

Early talent Learning Time

Day 1 - Scope and Planning

#proj-supporting-juniors

Welcome!

Plan for today

- Now Run through the plan
- Get to know each other
- Morning: Hone your ideas for the next few weeks
- Afternoon: More detailed planning
- Last thing: Tech talk, "good git citizens & reviews"

If today goes well...

- Gotten to know each other a bit
- Know what you are aiming for
- Have a rough plan of how to go about it

Let's say Hello

Hands up, let's introduce ourselves

- Who are you?
- Which team & part of government are you in?
- What do you like most about development right now?
- Favourite pancake topping

User needs





Functional

I am trying to do {x},
 because I want to {y}

Non functional

- I need it to be quick
- I need it to be reliable
- I need to trust it
- I need...

Pitch time

Pitch each other

We want to hone our ideas

- Talk through what's interesting
- Begin to think about how we'd do it
- Get a chance to get feedback early

I'm going to move you into breakout rooms. You have 10 mins each.

Your turn to pitch

5mins - Can you explain the idea?

- What are you trying to make?
- What do you hope to learn from making it?
- What do you think will be the hardest part?
- What are the user needs you will need to have met?

Responding to a pitch

5mins - Help them think it through?

- Does the solution meet the user need?
- Why did they choose any technologies mentioned?
- What will be their first steps?
- How can they most quickly get to a MVP?
- What's the first thing they should do afterwards?

Golden Rule

Be kind - We're all here to help each other along.

Timings

- First session: 10 mins then swap (20 mins total)
- Short break
- Second session: 10 mins then swap (20 mins total)
- Reconvene and feedback

First Breakout

Quick break!

Second Breakout

Reconvene

Thinking about your project

Hands up!

- In one or two sentences what user need are you trying to meet?
- How will you go about doing that?
- What languages or tools do you want to try?

After Lunch Planning

Aim is to get a good array of tickets up

Let's create a github repository

- I need a volunteer to test your access...
- Live demo time... what could go wrong?

Github Projects as a place to log issues

This afternoon

- I want you to digest out different steps you think you'll need to do to achieve your task
- Focus initially on getting to a basic MVP
- What's the least you could do to meet your core functional user need?
- Where do you go from there?

Github Projects as a place to log issues

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- I want you to digest out different steps you think you'll need to do to achieve your task
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Ticket format

Small and manageable chunks

- Good title: Short summarise at a glance
- Link to User need: "Allow the user to..."
- Acceptance Criteria: How do you know when it's done?
- Estimated Time: really hard, best guess

If the estimated time is too long, break it into smaller tasks

Focus on your "happy path"

Plan that in detail, we can iterate everything else later

Get help

Ask questions in the slack channel Book an appointment slot

Back together at 16:00 Tech talk!

Lunch