TREO

Technology, Research, Education, Opinion

Scrum for Pedagogy

Leveraging the Scrum Framework in the Classroom

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We all know that Scrum is an increasing popular framework used in industry to solve complex tasks and projects, involving iterations of planning, communication, execution, and reflection. However, have you thought about how you, as an instructor, can use the same framework, tools, and events in the classroom as a pedagogical approach? There are several important ways that Scrum can impact teaching and learning. First, there is a parallel between higher education goals with Scrum's Values (openness, focus, respect, courage, and commitment) and Principles (transparency, adaptability, and inspection). Second, Scrum highlights the role of communication and allows students to learn empirically through engagement, iteratively, and reflectively through repeated review and adjustment. Third, scrum artifacts and events can be used together within the whole framework or as individual tools, depending on your need. Finally, the Scrum framework and tools go well beyond the classroom, becoming a way of working that students can use with complex projects or problem areas in any context. The goal of this TREO session is to discuss ways in which you can use Scrum values, principles, artifacts, and events to help you meet your class goals, regardless of what content you teach. You will not only have a better understanding of the Scrum principles, but will also leave with some practical strategies on how to apply these ideas in your classroom.

References

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