When we first came to learn that our proposal for developing an early warning system to detect forest fires was selected, it seemed an almost surreal moment. An idea that came about in random workplace discussions was now finally becoming reality.

When the process of contracting began, we assumed that this project would be implemented as any conservation project is implemented and executed. We follow the workplan and ensure timely implementation of our project activities.

However, in this instance, our assumption proved incorrect. We came to be introduced to the concept of “sprints”, to look at each activity as not simply a deliverable to be met, but rather as an “experiment”. Moreover, weekly conversations with the FTL team provided further insight into this new and, at least for us, unique process of not just project implementation, but we soon realized that this was also meant to aid in project design. Although we had already designed some high level activities, this allowed us to look at it from a more nuanced lens, and provided us with a space to further brainstorm these experiments. Albeit a bit confusing in the beginning, once we got a hold of it, it was kind of fun. More conversations led to each experiment becoming more fleshed out, and eventually our first Sprint was developed. It was finally time to put our experiments to the test.

**Sprint**: The Sprint methodology was in itself surprising. The assumption was that we could go about implementing the project as we would usually expect to, but this method provided a new process which entailed us providing a basic concept to the FTL team, and then we would design and implement activities per Sprint on what was referred to as the “Pilot Log”. The Pilot Log asked us to identify the most critical and unknown assumptions that can be explored through experiments in order to (dis)prove our working hypothesis.

The challenge that came with this process was largely with time management. The concern was that the process of designing each sprint would eat away at the time meant to implement the project. And as the process was new, it did take some time to get the hang of it.

However, once we got the hang of it, it did get easy, and what made it interesting was how interactive it was. Providing a space for the project team to sit together and further discuss the concept with the FTL Hub allowed us to further flesh out the project idea, which made it into quite a fun learning and brainstorming exercise, and by building in time to reflect on the progress made on the pilot, the methodology enabled us to learn from our assumptions and modify the activity in light of the learnings