

Slide	Script	Animations
1.1 Introduction	The world changes fast, and we are changing with it. In order to fulfill our mission, we use a different approach to project management. A democratic approach that allows us to adapt and grow quickly. Welcome to Scrum.	Image of world turning, shifts to crowd of protesters then A.A. male riding plane circling the world.
1.2 Course Overview	This course will help you apply Scrum techniques when working with your team. You will learn about what makes Scrum methodology special, the roles of a Scrum team, and how to organize your work in a Scrum cycle.	Each objective moves in from the right with accompanying imagery
2.1 Scrum vs. Waterfall	Traditional project management uses a waterfall approach. This approach is linear, you go from start to finish without turning around. But what if something changes halfway through the project? If you're using the waterfall method, you're stuck. You have to scrap the project and go back to the beginning, and you have probably wasted time and money in the process. Scrum is based on the agile system of project management. The agile process is cyclical, not linear. This makes it easy to shift gears and lets you review your work as you go. In order to get feedback as quickly as possible, Scrum teams create a Minimum Viable Product . Instead of making an entire product at once, in Scrum you make a small piece of it and get feedback from users so that you can improve. For example, instead of making an entire eLearning course you might create a single module. Instead of an entire website, you might make a single web page.	Image of straight line moving from left to right side of screen, then a stop sign appearing, followed by a cycle icon. When narration reaches MVP, term appears with illustration + condensed description
2.2 Product Backlog	So how do you start creating your product? In Scrum, the key is the product backlog. The product backlog is an ordered list of everything that is known to be needed to design your product.	Image of product backlog fades to image of person thinking of an animated video (maybe YouTube icon) Fade out, and as each item listed in the product backlog is mentioned it will appear

	<p>For example, let's say your team is making an animated video. You'll need to write a script, design character concepts, and make a storyboard before you can develop the animation. You're also probably going to need to create audio tracks and find voice over actors and sound effects. Once you're done, you'll need to decide how to publish it. All of these items will be in your product backlog.</p>	<p>on the right side of the screen as a backlog item</p>
<p>2.3 Sprint Backlog</p>	<p>Of course, this would be a lot to do in two weeks, even with a team! So instead of tackling it all at once, your team will decide what to focus on for the next two weeks. If you're creating an animation, the objective of your first sprint might be writing the script. To meet this objective, your team will create a second list of tasks called the sprint backlog. This list has all of the tasks from the product backlog that you can accomplish in two weeks. / At the end of your sprint, you will have something called a product increment: this is the sum of all of the items you have completed during the sprint. As you move through sprints, your product increment will include value based on what you have completed in previous sprints. For example, in your first sprint your product increment would be the script. Then, let's say in the second sprint you make your storyboard. Now your product increment is the script you wrote in your first sprint, plus the storyboard you created to go with it.</p>	<p>Image of people moving items on a scrum board, fades to person talking with thought bubble of backlog. Fade to text saying Product Increment with short definition of term</p>
<p>2.4 Knowledge Check</p>	<p>Ok, let's see what you remember so far. Match these terms with what they mean</p>	<p>Drag & drop activity</p>
<p>2.6 Scrum Roles</p>	<p>Another important feature of Scrum is team roles. Scrum roles are <i>not</i> job titles. The roles are sets of responsibilities which help teams function effectively. The Product Owner is the team representative. They help the team determine the objective, share work at the</p>	<p>Three-panel screen with image representing each role. Resource tab with Scrum.org information and link to DxH job aides</p>

	<p>Sprint Review, and communicate with other parts of the organization.</p> <p>The Agile Coach is the team facilitator. This person makes sure the team is holding daily meetings, keeps the work on track, and mediates any problems the team has. Everyone else on the team is a Developer, whether they actually develop the product or not. On your team, Developers might be writers, instructional designers, or subject matter experts. For more information about these roles and what they do, take a look at the resources in the tab.</p>	
<p>2.7 Steps in the Sprint Cycle</p>	<p>The Sprint cycle has ____ events. These events will be the framework for your work on a development team. The first step is the sprint planning event. This is a meeting for the entire team where you will decide on your objective for the sprint and create your sprint backlog. The second event is the daily scrum. This is a short check-in meeting where everyone on the team shares what they are currently working on and brings up any problems that need to be solved. On asynchronous teams like the ones at DxH, these check-ins might take place over Slack. At the end of the sprint, a team representative participates in a company-wide sprint review. At this meeting you get to show off what you have created and get feedback and resources from other teams in the company. The last step in the process is a Sprint Retrospective. During the Retrospective, your team discusses what went well and what you can improve.</p>	<p>Chevron shapes creating a cycle, labelled for each section of cycle. Learner clicks on each part of cycle to reveal information. Text in script column will probably be condensed.</p>
<p>2.8 Knowledge Check</p>	<p>OK, let's see what you remember. Are these questions true or false?</p> <p>The daily scrum must be face to face</p> <p>You create your product backlog during sprint planning.</p>	

	<p>Everyone in the company can go to a Sprint Review.</p> <p>The Sprint Retrospective happens before the Sprint Review</p>	
2.9 Review Set Up	<p>Here's a story to help you review. Team 13 is a Development Team here at DxH. They want to make an eLearning tool to help HR professionals understand microaggressions. First, they have a Sprint Planning session and they brainstorm all of the tasks they need to get done and put the information in their project backlog. As they go through their sprint, you will help them navigate the Scrum system.</p>	Image of team meeting on computers
2.10 Question 1	<p>At their Sprint Planning meeting, the Product Owner helps the team decide on their sprint objective. Which of these would be the best choice?</p> <ul style="list-style-type: none"> a) Writing their learning objectives b) Picking names for characters c) Building their course with software <p>Feedback:</p> <p>Incorrect: Remember, the sprint objective should be a piece of work the team can complete in two weeks and build on later. Writing learning objectives is the best choice.</p> <p>Correct: Correct! Writing learning objectives is a good first step.</p>	Multiple choice slide with radio buttons
2.11 Question 2	<p>They decide that their objective for the first sprint will be creating learning objectives for the course. What should they do next?</p> <ul style="list-style-type: none"> a) Hold their first scrum meeting b) Get a Trello account 	Multiple choice slide with radio buttons

	<p>c) Make their Sprint Backlog</p> <p>Feedback: Incorrect: The very first step is creating the Sprint Backlog. They can't do anything else until they know what their tasks are.</p> <p>Correct: Correct! The very first step is moving tasks from your Product Backlog into your Sprint Backlog.</p>	
2.12 Question 3	<p>Now that they have their sprint objective and their backlog, they need to make a plan for having their daily Scrum. Most of the team lives in the USA, but one team member is in Brazil. How should they handle this?</p> <ul style="list-style-type: none"> a) They shouldn't have scrums. b) They should find a time that works for her c) They should have an asynchronous Scrum on Slack <p>Feedback: You shouldn't skip your daily scrum, but you don't have to have it face to face.</p>	Multiple choice slide with radio buttons
2.13 Question 4	<p>They did it! Team 13 put together surveys, looked, at source documents, and came up with some excellent course objectives. When will they get a chance to show it off?</p> <ul style="list-style-type: none"> a) At the next Sprint Planning meeting b) At the Sprint Review c) At the Sprint Retrospective <p>Feedback: You demonstrate your Product Increment at the Sprint Review</p>	Multiple choice slide with radio buttons
2.14 Question 5	<p>Most of the work went smoothly, but there are things they would do differently next time. When should they talk about them?</p> <ul style="list-style-type: none"> a) At the next Sprint Planning meeting b) At the Sprint Review c) At the Sprint Retrospective 	Multiple choice slide with radio buttons