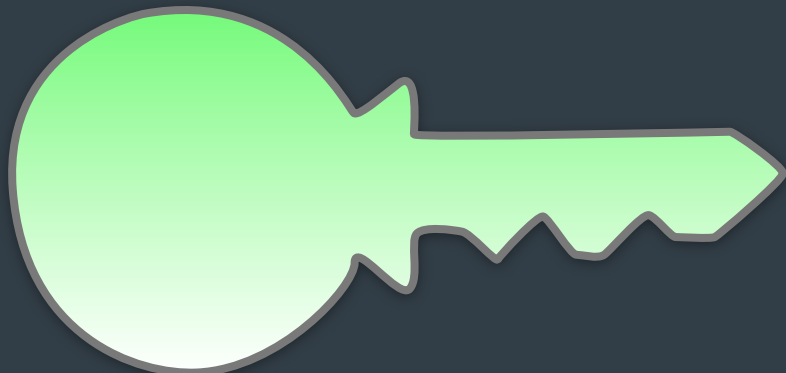
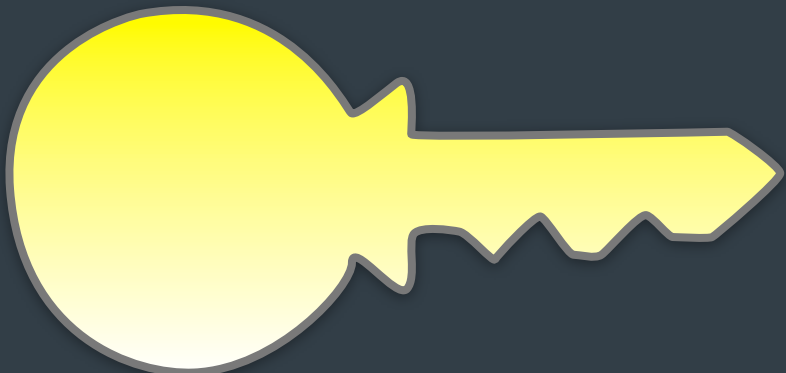
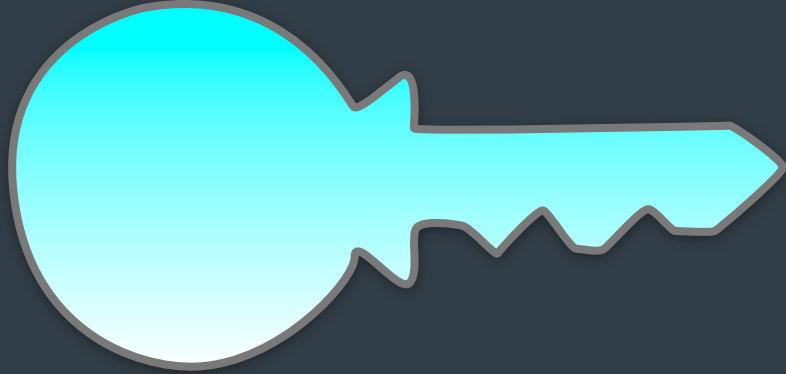
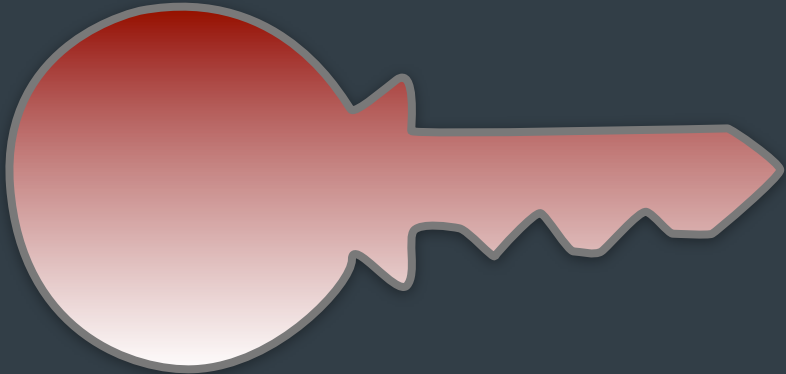
Question



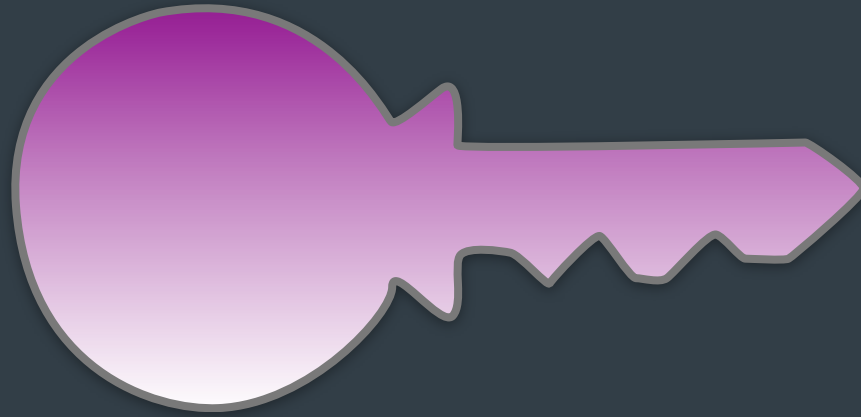
Alphabet



What If?

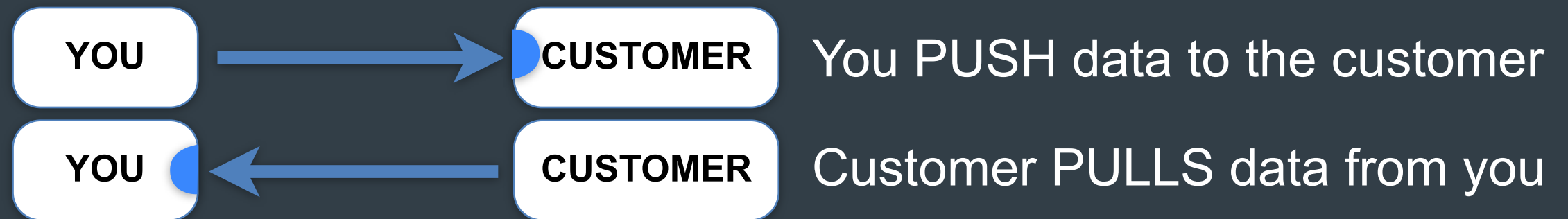


The Question Key



The Problem : Your customer needs to receive constant updates to your data.

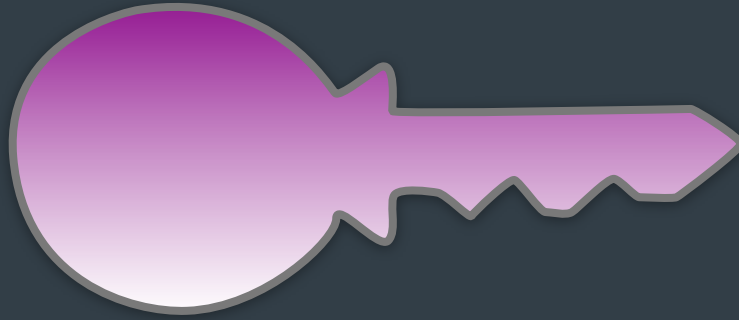
Options :



The answer is PUSH data to the customer. What is the question?

- *How can we get updated data to the customer as close to real-time as possible?*
- *How can we minimise our risk profile with no cost to business value?*

The Question Key



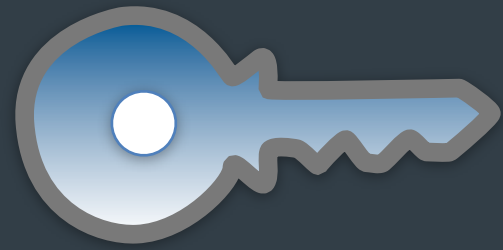
The Problem : You need to choose between an electronic OR physical card wall

Options : Physical card wall
 Electronic card wall

The answer is a physical card wall. What is the question?

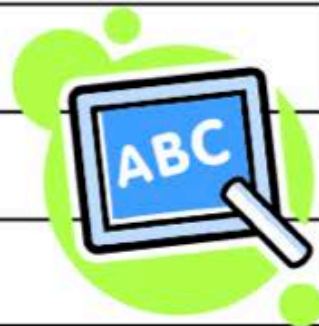
How do we have a wall that stops people working from home?

How do we have a wall that doesn't need electricity?



The Alphabet Key

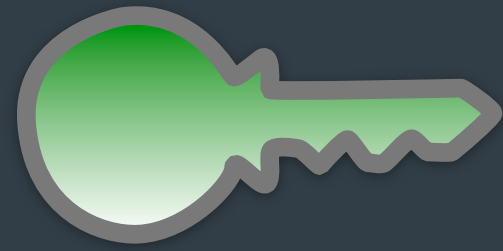
A	N
B	O
C	P
D	Q
E	R
F	S
G	T
H	U
I	V
J	W
K	X
L	Y
M	Z



M
A
X



A
N
D
Y



The 'What If?' Key

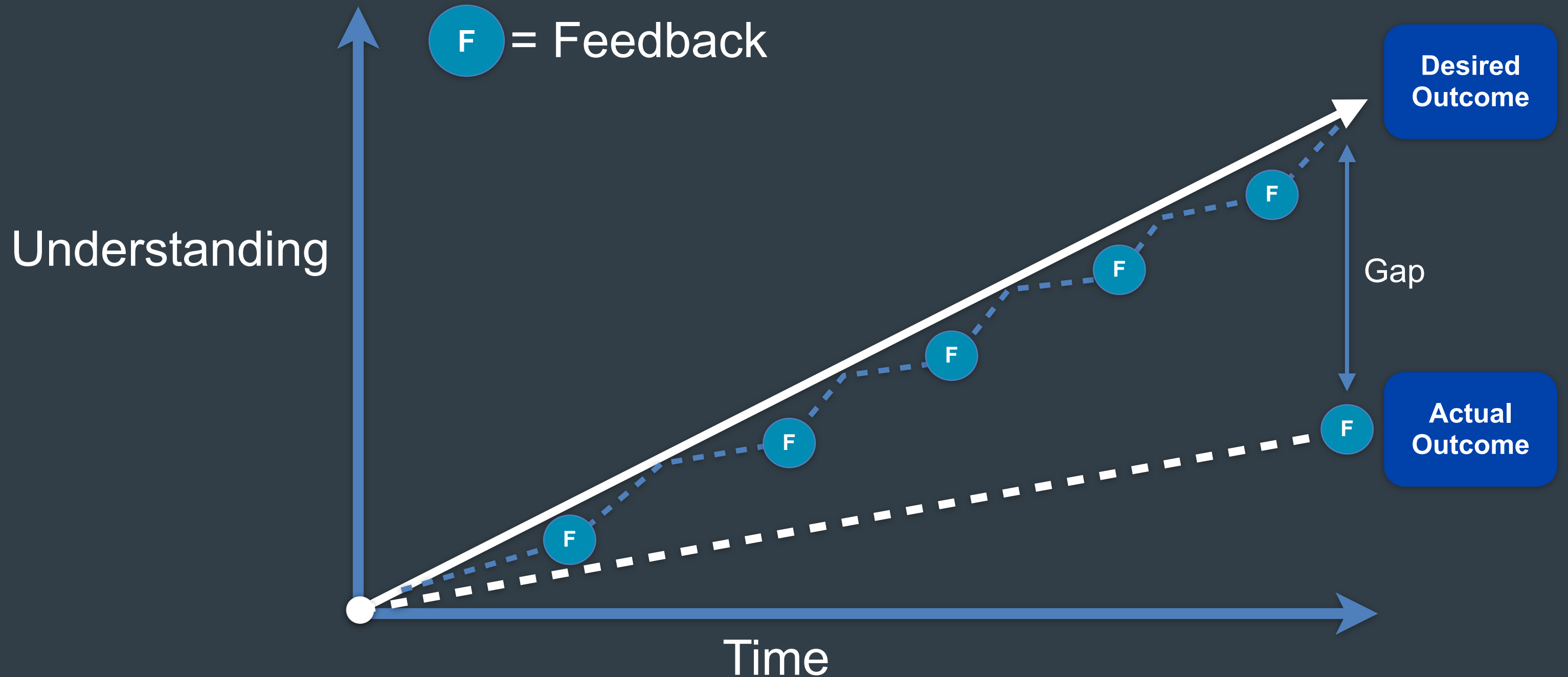
- **What if** the customer that needs the data goes under post-release?
- **What if** interest rates doubled overnight?
- **What if** we had no resourcing constraints? What would the team look like?
- **What if** Amazon tripled its costs?
- **What if** all the coffee shops in Melbourne closed down overnight?



"Feedback is one of the most powerful influences on learning and achievement, but this impact can be either positive or negative."

John Hattie (2007)

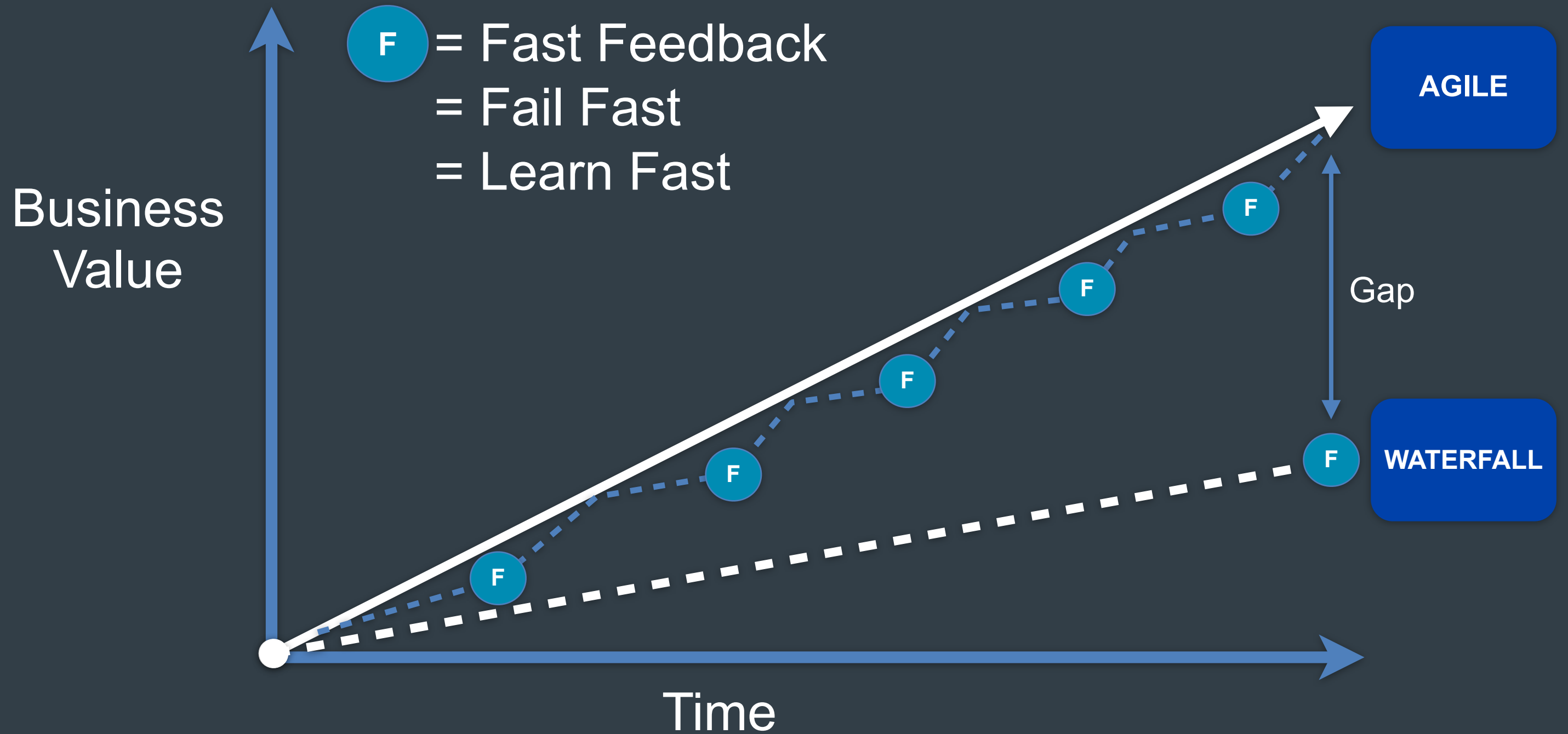
Feedback



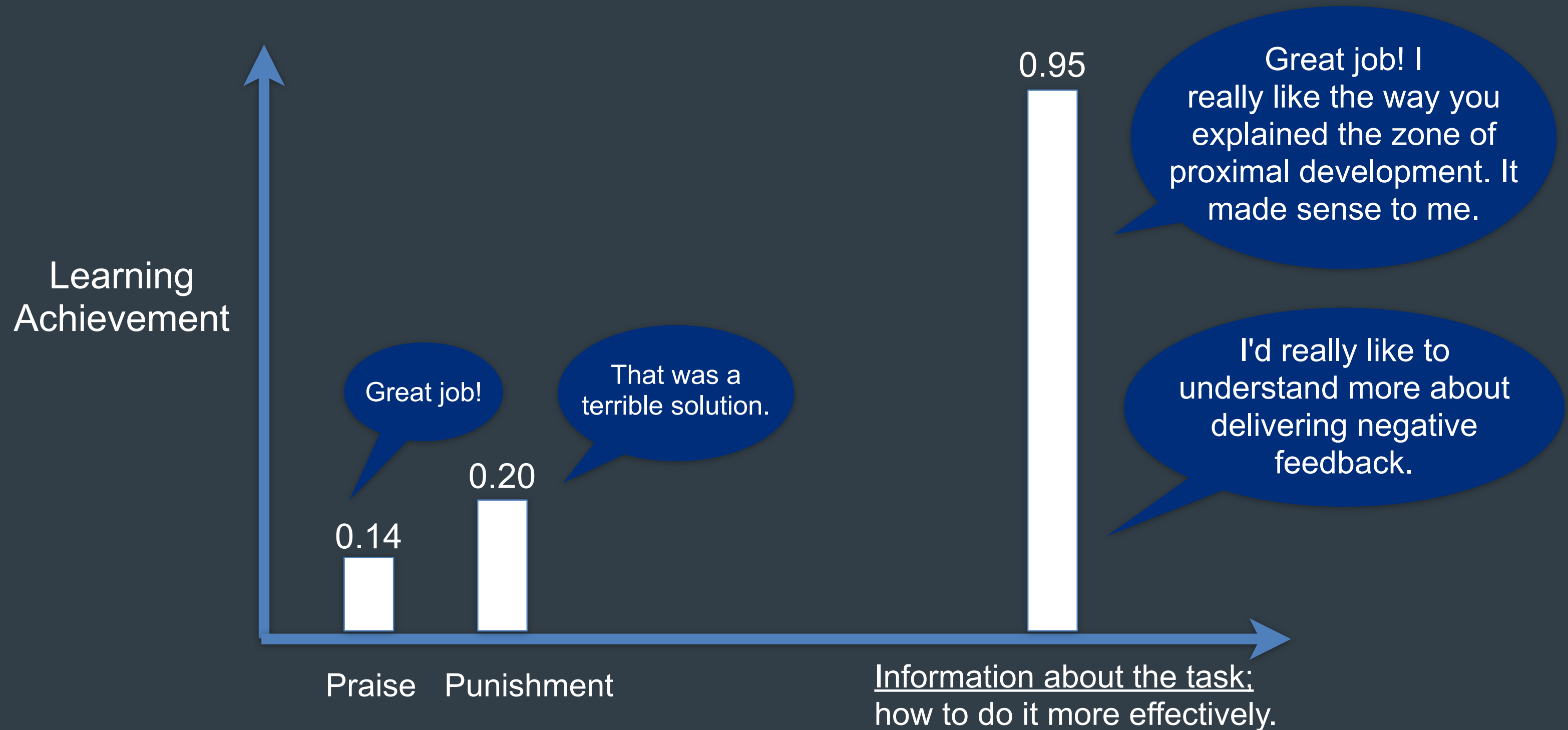
"Feedback is most powerful when it addresses faulty interpretations, not a total lack of understanding"

John Hattie (2007)

Agile vs Waterfall

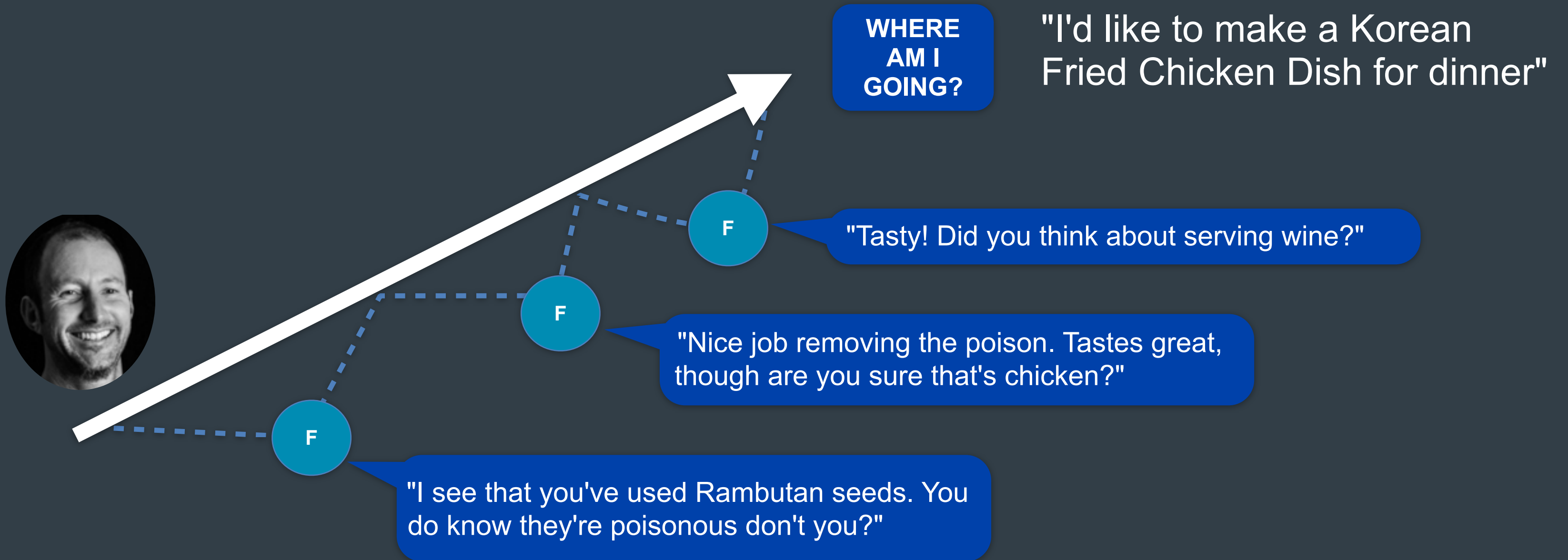


Effectiveness of different feedback types



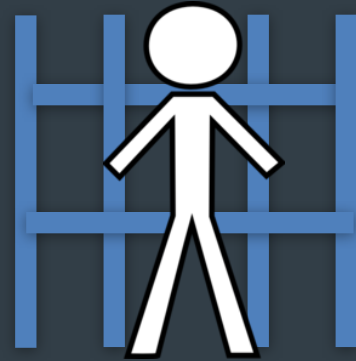
Goals

In order to provide effective feedback you need to have...
challenging and specific goals.

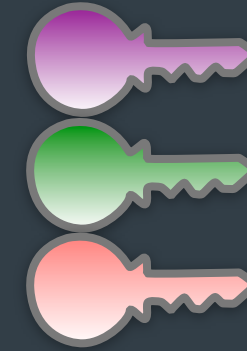


HOMEWORK

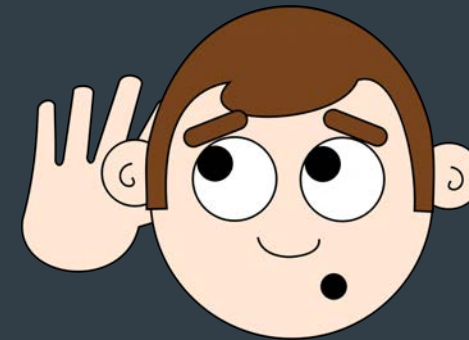
**Peer Learning
(ZPD)**



- Question
- Alphabet
- What If?



What did you learn?



TRY LEVEL 4 :)

FEEDBACK



Revolution School
Putting Education To The Test



(ABC) Watch this!



Big Brothers Big Sisters

I Z C K J F R U M R A D G A G R M L J K F Q U G T I N T E H
L N P R Z D P Y E R G E I O I M H Q J Z A W K U Y I O R S I
Q M D D I S S F I K Z V E R L L Z W V R R Y I B E S I E L Q
P F U I P T L J C S P E S P R K A M I R Z D T O G X T L F Z
P H K R V E I C O U M L A A Z A C R A W H S O V Z E A L Q H
R G I A C I E C D R U O E E S J E A T T I K N A E L R O C K
E N P T N S D N A S A P L O H X G Z B S G U B Q E M E X X N
T N I T J B A U K L R M E E M N P D S Z U U I C H V T T O I
S O G H P T A U A D A E R M I R W Z J X G A T J A U I V Q H
N I Z I S H G N V L T N K N O Y P I N T E R A C T I O N S T
Z D Q N H Y R B Z H S T E X R E F L E C T T T K V S E J J C
I H R K Z O N E J I D T I V Z K O Y P A C U S T O M E R K S
S M B I W E N Q D N S M I A A A P E Q E G W S S X P W I W Q
L D K N K Z B F I I A O T A J A M Q O Q J C C T B B D B K S
O U J G O G K M L L E L I G A O M I G Y L L A C I T I R C U

Resources

Tony Ryan's Thinker's keys

http://www.tonyryan.com.au/blog/wp-content/uploads/Thinkers_Keys_Version1.pdf

Word search creator

<http://puzzlemaker.discoveryeducation.com/WordSearchSetupForm.asp>

The power of feedback (John Hattie)

<http://education.qld.gov.au/staff/development/performance/resources/readings/power-feedback.pdf>

ABC iView revolution school

<http://www.abc.net.au/tv/programs/revolution-school/>



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