

LESSON PLAN YCAL Symposium

Date(s) Feb 23, 2016	Course Career Retention and Advancement	Instructor Kyle McAllister
Unit/Topic Scrum Introduction and Framework		
Objectives Introduce participants to the Scrum Framework and Agile approach.		
Essential Question(s) How can the Scrum Framework be used in a High School Classroom?		
Lesson Duration 15 minutes	Concepts (know) Understand how a traditional course can be managed in a non-traditional manner	
Competencies (do) Apply the Scrum/Agile System to a current course of instruction.	Standards	
Materials Computer, PowerPoint Presentation		
Key Vocabulary Scrum, Agile, LMS (Learning Management System), Sprint, Backlog, Iteration		
Instructional Delivery		
<p>Warm-Up Participants will visualize a traditional class period, its structure. Participants will then visualize how a Unit of instruction is delivered to students.</p> <p>Lesson Participants will review the Scrum/Agile System (See Handout for detailed overview)</p> <ul style="list-style-type: none"> • Scrum is a framework for product building • Empirical – based on observation/experience, not pure theory • Roles, Event Artifacts • 2 weeks Sprint Overview • Scrum in a picture <p>Closure How can you envision the Scrum Framework in your school/classroom?</p> <p>For more information, contact: Kyle.McAllister@dallastown.net</p>		