CM2020 Agile Software Development, Team activities Plan

Plan of teamwork activities

W/C	Week no.	Topic	Tasks

This is the list of the teamwork activities that you can use for planning your work in a team. The course is intense and there is a task for a team in almost every week, so start planning your work as team as early in the course as possible.

The full instruction for each activity you will find in the respective placeholder on the lesson on the platform.

The peer review activities, which you also can find in some lessons, are not included in this list. Follow the instruction inside each peer review activity.

All your work as a team should be carried out on a designated channel for your team on Slack.

Use the group discussion forum for raising any issues to your tutor.

W/C	Week no.	Topic	Tasks
1	1		**Lesson 1.0 Welcome** 1.005. Activity: Working on a project in teams
4	2		**Lesson 2.4 Start of teamwork** - Team allocation. - Get to know your team on Slack and choose a team leader. - Organise your first meeting. - Have your first meeting. 2.405. Teamwork activity: ice breaking activity
5	3		Your fist task completed as a team **Lesson 3.2 Planning for research** 3.202 Team activity and deliverable: Doing prerequisite investigation - Although you will start working on the project assignment in week 11, we recommend to organise your second team meeting to discuss the project assignment and talk about your working styles and strengths related to the assignment.
6	3		In this week you will provide your first teammate review and write about a particular contribution of each team member. **Lesson 3.4 Summary and epilogue** 3.404 Team activity and deliverable: Writing research questions 3.405 Teammate review: Checkpoint 1
7	4		**Lesson 4.2 Core constructs** 4.204 Teamwork activity and deliverable: Employing user-centred design techniques

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	8	4	**Lesson 4.4 Summary and epilogue** 4.404 Team activity and deliverable: Project ideation
	9	5	**Lesson 5.1 Assessment** 5.103 Teamwork activity and deliverable: Writing a project proposal outline 5.105 Teammate review: Checkpoint 2
	11	6	**Lesson 6.1 Your project** 6.104 Teamwork activity and deliverable: Defining principles
	12	6	**Lesson 6.2 Agile ways of working** 6.202 Teamwork activity: project tasks distribution 6.205 Teammate review: Checkpoint 3
	13	7	**Lesson 7.1 Test driven development and your project** 7.104 Teamwork activity and deliverable: Strategies for testing the functional aspects of software
	14	7	**Lesson 7.2 Delivering on your goals** 7.203 Teamwork activity and deliverable: Designing and running tests 7.205 Teammate review checkpoint 4
	15	8	**Lesson 8.0 Welcome** 8.002 Teamwork activity: Project progress **Lesson 8.1 Validation** 8.104 Teamwork activity: reflecting on prototypes and pre-defined deliverable
	16	8	**Lesson 8.2 User testing** 8.203 Teamwork activity: Designing and running tests 8.205 Teammate review: Checkpoint 5
	17	9	**Lesson 9.1 Good practice** 9.104 Teamwork activity: Supporting people and keeping them safe
	18	9	**Lesson 9.2 Professional interviews** 9.205 Teammate review: Checkpoint 6
	19	10	**Lesson 10.1 Deliverables** 10.104 Teamwork activity: Reflecting on development practice