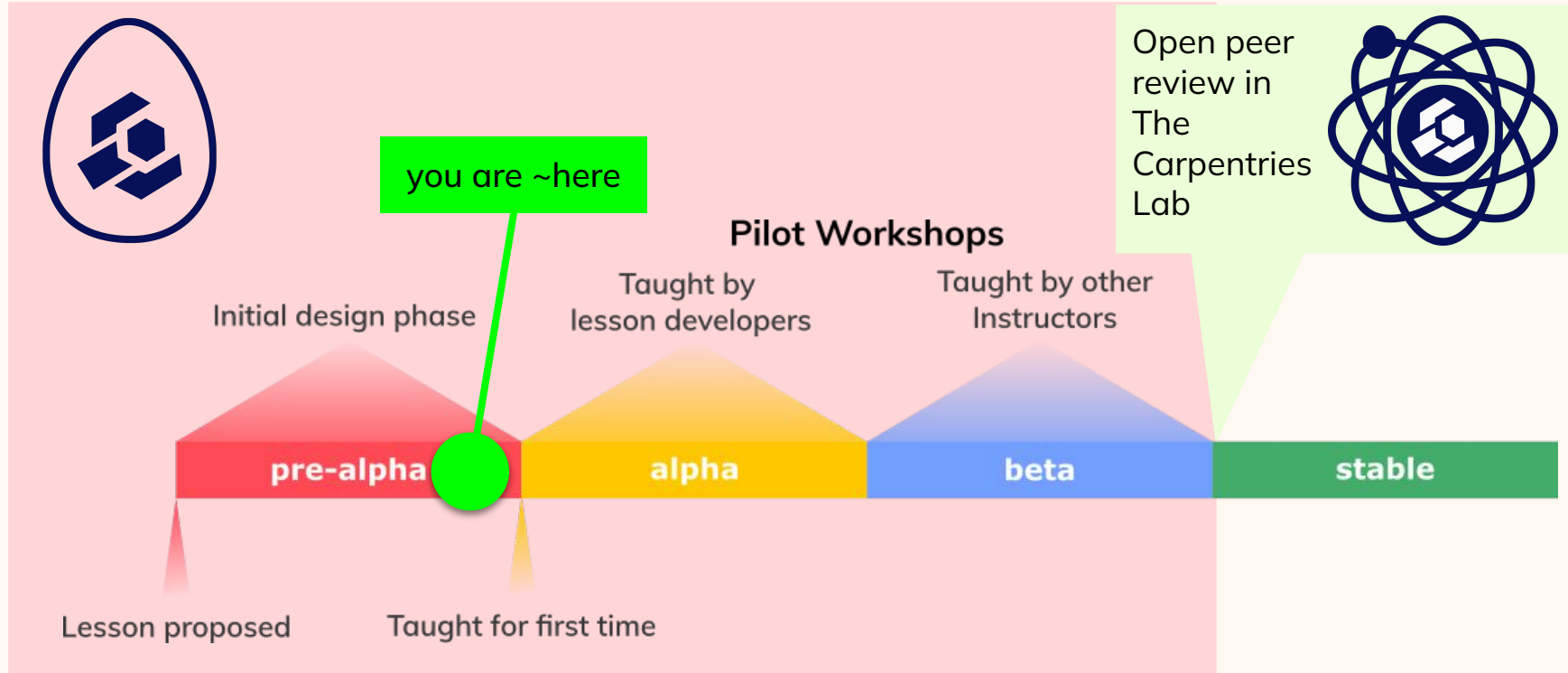# How we Operate

Collaborative Lesson Development Training

Benefits of Open Source Lesson Development

- **Increases visibility**
  - Your work on public display
- **Increases reuse**
  - Others can find and teach/follow your lesson
  - They might even contribute/collaborate!
- **Increases sustainability**
  - Others can help maintain and update your lesson
- **Increases collaboration**
  - Version control and branching/merging workflows
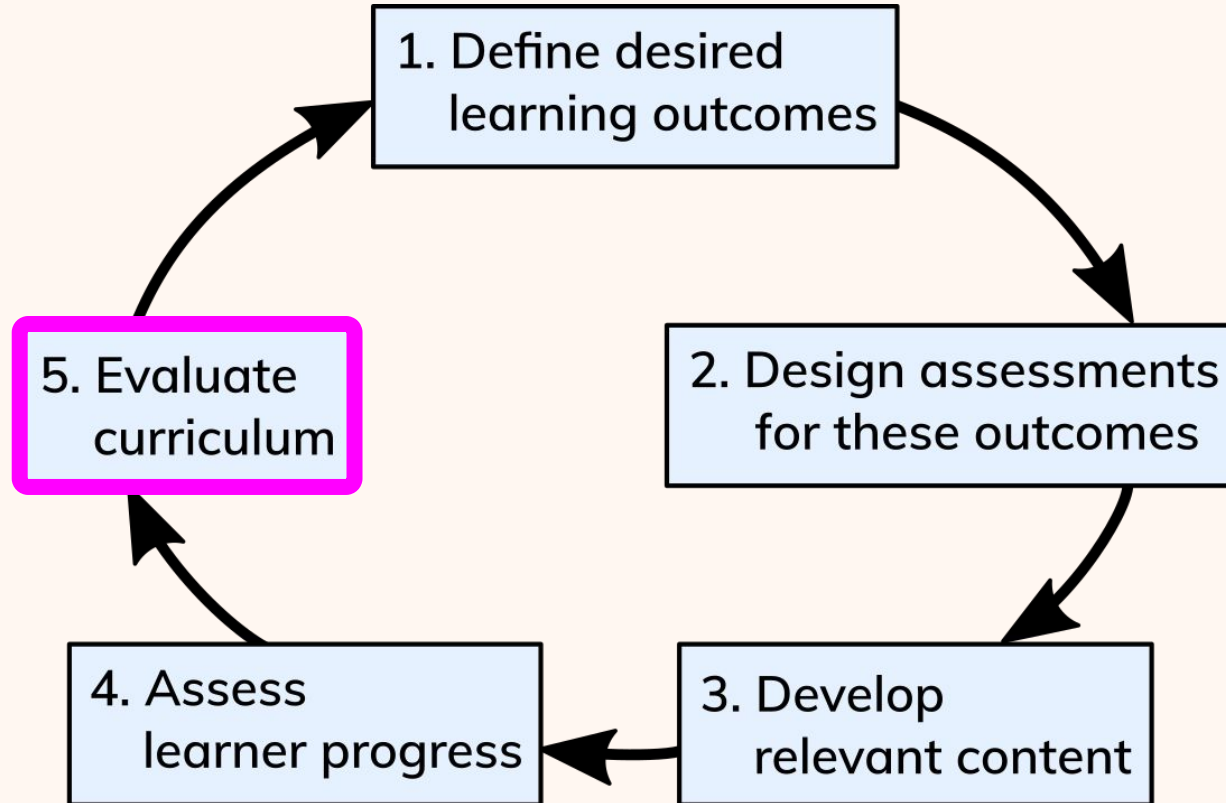 - Discussion, review, and project management features

The Carpentries Lesson Development Ecosystem

Open peer review in The Carpentries Lab

you are ~here

Initial design phase

Pilot Workshops

Taught by lesson developers

Taught by other Instructors

pre-alpha   **alpha**   **beta**   **stable**

Lesson proposed

Taught for first time

https://carpentries-incubator.org/

https://carpentries-lab.org/

Pilot Workshops

- How much time does it take to teach each section of the lesson?
- How much time is required for each exercise?
- What technical issues were encountered during the lesson?
- What questions did learners ask during the workshop?
- Which parts of the lesson were confusing for learners?
- Which exercises could be improved to provide more information to the instructors?

Pilot Workshops

Pilot Workshops

Advice for successful alpha pilots:

- Use the [Pilot Workshop Notes Template](#) and [Post-Pilot Feedback Survey Template](#)
- Assign an Observer to take notes, track timings, etc
- Hold a debrief meeting ASAP after the workshop
- Create issues on the lesson repo during this debrief
- Read the [Lesson Pilot Workshops section](#) of The Carpentries Community Handbook

Connecting with the Lesson Developer Community

#lesson-dev channel

incubator-developers mailing list

Monthly lesson development coworking sessions

Exercise: Join Relevant Channels (5 mins): *Use this time to explore the options listed above and join/subscribe to any communication channels that you find interesting.*