



## Q&A for agile education

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### Which are the main agile values when applied in education?

The main agile values in education are:

- Student-centered approach: prioritizing the needs and goals of the students and empowering them to take an active role in their own learning.
- Collaboration: encouraging students to work together, both with each other and with their teachers, to co-create the learning experience.
- Adaptability: being flexible and open to change, and continually seeking ways to improve the learning experience for students.
- Continuous improvement: regularly reviewing and refining teaching methods and curriculum to ensure that students are receiving the best possible education.
- Empowerment: giving students the tools and resources they need to succeed and encouraging them to take control of their own learning.
- Communication: fostering open and transparent communication between students, teachers, and administrators, to ensure that everyone is on the same page and working towards the same goals.
- Flexibility: offering students a range of learning opportunities that allow them to learn at their own pace and in their own way.
- Emphasizing hands-on and practical experience: incorporating real-world applications and experiences into the curriculum to make learning more relevant and engaging.

### How do you prioritize on the needs of the students?

In Agile education, prioritizing the needs and goals of the students involves several key steps:

- Listening to students: Encouraging students to express their needs and goals, and actively listening to what they have to say.
- Involving students in the process: Allowing students to take an active role in co-creating the learning experience and in setting goals for their own education.
- Understanding individual learning styles: Taking into account each student's unique learning style, strengths, and weaknesses, and adapting teaching methods accordingly.
- Providing flexible learning opportunities: Offering students a range of learning opportunities that allow them to learn at their own pace and in their own way.
- Continuously gathering feedback: Regularly seeking feedback from students on what is and isn't working and using that feedback to continually improve the learning experience.
- Celebrating student achievements: Recognizing and celebrating students' individual achievements and milestones and encouraging them to take pride in their accomplishments.



## How do you encourage students to work together?

Here are several ways that teachers can encourage students to work together in an Agile education setting:

- Collaborative learning activities: Designing activities and projects that require students to work together in small groups, such as group presentations or collaborative problem-solving exercises.
- Peer feedback: Encouraging students to give each other constructive feedback on their work and to support each other in their learning journey.
- Cross-functional teams: Assigning students to work on projects that require them to collaborate with peers from different disciplines, backgrounds, or skill levels.
- Regular check-ins: Holding regular check-ins where students can report on their progress, discuss any challenges they are facing, and receive support from their peers and the teacher.
- Celebrating team successes: Recognizing and celebrating the successes of student teams and the contributions of each individual team member.

## How do you empower students?

There are several ways that teachers can empower students in an agile education setting:

- Encourage self-reflection: Encouraging students to reflect on their own learning process, strengths and weaknesses, and goals, and to use this self-awareness to set achievable targets for themselves.
- Provide opportunities for choice and autonomy: Allowing students to make choices about the projects they work on, the learning resources they use, and the pace at which they work, empowers them to take ownership of their learning process.
- Foster a growth mindset: Encouraging students to embrace challenges, learn from mistakes, and view setbacks as opportunities for growth, rather than as personal failures, helps to build resilience and a growth mindset.
- Encourage collaboration and communication: Encouraging students to work together, share their ideas, and communicate their thoughts and feelings helps to build their confidence and empower them to be active participants in their own learning process.
- Provide opportunities for leadership: Providing students with opportunities to take on leadership roles, such as leading group discussions, projects, or presentations, helps to build their confidence and develop their leadership skills.
- By incorporating these strategies into their Agile education practices, teachers can empower students to take control of their own learning journey, develop their skills, and achieve their goals.

## Which are the most popular educational methodologies that incorporate agile principles?

There are several methodologies that incorporate agile principles and values in education:

- **Project-Based Learning (PBL):** PBL is an approach that emphasizes student-driven, real-world projects as the centerpiece of learning. In a PBL setting, students work in teams to identify a problem, research potential solutions, and create a final product that demonstrates their understanding of the topic.
- **Flipped Classroom:** The flipped classroom model involves students watching lecture videos and doing other preparatory work before class, and then using class time to engage in more hands-on, collaborative activities. This approach allows for more active, student-centered learning during class time.
- **Inquiry-Based Learning (IBL):** IBL is an approach that emphasizes student-driven exploration and discovery. In an IBL setting, students are presented with a problem or question and work together to find answers through research, experimentation, and collaboration.
- **Design Thinking:** Design thinking is a problem-solving approach that emphasizes empathy, experimentation, and iteration. In a design thinking setting, students work in teams to identify a problem and develop potential solutions, testing and refining their ideas as they go.
- **Gamification:** Gamification involves using game-like elements, such as points, levels, and leaderboards, to make learning more engaging and interactive. In a gamified learning environment, students can earn points and rewards for completing tasks, working together in teams, and demonstrating their understanding of course material.

By incorporating these methodologies into their agile education practices, teachers can create a dynamic, student-centered learning environment that emphasizes collaboration, experimentation, and problem-solving.

## What is eduScrum?

eduScrum is a methodology for agile education that is based on the principles of the Scrum framework for agile software development. It involves adapting Scrum's practices and ceremonies to fit the unique context of education.

In an eduScrum setting, students work in cross-disciplinary teams to complete projects or assignments within a set timeframe, known as a "sprint." The teacher acts as the "Scrum Master," facilitating the process and ensuring that students are adhering to Agile principles.

During each sprint, students hold daily stand-up meetings to discuss their progress and any obstacles they are facing. They also hold a sprint review at the end of each sprint to present their work to the class and receive feedback.

eduScrum emphasizes student-driven, collaborative learning and the use of real-world projects to reinforce the course material. This approach can help to increase student engagement, encourage critical thinking skills, and promote a deeper understanding of course material.

Overall, eduScrum provides a structured, agile approach to education that can help to create a dynamic, student-centered learning environment.



## What are the key differences between Scrum and eduScrum?

Scrum and eduScrum are both Agile methodologies, but they have some key differences that reflect the different contexts in which they are applied. Here are some of the key differences between Scrum and eduScrum:

**Purpose:** Scrum is a framework for Agile software development, while eduScrum is an adaptation of Scrum specifically for education.

**Participants:** In Scrum, the participants are typically software developers working in a cross-functional team, while in eduScrum the participants are students in a classroom setting.

**Goals:** The goals of Scrum are to deliver high-quality software products in an iterative and incremental manner, while the goals of eduScrum are to promote student engagement, critical thinking skills, and deeper understanding of course material.

**Processes:** Scrum and eduScrum both follow a sprint-based process, with regular stand-up meetings and sprint reviews. However, the processes and ceremonies used in eduScrum may be adapted to better fit the education context, for example by incorporating student presentations or peer evaluations.

**Products:** In Scrum, the end product is typically a software application, while in eduScrum the end product is a student project or assignment.

Overall, while Scrum and eduScrum share some similarities, they are tailored to meet the unique needs and challenges of their respective contexts. eduScrum can help to create a dynamic, student-centered learning environment that promotes collaboration, critical thinking, and deeper understanding of course material.

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