What do I want to learn or understand better?

The domain model is not yet finished but it's good enough for some UI-work to be done. This means that I will want to learn (or rather re-learn), some things about UI design and all that goes into the graphical aspects of an application. I also feel like our group should be putting in some more effort on the sprint review and retrospective. I think it's something we're all feeling a little unsure of but I'm hoping that this week when I have been assigned scrum master, I will be able to make some improvements for the finish of our current sprint.

How can I help someone else, or the entire team, to learn something new?

Primarily I hope to help the group learn how to properly execute a sprint review and retrospective.

What is my contribution towards the team's use of Scrum?

For this coming week, my main contribution is that of a scrum master. I think trying out the role of a scrum master will teach me a lot and hopefully help the team with our agile teamwork.

What is my contribution towards the team's deliveries?

This week I plan to actually start working on the UI alongside the domain model. And because I am scrum master this week I also hope to make sure the deliveries of all of my teammates goes as planned.