

# AGILE SOFTWARE

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## LESSON

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# LEARNING OBJECTIVES

- + **Identify** Agile Values
- + **Differentiate** Agile and Scrum
- + **Understand** how Git makes you Agile

## **LESSON**

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# **WHAT IS AGILE?**







# ACTIVITY: WRITE PAIR SHARE

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## DIRECTIONS



**5 mins**

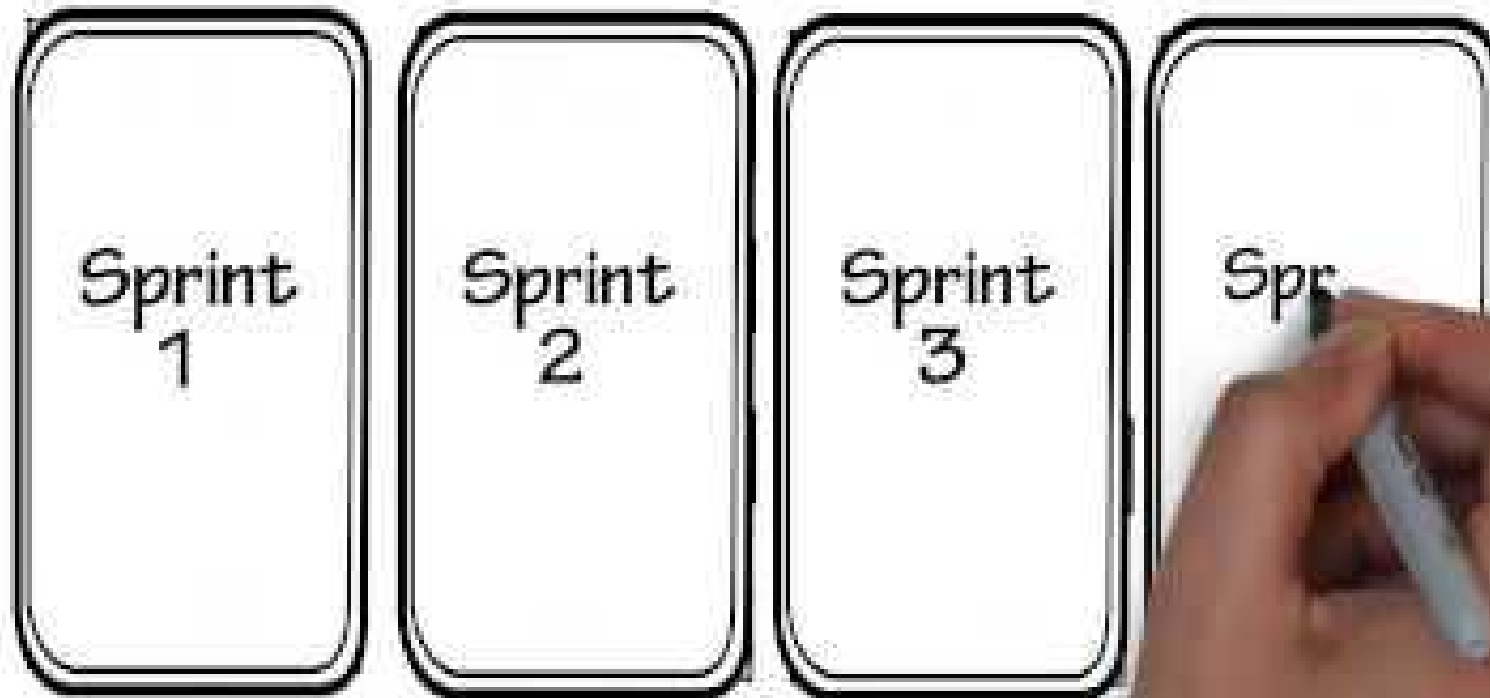
What do you think Agile is?

## DELIVERABLE

Think. Write. Pair. Share.

# SCRUM BASICS

## Scrum



Potentially Shippable Product

Several  
incremental  
releases  
called  
sprints

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# ACTIVITY: PAIR ACTIVITY

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**10 mins**

## DIRECTIONS

Create a Concept Map of Agile

## DELIVERABLE

Think. Write. Pair. Share.



## **LESSON**

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**IS THIS REALLY AGILE?**

# AGILE

<http://agilemanifesto.org>

# What is Agile?



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**LESSON**

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**JET.COM**

# TEAM ACTIVITY: MINI AGILE

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**15 mins**

## DIRECTIONS

1. Study Jet.com (5 mins)
2. Design a Mobile App version (5 mins)
3. Create a prototype (5 mins)

## DELIVERABLE

A basic prototype in a Git repository.



# TEAM ACTIVITY: AUDITIONS

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**15 mins**

## DIRECTIONS

1. Choose one Agile principle that resonates with you.
2. Team up and create a story/scenario to illustrate it.
3. Act it out in front of class.

## DELIVERABLE

Act your parts.

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## CONCLUSION

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**TAKEAWAY**



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**THANKS!**

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## **WELLINGTON MORENO**

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# FOR INSTRUCTOR PURPOSES ONLY

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## MATERIALS

- + [Lab](#)
- + [Lesson Plan](#)
- + Lesson Starter Code