**EPIC TestAbility Academy**

**Session Plan 1 - Getting Started**

**Session Themes**

* Creating a great atmosphere for learning
* Why do we test?
* What is a tester?
* What does a tester do?

**Session Goals**

By the end of this session we will have covered:

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| **1** | **Welcome & introductions** | **Points to cover**   * Introduce Paul - career history, what current role entails * Introduce Lee - career history, what current role entails * Our goals for this course - a grounding in good software testing as a launch pad for your career in software testing * Introduce yourselves   **Activities**   * Go around the group one by one (with a “Pass” clause for anyone uncomfortable talking to the group at this stage), tell us who you are, what you’re interested in, why you’re doing this class |
| **2** | **What is testing?** | **Points to cover**   * Our definition of testing * What “testing” isn’t * Contrasting the manufacturing idea of Quality Assurance with the software idea of what testing is   **Activities**   * Get the group to offer their suggestions about what testing is as an ice-breaker activity? |
| **3** | **Why do we test?**  **What value does testing provide?** | **Points to cover**   * The value of testing (stakeholder information, etc.) * To find bugs * Common/traditional viewpoints about why we test and why we disagree with (some of) them   **Activities**   * Get the group to offer their suggestions as to why we test (bearing in mind our definition of what testing is) * Come up with examples of software failures they’ve heard about? |
| **4** | **Who is involved in testing** | **Points to cover**   * Why it’s not just about people called “testers” in the team * The bigger project picture * Agile vs. waterfall differences? (not sure we want to draw attention to this yet)   **Activities**   * Get the group to offer their suggestions (at the start of this section) as to who they think might be involved |
| **5** | **What do we mean by context and its importance** | **Points to cover**   * 7 principles of Context-driven Testing * Dimensions of project context (Bach has stuff on this) * Why context matters (and why we think a lot of traditional testing approaches don’t consider it)   **Activities**   * None |
| **6** | **Why do we care about stakeholders** | **Points to cover**   * Stakeholders really shape the context of a project * Testing is a service provider to these stakeholders * Basic communication with stakeholders (it works)   **Activities**   * For those in the group who are currently working, who are their stakeholders? * For those not working who might their stakeholders be? |
| **7** | **Critical thinking skills - importance of these** | **Points to cover**   * “Thinking about thinking with the aim of not getting fooled” (Bolton) * One of the key skills of a tester but also one of the hardest to teach   **Activities**   * Test a ball |
| **8** | **Wrapping up** | * Summarize today’s session * Introduce the Palindrome test |