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**Unit 2, Sprint 1: Growth and Reflection**

**Sprint Assignment**

Part I: Reflect on the challenge you identified from Unit 1, and use it to draft a written answer to the common interview question, "tell me about a time you encountered a challenge."

**Describe the challenge you experienced:**

Don’t worry about making it sound nice; just get your memories out of your head and onto paper for now.

**Next, write out responses to the following questions:**

Describe the challenge in one or two sentences.

A challenge I had was letting others make decisions and provide input on projects I am apart of. I was having trouble letting others choose certain decisions such as design decisions.

What was the most difficult part of this challenge?

The most difficult part of the challenge was letting someone else make decisions about a project I was being graded on. I wanted it to be perfect and sometimes it’s hard to let team members choose what you are going to do.

Were you able to overcome the challenge? If so, what helped you to overcome it? If not, what is something you think you could have done differently?

I was able to overcome the challenge by only choosing a select few decisions that I wanted to make and I sat back and let the other decisions be made by the team.

What was the most important thing you learned from this experience?

The most important thing I learned from this experience is that sometimes other people will have better ideas than myself and not letting others provide input can actually hurt a project more than help it.

What will you do differently in the future as a result of your learnings that will make future challenges easier to overcome?

I am going to take in everyone’s input and try to take the decision-making process slower. I am going to reasonably look at the pros and cons of each decision and not choose my decision because I created it but choose the best decision for the project.

**Finally, combine the responses above into one fluent paragraph, and fill in any critical details to provide the necessary context. When spoken aloud, your paragraph should be roughly 2-3 minutes in length.**

**A challenge I faced before was letting go of the reigns and letting other people make decisions for me on certain projects or assignments, I was apart of. As a human I would like to believe my idea is always the best but that just isn’t true. The most difficult part of the challenge was trusting other people in their decisions on a project I was to be graded on. I wanted it to be perfect, so it was very challenging to let others put in input. I was able to overcome the challenge by only choosing a select few decisions that I wanted to make and I sat back and let the other decisions be made by the team. The most important thing I learned about this experience is that sometimes other people will have better ideas than me and not letting others provide input can end up hurting a project rather than help it. In the future I am going to make sure I respond to everybody’s input and not choose my own ideas but the ideas that are going to benefit the team the most.**

Part II: Edit or expand your goal from Unit 1, if needed, to better meet your needs based on your progress over the past few sprints, and create at least one new goal for Unit 2. Remember to use SMART or another goal-setting framework to craft goals that will support you in your growth and development.

**Unit 1 goal:**

S – I am going to practice working with others and letting others decide things during my build week.

M- I will make sure I keep the amount of decisions I made less than the rest of my team.

A – Based on my defined rules, I guarantee I can achieve this goal.

R – This goal ties to becoming a developer in any field, I must be able to take orders and work with others.

T – This will be done during my next build week.

**Updates to Unit 1 goal:**

If the goal you set in Unit 1 does not need to be updated, outline what aspects of your goal you have met, or, if you have not made progress in your goal, outline a plan for how you intend to work towards this goal in Unit 2.

I met all aspects of my goal and feel that this goal was important in my developer career.

**Create at least one new goal for Unit 2.**

If the challenge you identified in part I of the assignment is something you wish to continue progressing in, consider tailoring your goal to address that specific challenge.

My goal for unit 2 is to be able to take note of the feedback and criticism I receive from others. I often take criticism very hard and I want to soften up and appreciate criticism rather than dislike it.

**Stretch assignment:**

In this optional challenge, seek feedback from others on your goals and progress to get an external opinion on what you're doing well and what you could work on. Use their feedback to set new goals or edit your existing ones. Write your updated goal below, and indicate which areas your peers provided feedback on and how that feedback influenced your goal-setting.

Suggestions for people to seek feedback from:

- Build Week group

- Your TL

- Any peers you've gotten to know at Lambda School

- Friends or family who are familiar with your learning and growth