

3.	Recognise Value Driven Development
4.	Design Customer and User Involvement Process
5.	Design Agile Process and Perform Agile Planning

**Topics/Content outline:**

Topics include: Agile development principles, the Scrum framework, Extreme Programming (XP) practices, Lean development principles, Kanban practices, Test Driven Development, team collaboration, and scaling of Agile teams

Expanded Outcome
<b>1 Recognise an Agile Mindset</b> Recognise the Agile and Lean mindset and history. The learner will engage in exercises to adopt the Agile mindset. <ul style="list-style-type: none"> <li>• Recognise the origin of Agile and Lean</li> <li>• Recognise the Agile Manifesto, and principles of Agile and Lean</li> <li>• Recognise and adopt an Agile mindset</li> <li>• Recognise that Agile goes beyond software development into other organisational disciplines</li> </ul>
<b>2 Recognise and Practice Team Interactions</b> Recognise that individuals, working in teams, create value. The learner will recognise the purpose, concepts and theory supporting this concept, along with applications supporting it. <ul style="list-style-type: none"> <li>• Develop soft skills and collaboration techniques</li> <li>• Recognise communication barriers</li> <li>• Share knowledge and understanding</li> <li>• Design Agile physical work environment</li> <li>• Recognise Agile roles</li> <li>• Apply an industry leading Agile team collaboration tool</li> </ul>
<b>3 Recognise and Perform Value Driven Development</b> Recognise the reason Agile development focuses heavily on working products, including the role of value in driving work. Perform software development using a value driven approach <ul style="list-style-type: none"> <li>• Recognise and perform incremental development</li> <li>• Retain quality with Test Driven Development</li> <li>• Minimise the impact of Work In Progress</li> <li>• Anticipate continuous integration and delivery</li> <li>• Critically examine the costs and benefits of frequent delivery</li> </ul>
<b>4 Design Customer and User Involvement Process</b> Design the process for working with stakeholders, customers and users. <ul style="list-style-type: none"> <li>• Apply a framework to identify customers</li> <li>• Design strategies to involve users</li> <li>• Apply techniques to elicit user feedback</li> <li>• Adapt the design of a Product according to feedback</li> </ul>
<b>5 Design Agile Process and Perform Agile Planning</b> Design and adapt process at various levels, including product, process, team and organisation. <ul style="list-style-type: none"> <li>• Perform Agile planning</li> <li>• Predict a time/effort/size estimate</li> </ul>