



# The world around us is changing very fast!



Schoolsystem



VUCA



Creativity



MOTIVATION

# HOW

**How** can we prepare the students for the future with an Agile mindset?

**How** many of you want to make a difference in education?

**How** many of you would like to have motivated students in the classroom?

The first thing we needed to know is **WHY** it is important to learn!

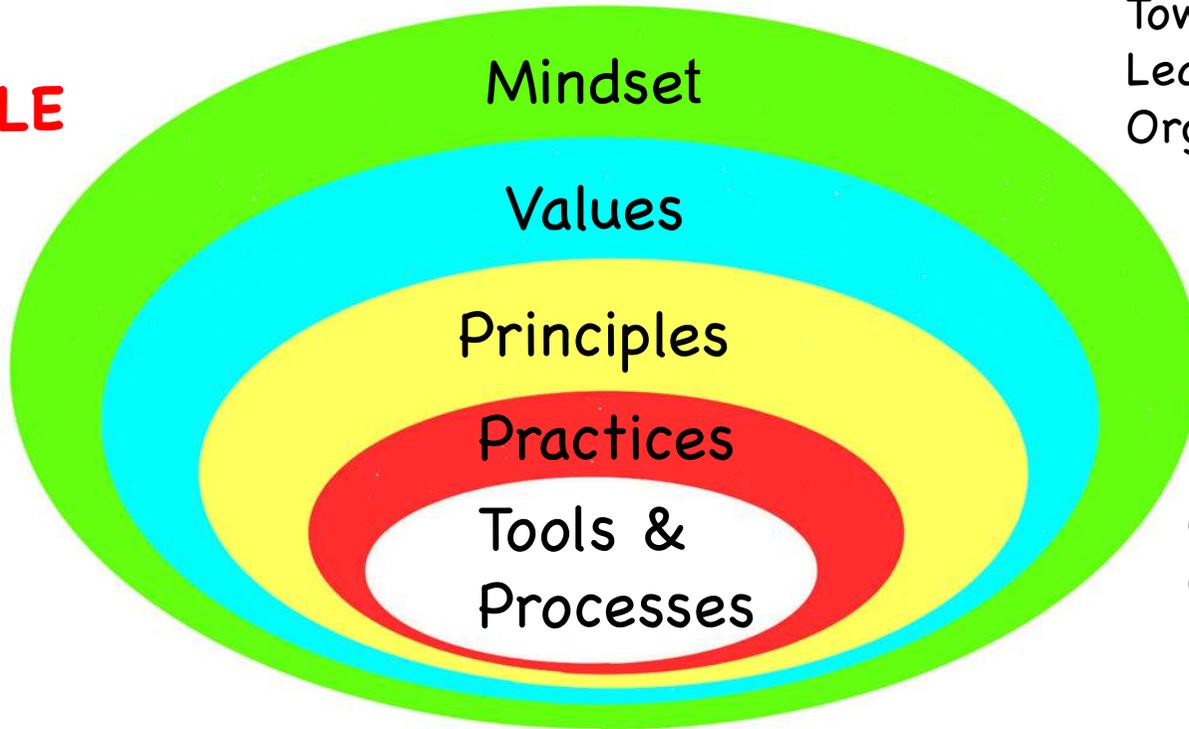
If I can't explain to my students **WHY** something matters, how can I expect them to be interested at all!

So to time to ask the students **WHAT** they want to learn and **WHY** and **HOW**!

# Agile Mindset

Less Visible  
More Powerful

**BE AGILE**



Towards  
Learning  
Organisation

**WHY**  
**What**  
**How**

Requires  
Structural  
& Cultural  
Change

**WHY**

Can be adopted by  
Command & Control

**What**  
**How**

**DO agile**

More Visible  
Less Powerful



# eduScrum Values

as based on Scrum, eduScrum respects all its values but also appreciates the values that provides the possibility of effective and efficient education.

## Why

Students are unconsciously and intrinsically not interested in what you do and how you do it, they are interested in why you do it. Why are they in your class and "must" follow your subject. Explain to them its usefulness, and how they can use and apply it.

The 'why' is about passion, motivation, your heart-feeling, your inner self. This is not about what people believe in, it's what they feel.

## Ownership

Students are intrinsically motivated by being self-determined and becoming the owner of their own learning process. eduScrum is a co-creative process in which students are no longer held responsible, but feel responsible for their own work and learning process.

## Safety

It is the basic precondition for trust and possibility to feel free for creativity, communication, critical thinking, openness and building ownership. It is the value that upholds all other values and principles.

## Freedom

The students take accountability for what they do because they are given the freedom and the space they need. The effect is that students are more engaged, more productive and their results are better.

## Fun

Fun is an important driver for students and is therefore a precondition for better learning performance. It is one of the reasons why people are motivated to do their work, just because it makes them joyful and happy.



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# Definition of FUN

# What is eduScrum?



**eduScrum is an active collaborative education process**

eduScrum allows students to make assignments according to a fixed rhythm. They plan and determine their own activities themselves and keep track of their progress. The teacher "determines" the assignments, coaches and gives advice.

**eduScrum turns education upside down!**

**From teacher-driven education to student-driven & organized education.**

The teacher determines the **Why** and the **What**, the students determine the **How**.

With eduScrum, the students own their own learning process, resulting in intrinsic motivation, fun, personal growth and better results.

**A ground-breaking way of education, where personalized learning has a very important role, like the 4 C's: Creativity, Collaboration, Communication & Critical Thinking.**

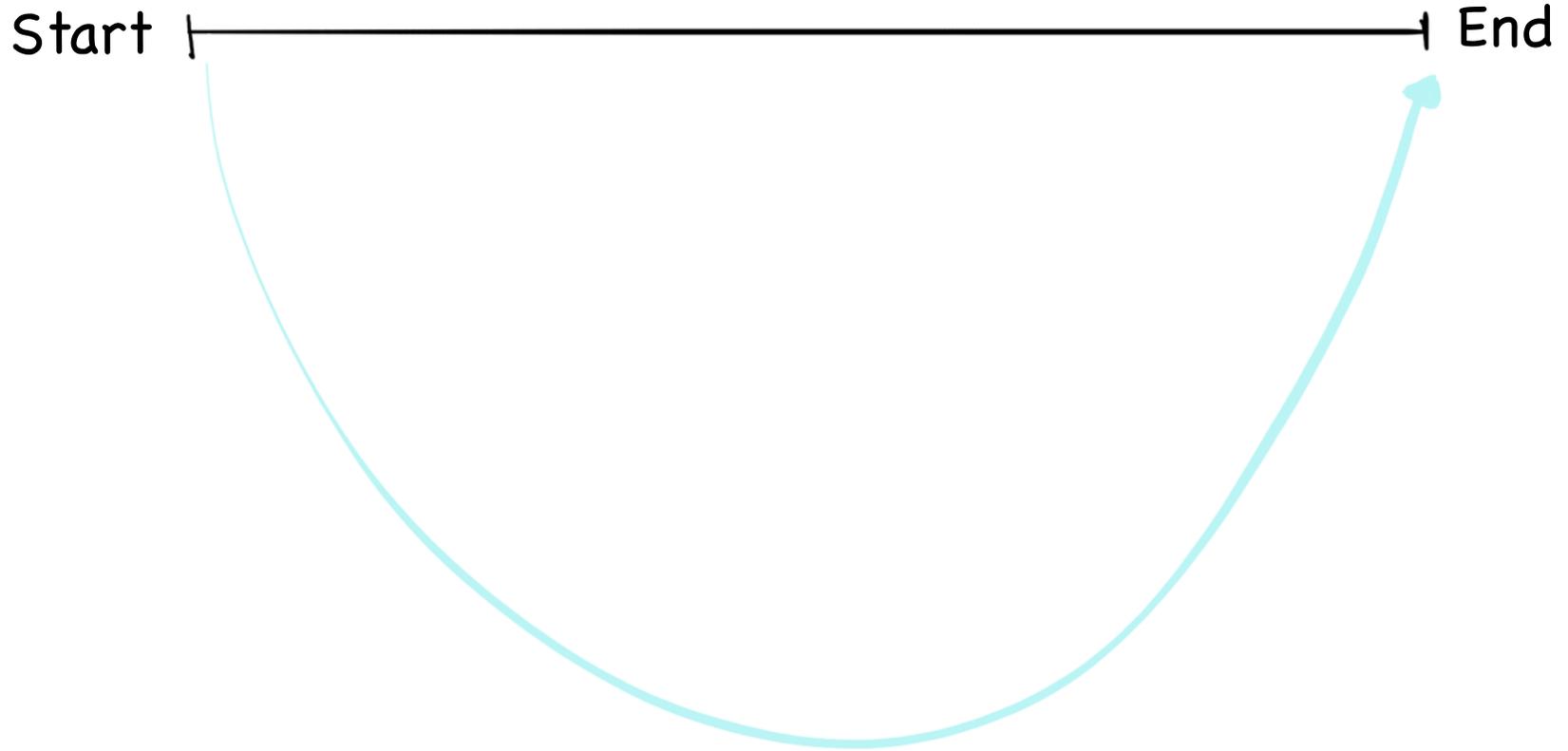
**Give students a free rein!**

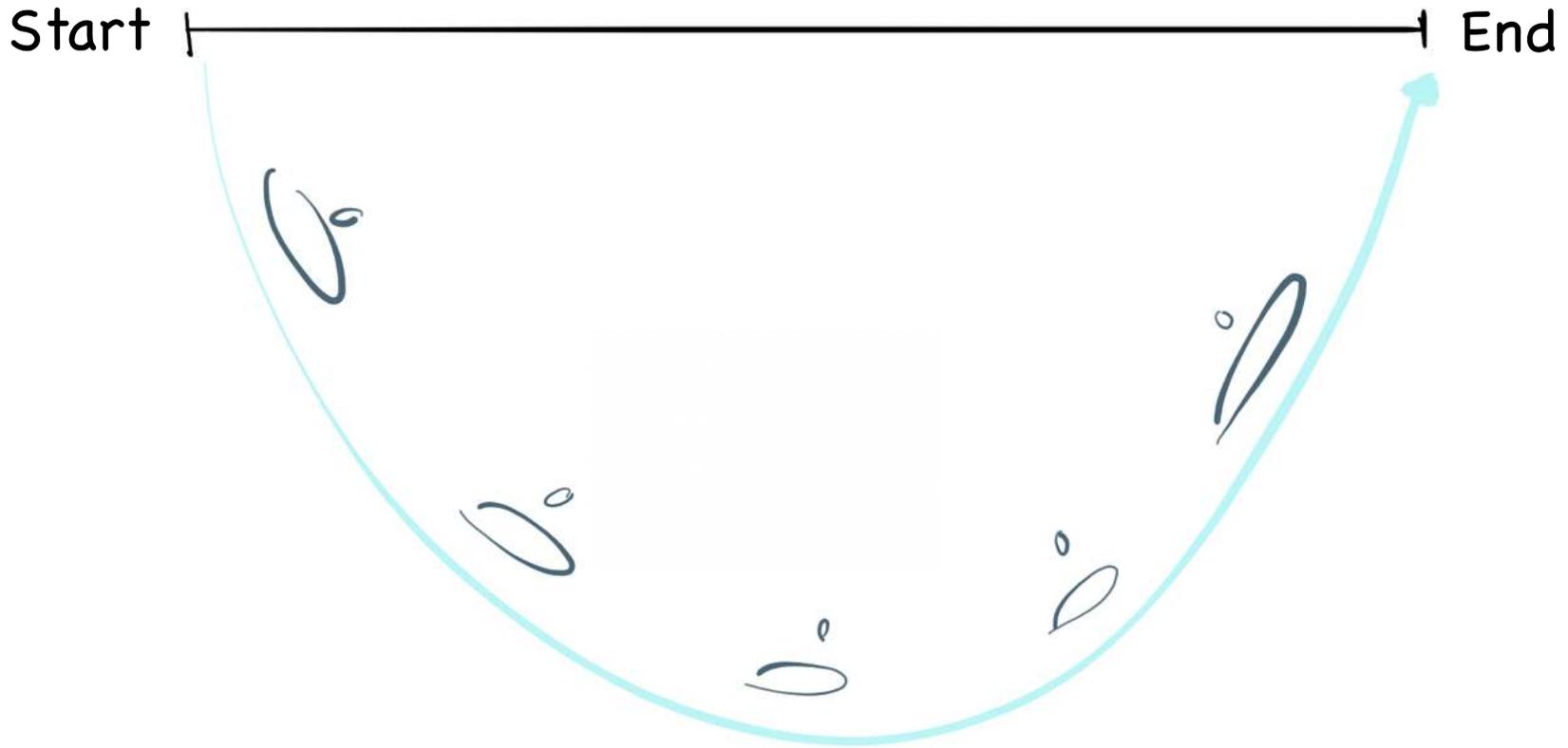
**eduScrum can give you wings!  
But when you don't explain the WHY  
you can't fly**

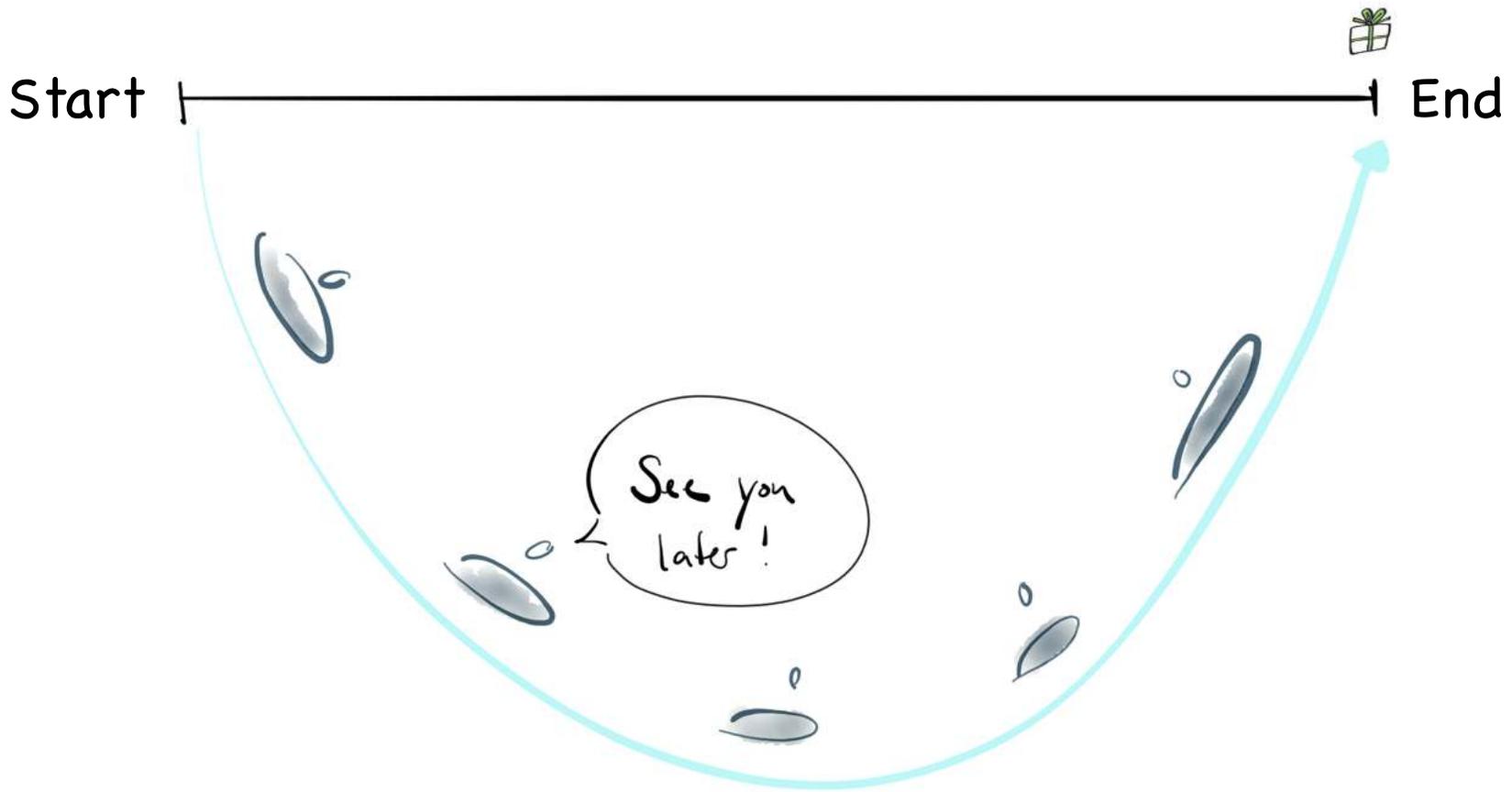
**eduScrum is more about behaviour  
then it is about process**

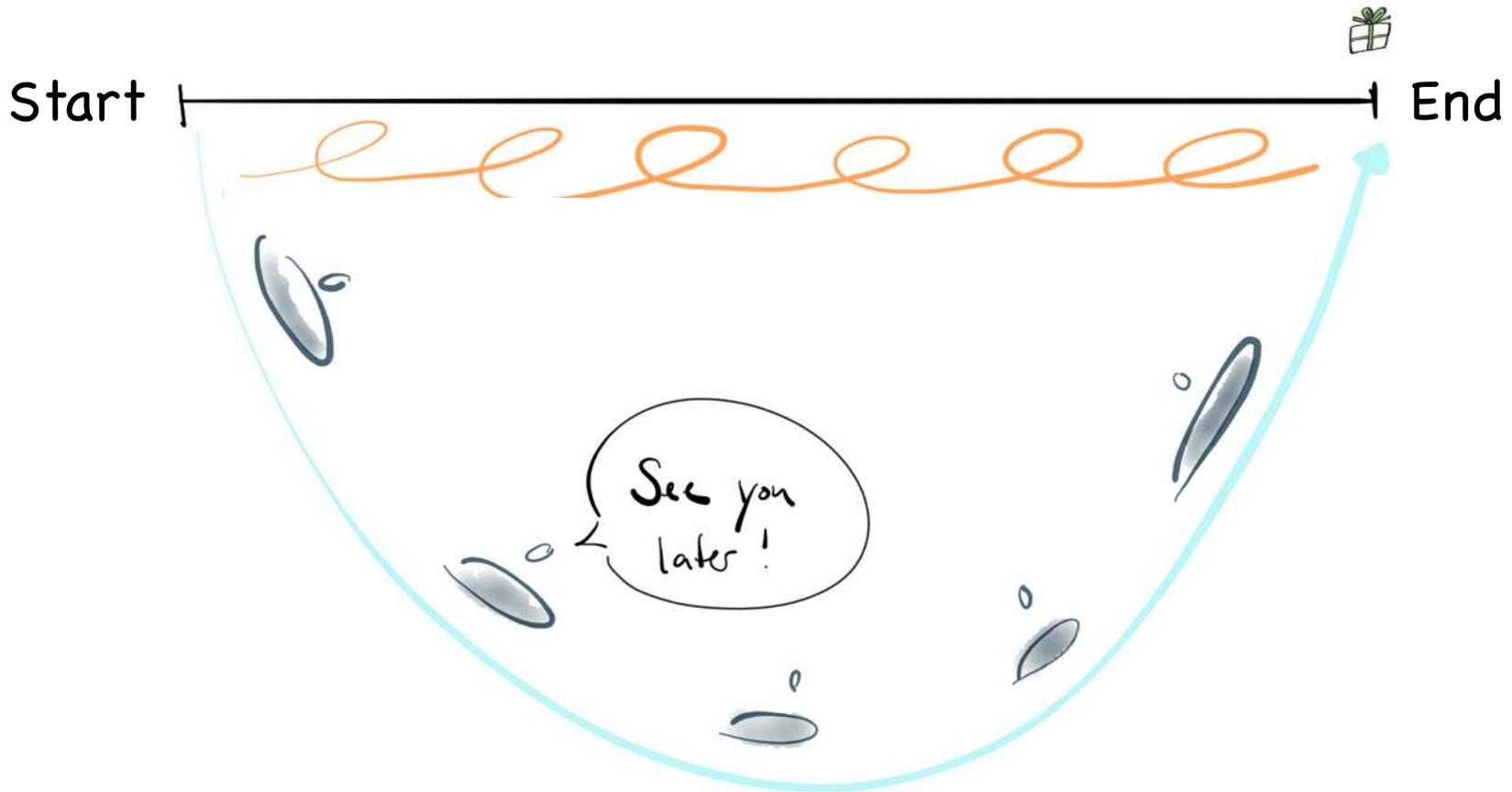


Start |-----| End





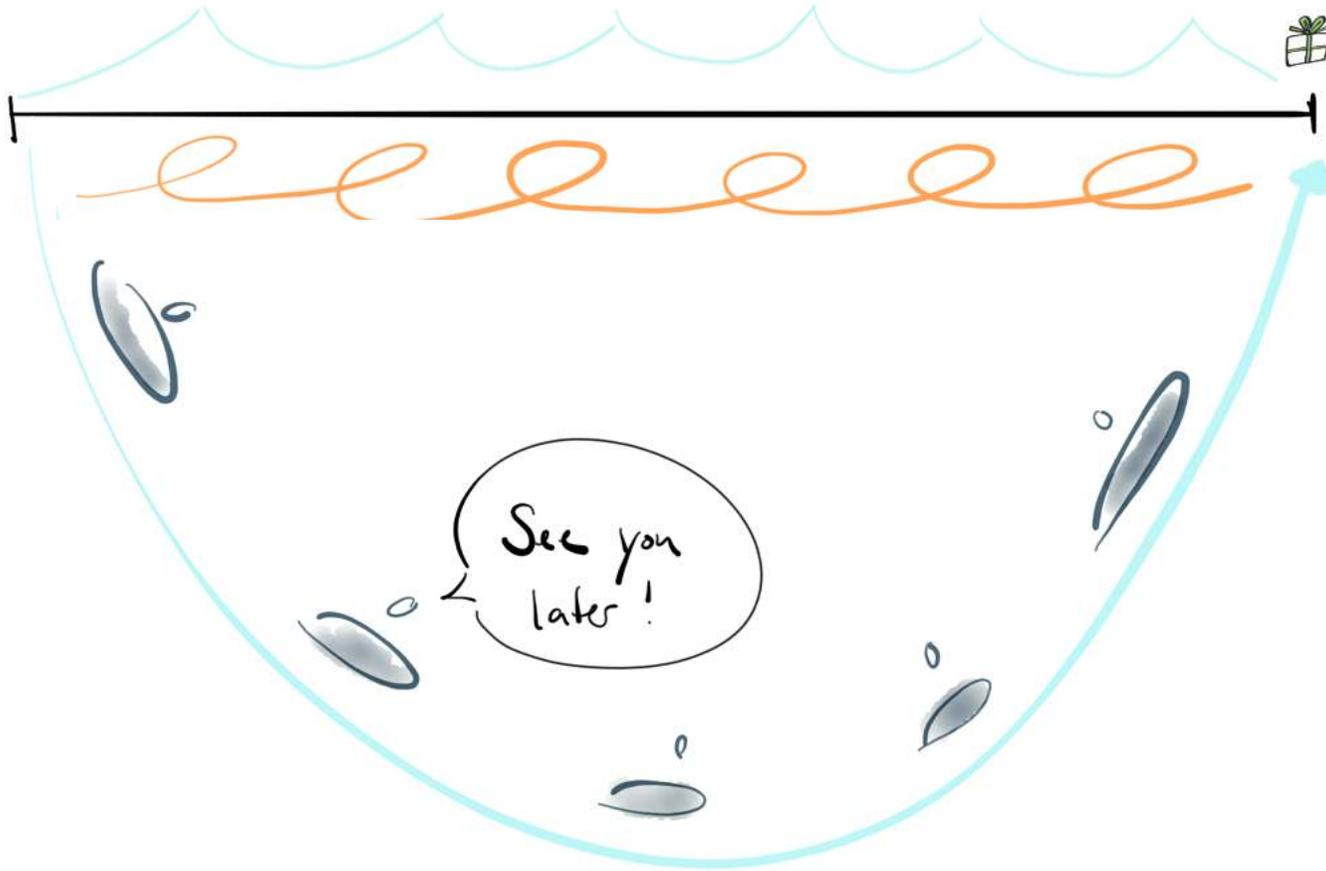


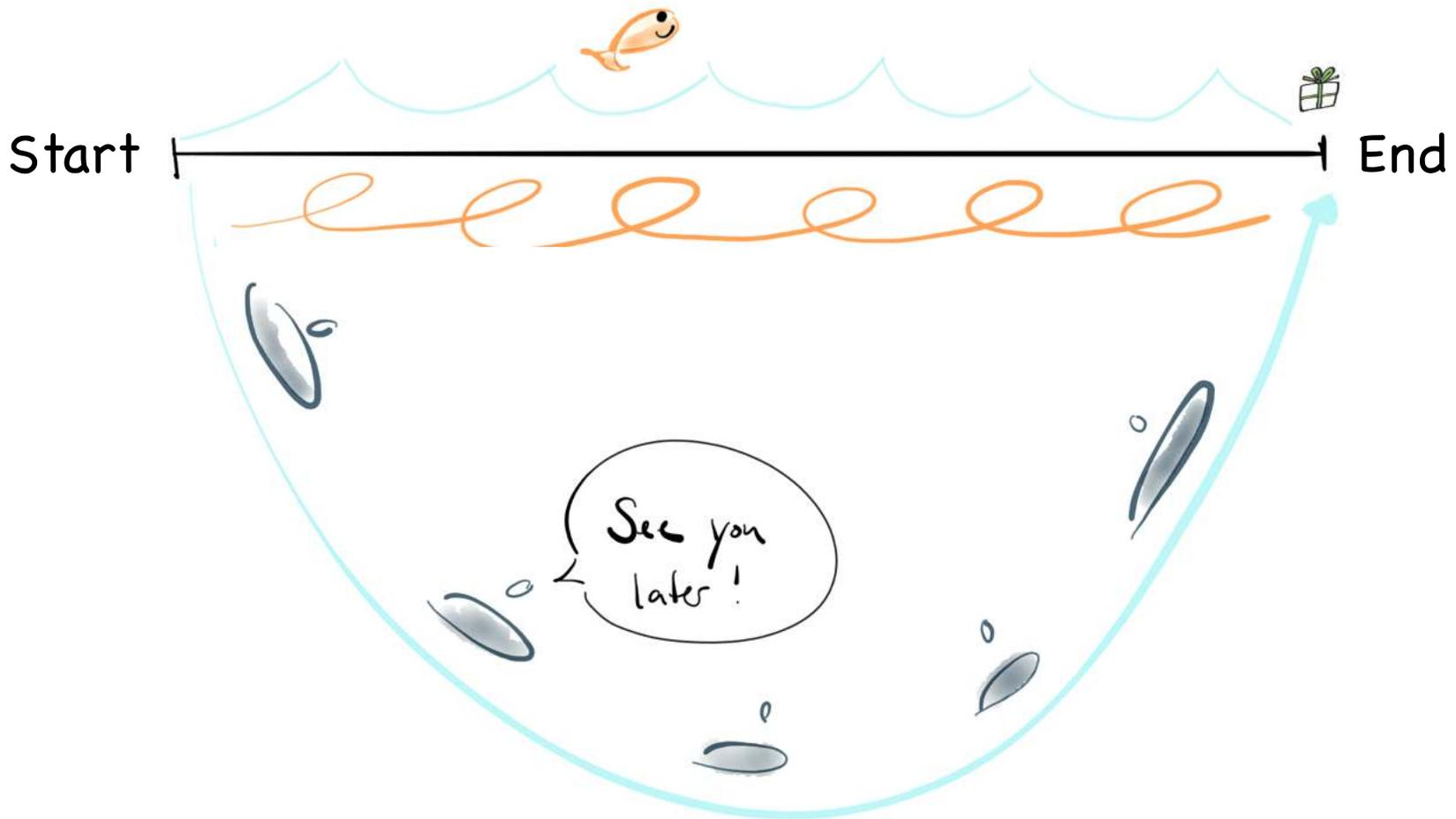


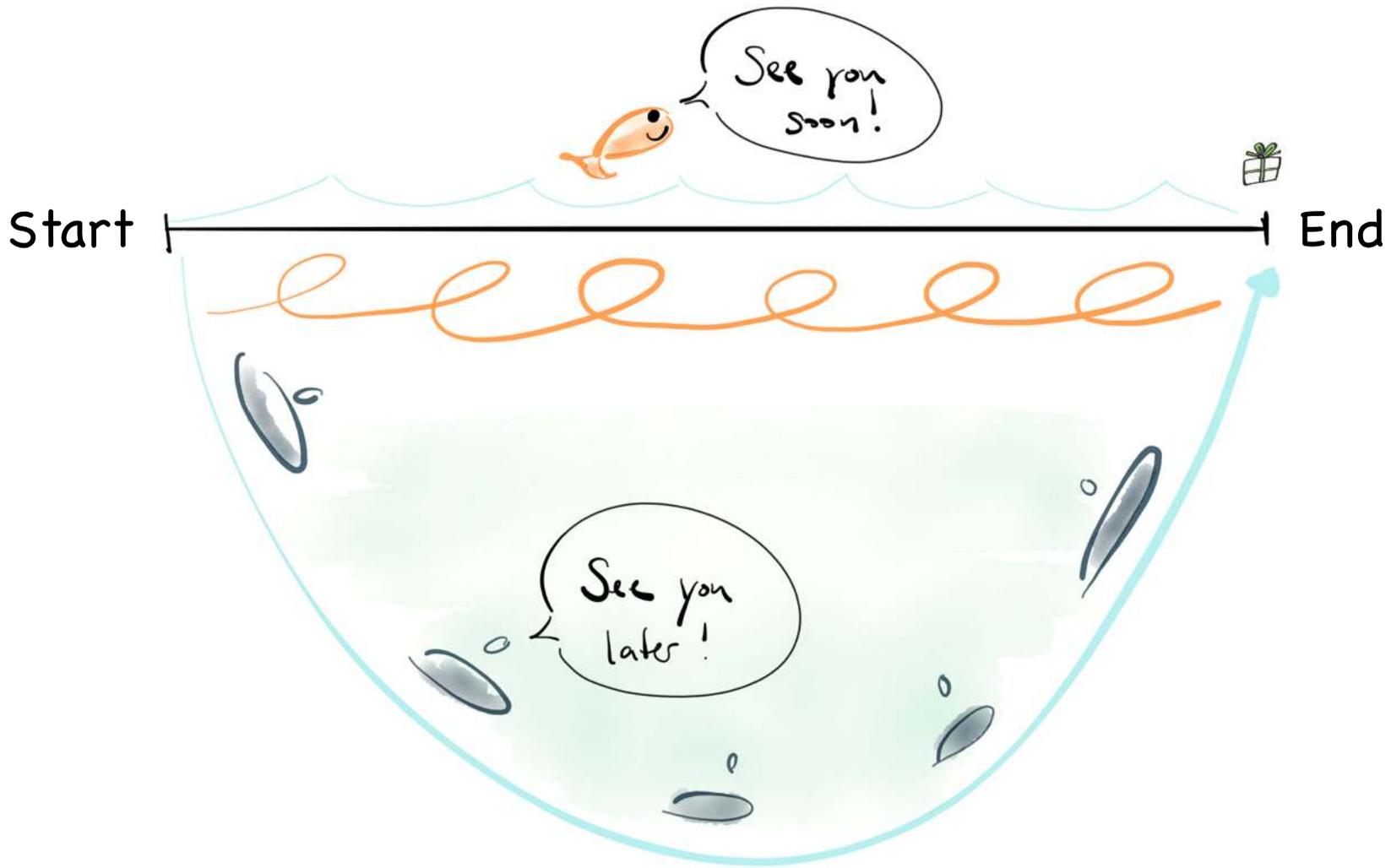
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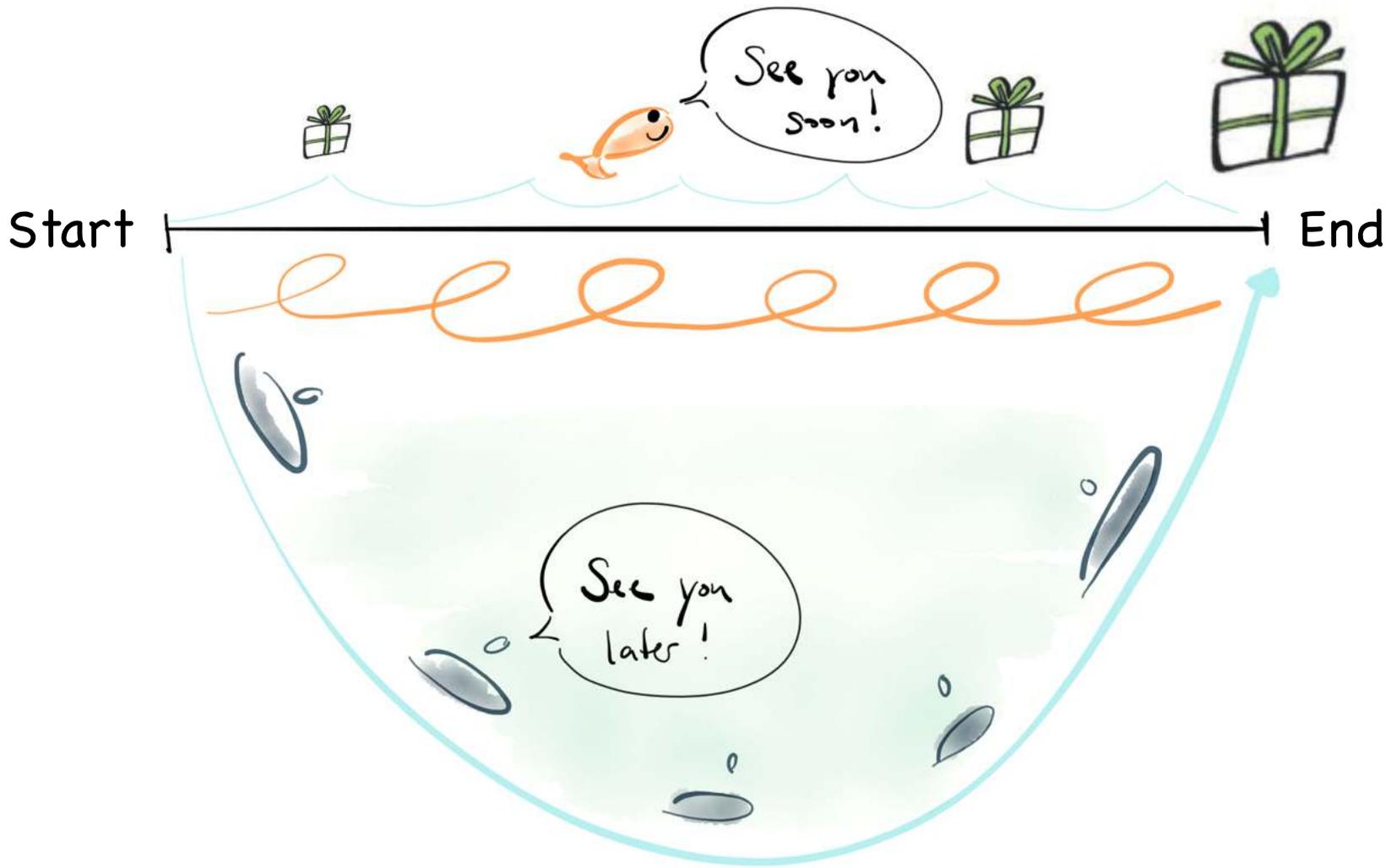


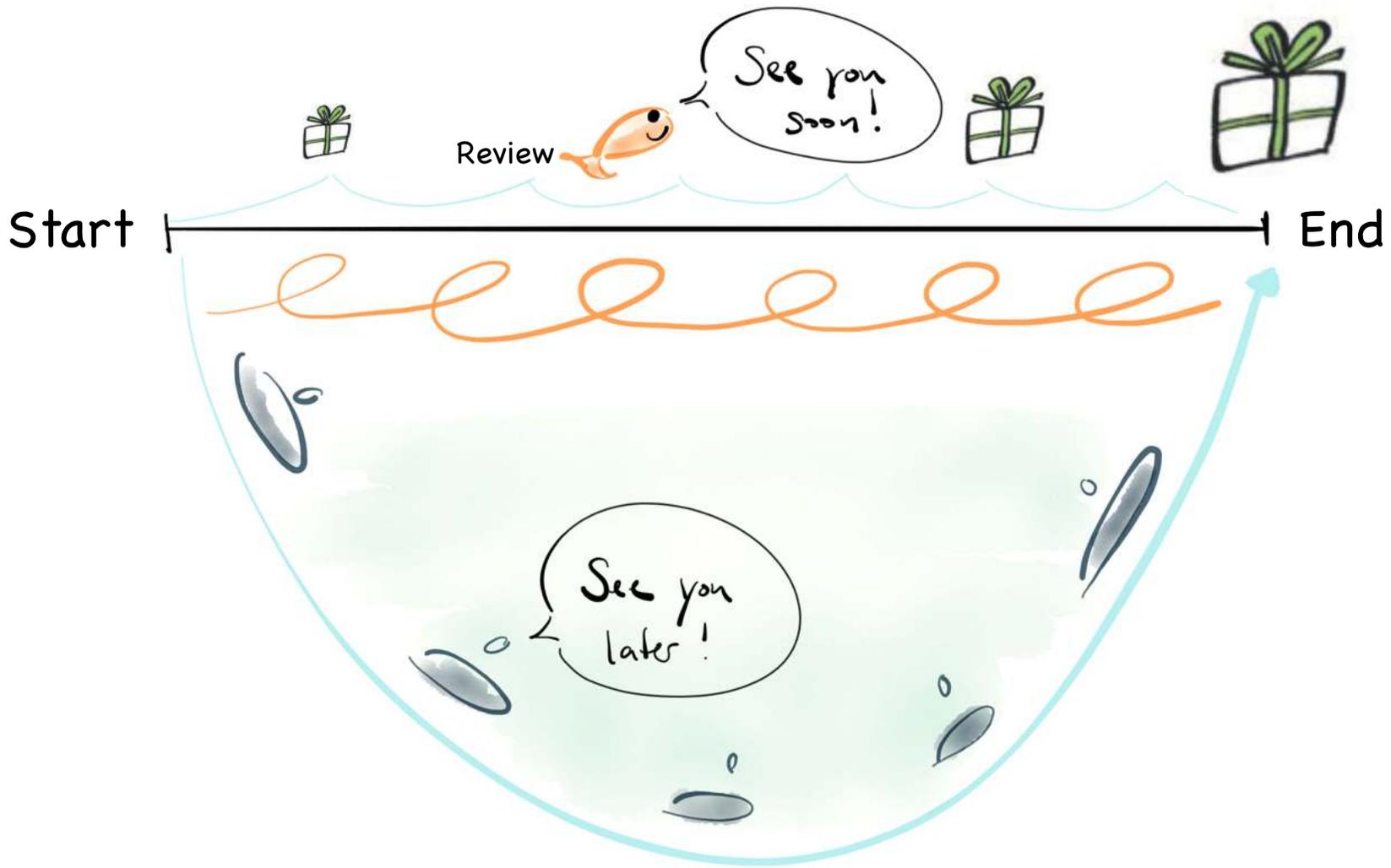
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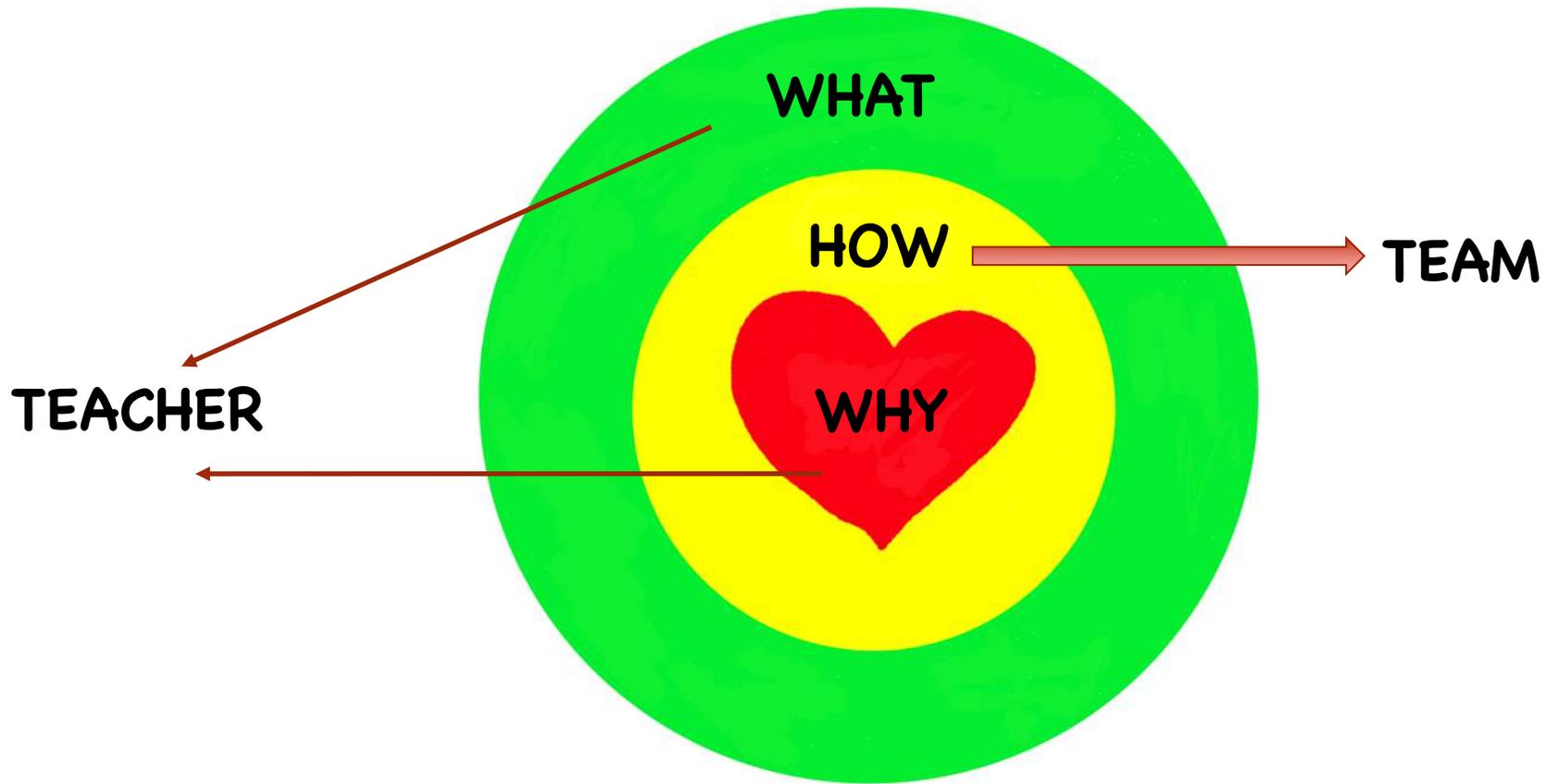












# The 4 C's of Education

Communication



Collaboration

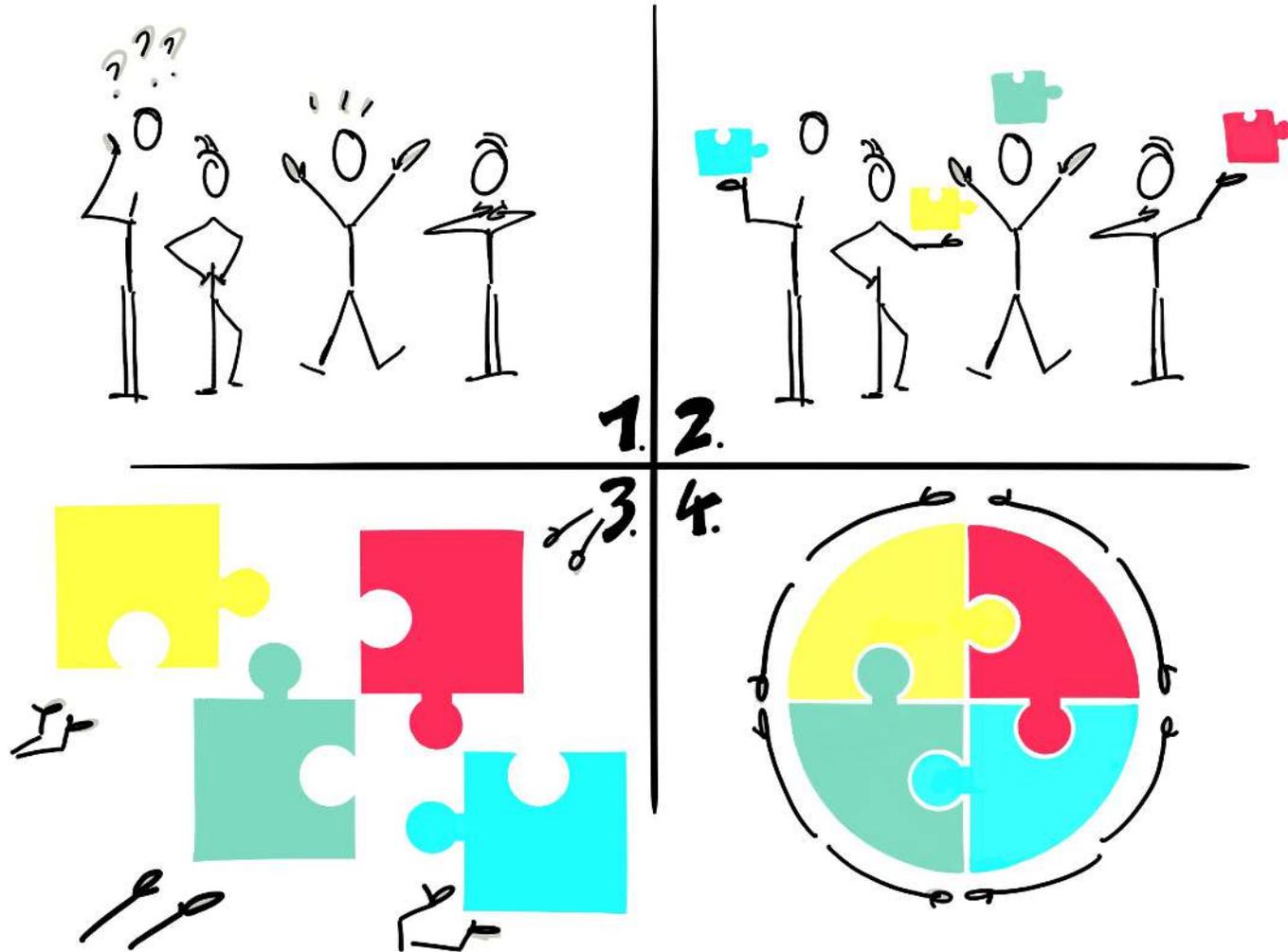


Critical Thinking



Creativity

# TEAMBUILDING



## Qualities & Skills

Name:

taking the lead			
planning			
organising			
research			
writing			
designing			
presenting			

ambitious			
intentional			
responsible			
independent			
positive			
creative			
precise			

reliable			
listening			
helpful			
outspoken			
welcoming			
improvisation			
persistence			

## Qualities & Skills

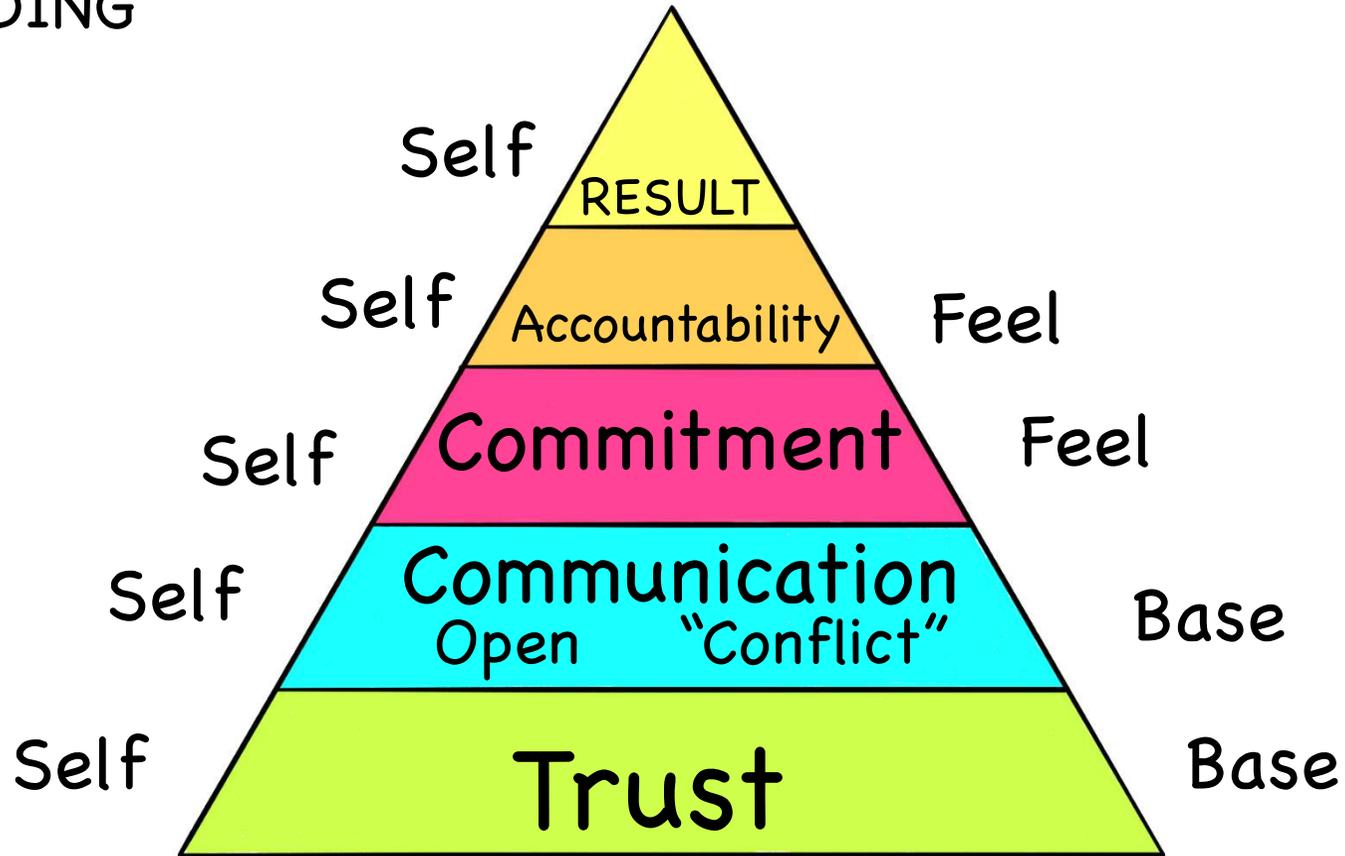
Name:

taking the lead			
planning	■		
organising			
research			
writing			
designing	■		
presenting			

ambitious			
intentional			
responsible			
independent			
positive			
creative	■		
precise			

reliable	■		
listening			
helpful			
outspoken			
welcoming			
improvisation	■		
persistence			

# TEAMBUILDING



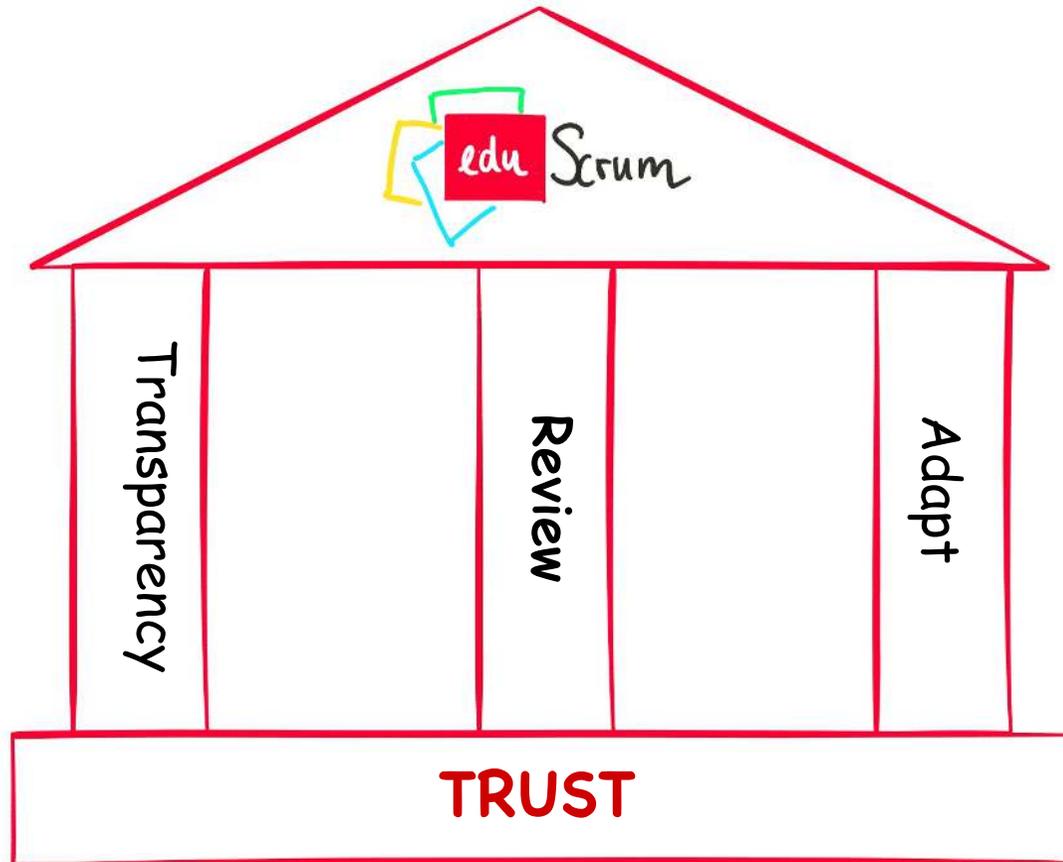


EEGO



EGGO

# The pillars of eduScrum



PUT IN  
CONTEXT



PROJECT

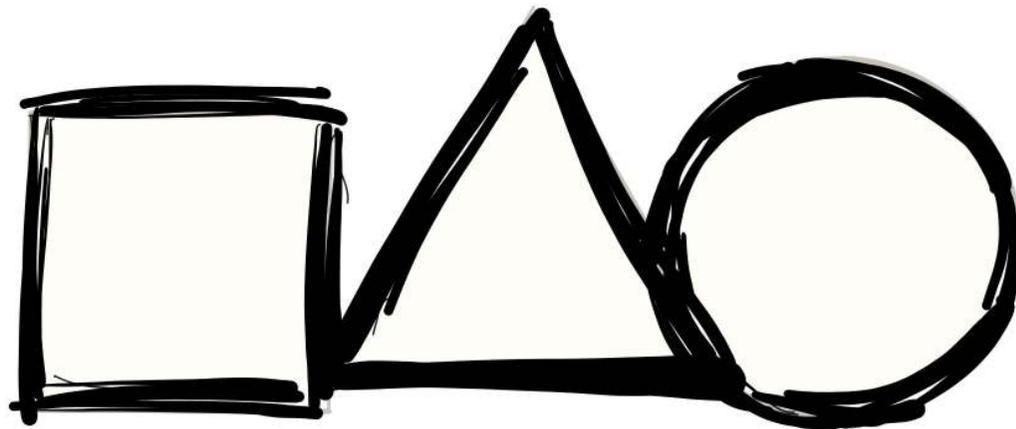


PARTY!

Dinner



Mona Lisa

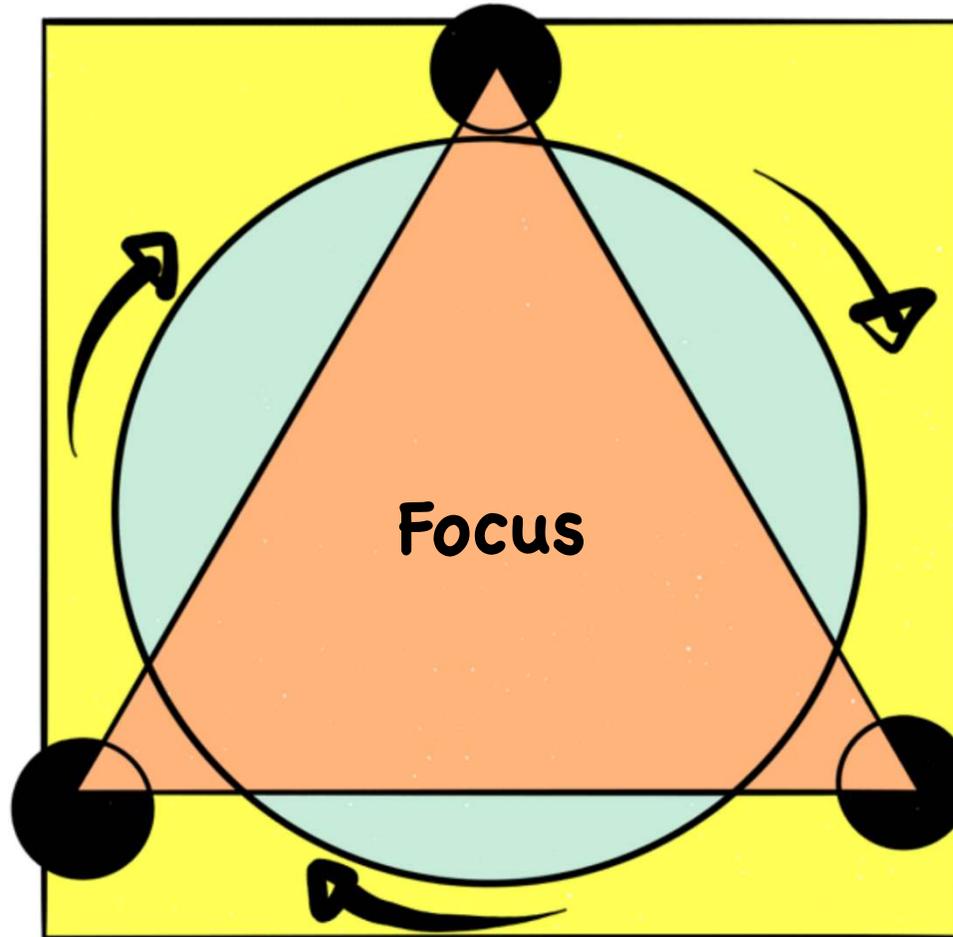


SANGEN



Subject  
Project

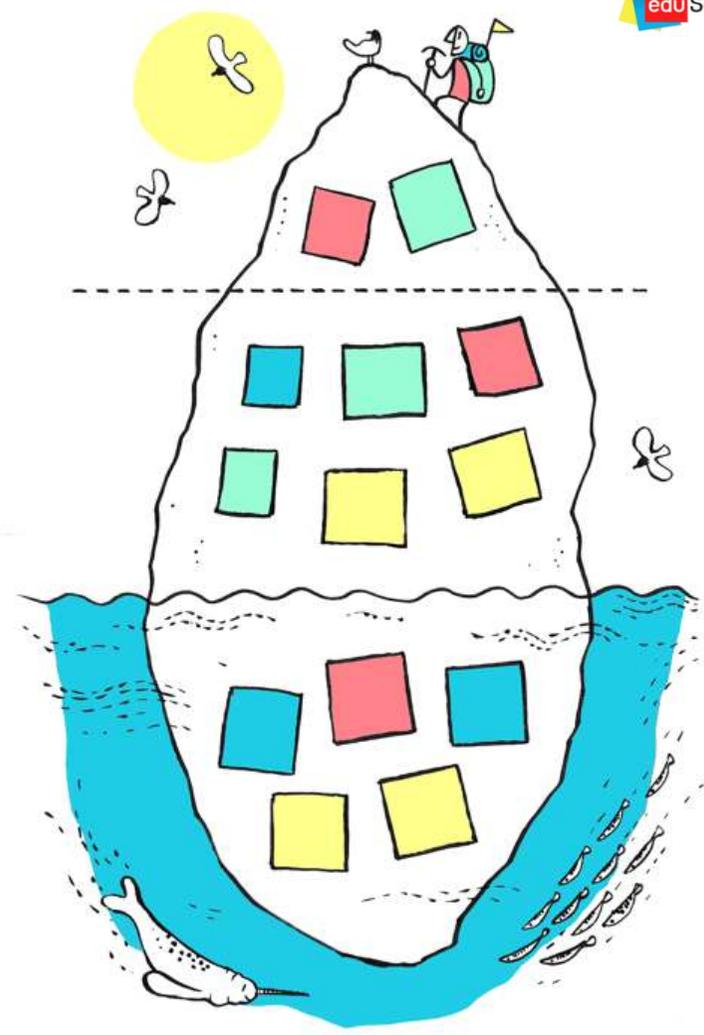
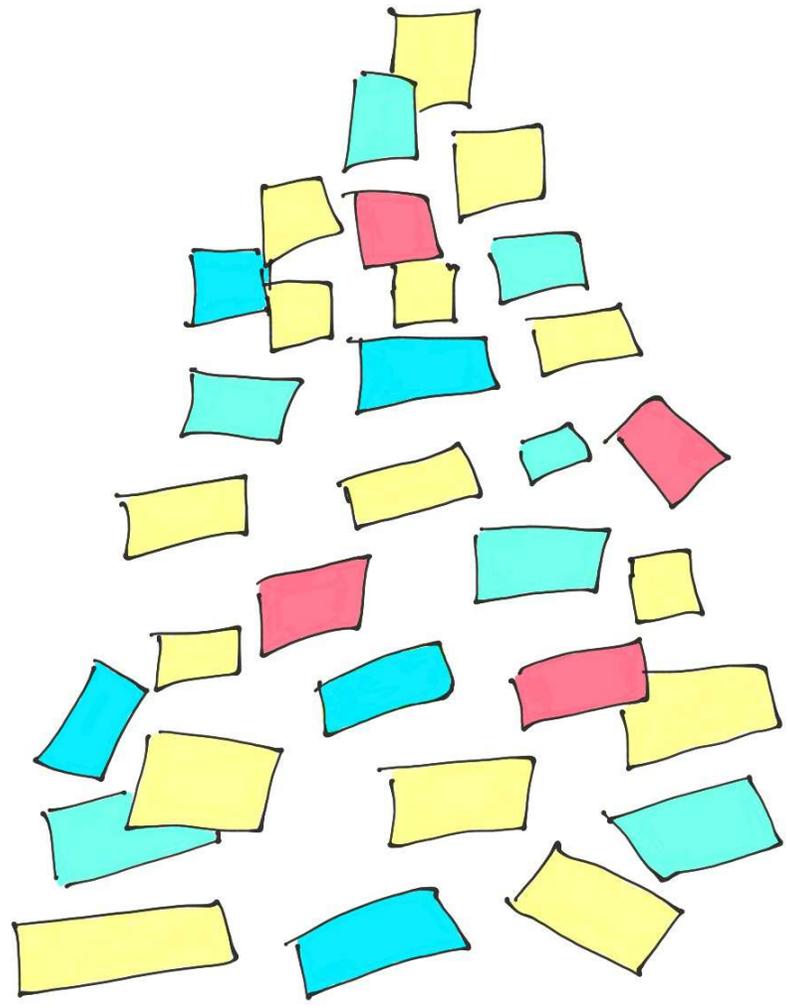
Teacher



Team

Student



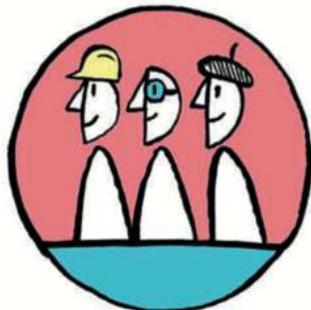


# eduScrum Process

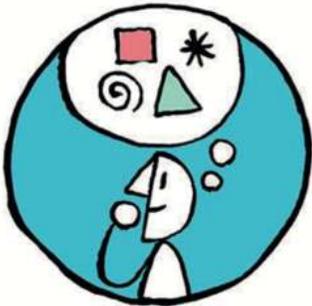
# SPRINT



Teacher



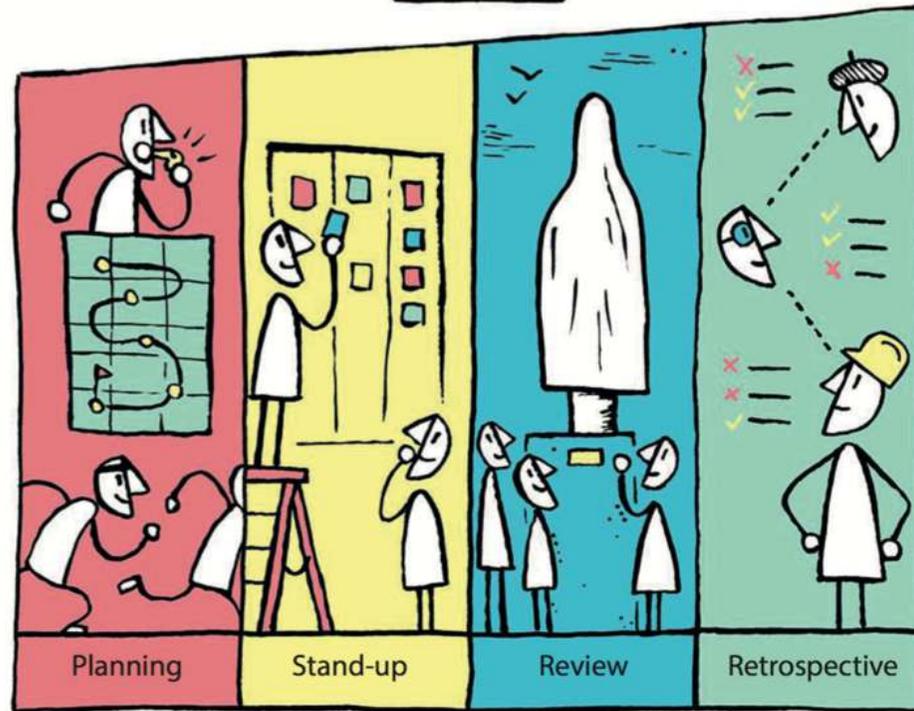
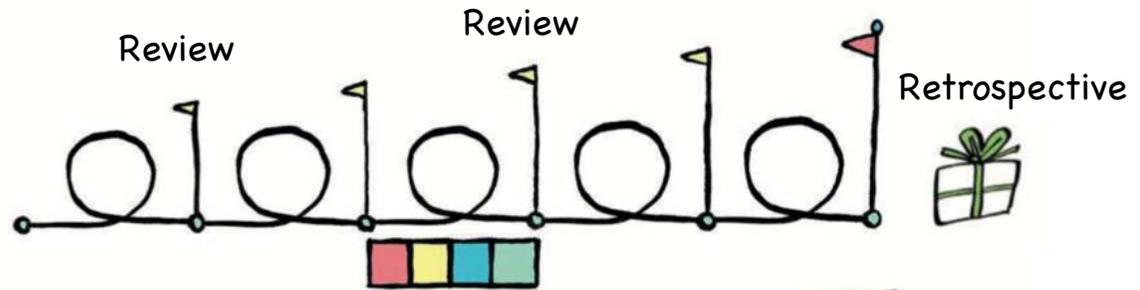
Team



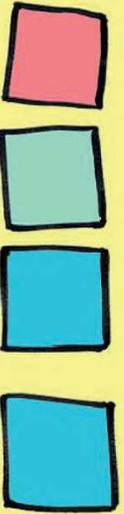
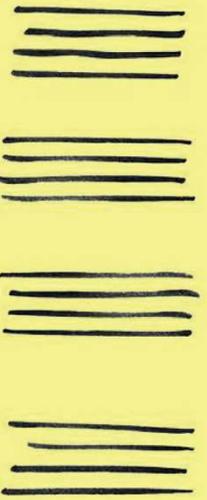
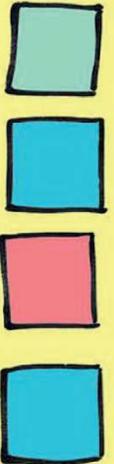
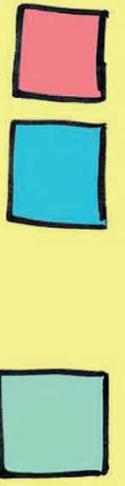
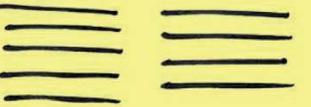
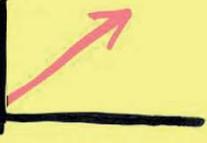
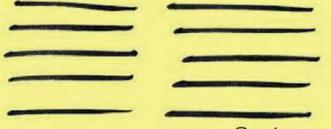
Customer



Team Captain



# Flap

<u>Project</u>				Team name	Team Members
Stories	Celebration Criteria	To Do	Busy	Done	
					
D.o.D.	D.o.F.	Run Up Chart	Impediments		
					

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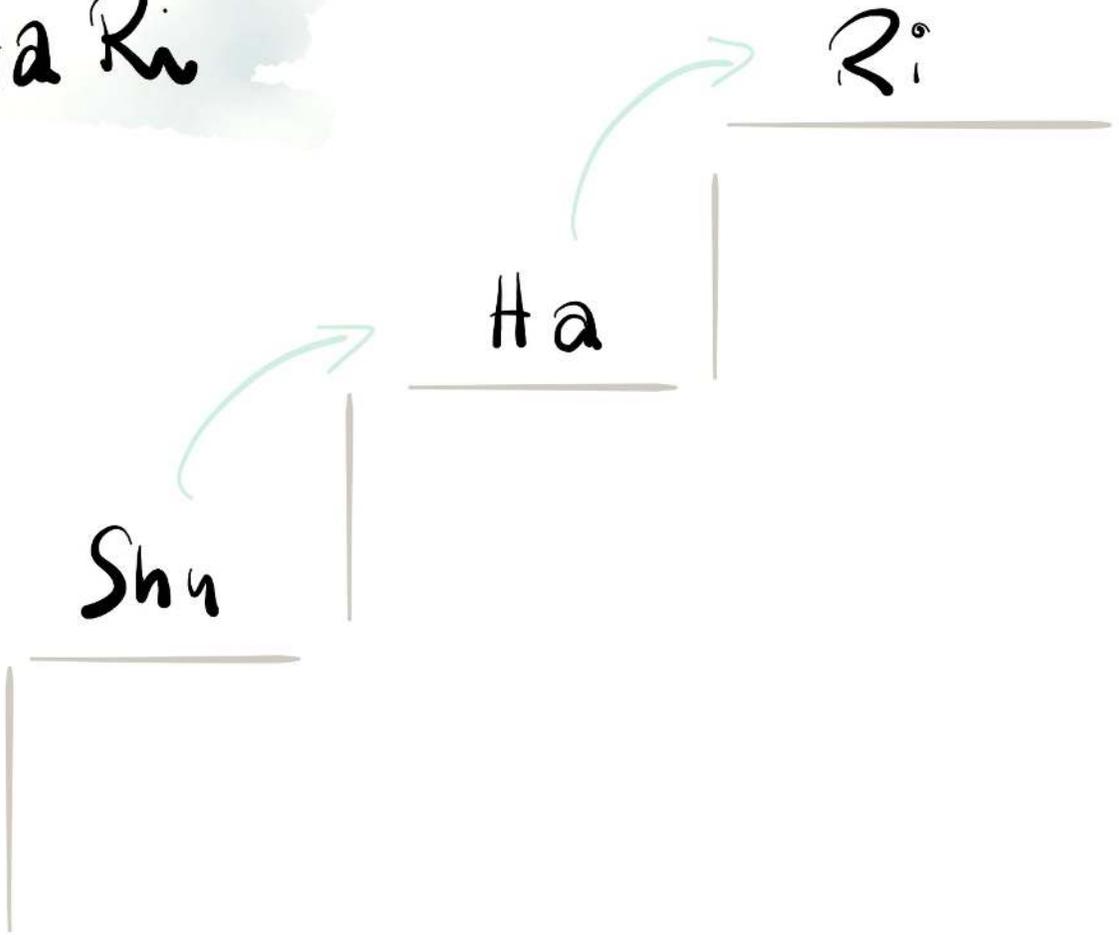


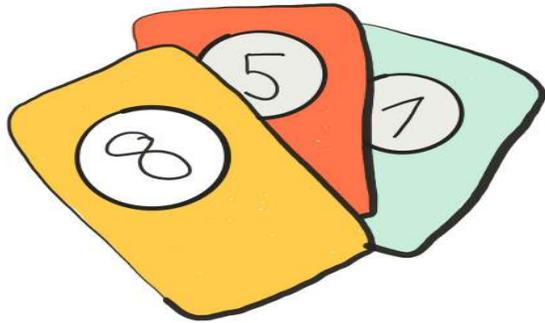
# Wall of Failure



# Wall of Pride

Shu Ha Ri





# PLANNING POKER

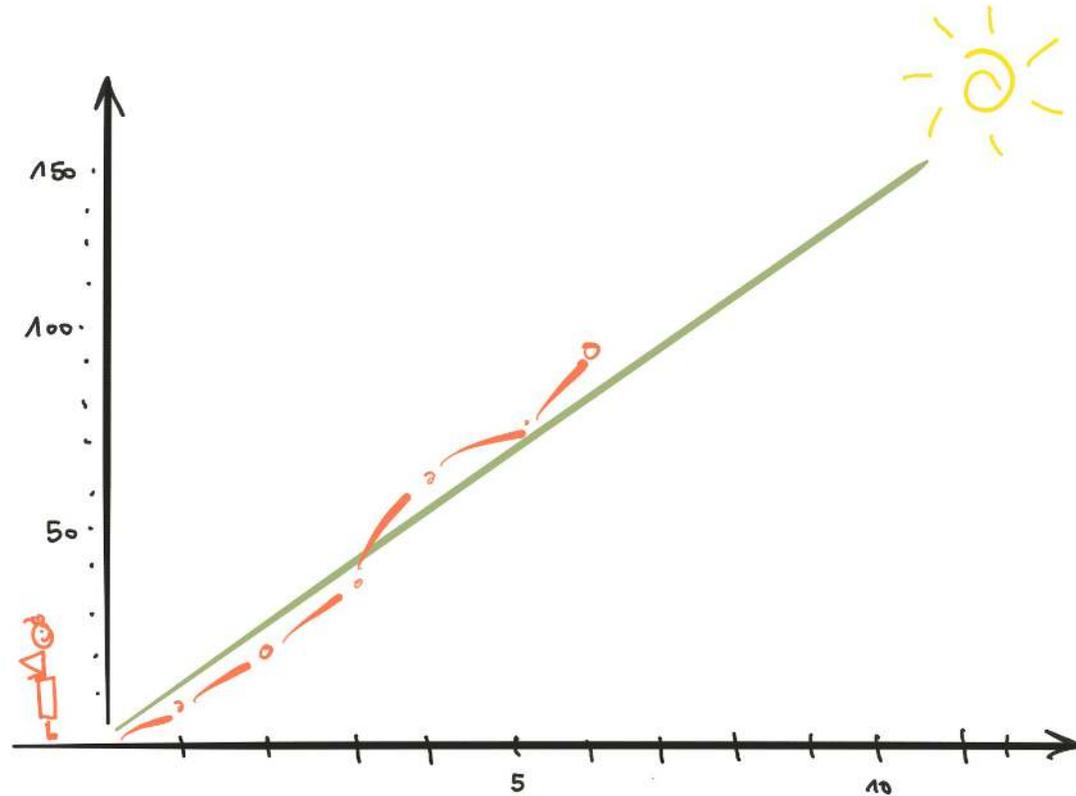


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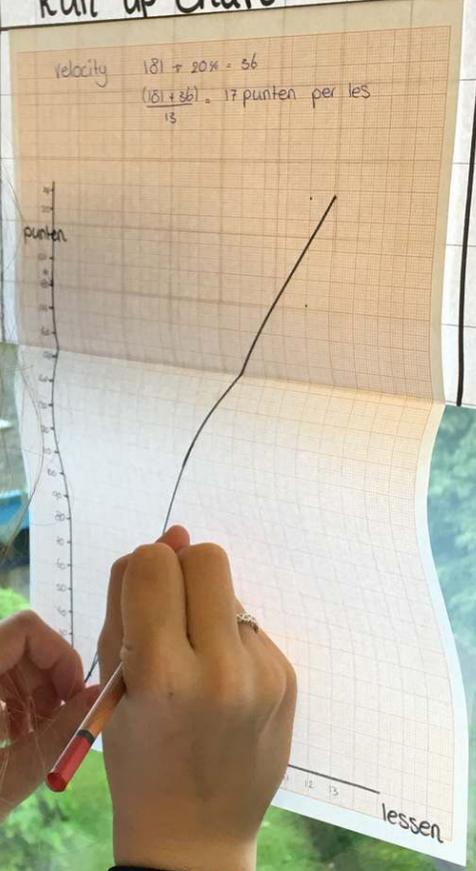


# Run Up Chart



# Impediments

## Run up chart

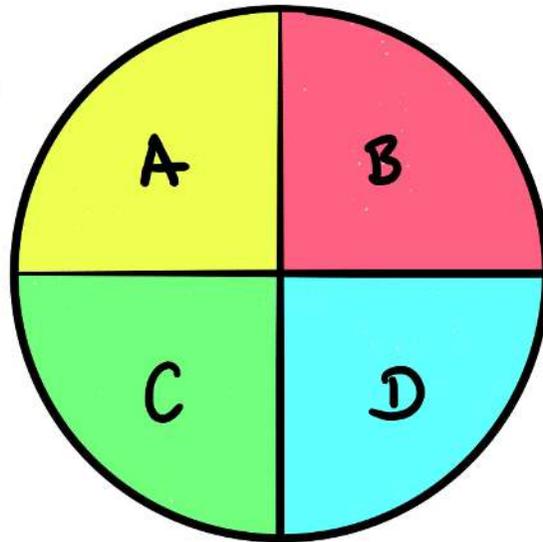


# TEAMNAME :

## QUALITIES:

NAME & QUALITIES:

NAME & QUALITIES:



NAME:  
QUALITIES:  
X, Y, Z (B)

NAME & QUALITIES:





# Agile Education Compass

Together, we are discoverers of the world and ourselves.

The world is no longer predictable and learning needs to be more adaptive, connected, and interdependent.

Education can respond to this constantly changing landscape with agility.

Through our journey, new paths unfold to reveal learning authentic to us.

We invite you to use this compass to navigate the unfolding opportunities.

## Your Journey from:

**Prescriptive**

→ **Iterative**

*Visible cycles of learning.*

Making intentions explicit and visible fosters partnerships and allows for a meaningful and relevant education to emerge.

**Content**

→ **Culture**

*Learning starts with why ... it's the big story.*

The real lessons of life are embedded in experience.

**Evaluation**

→ **Visible Feedback and Reflection**

*Nurturing the love of lifelong learning.*

Partnering in a learning journey catalyzes continuous growth and ownership.

**Control**

→ **Trust**

*Valuing the freedom of discovery.*

Providing space for human diversity increases agency and self-direction.

**Competition**

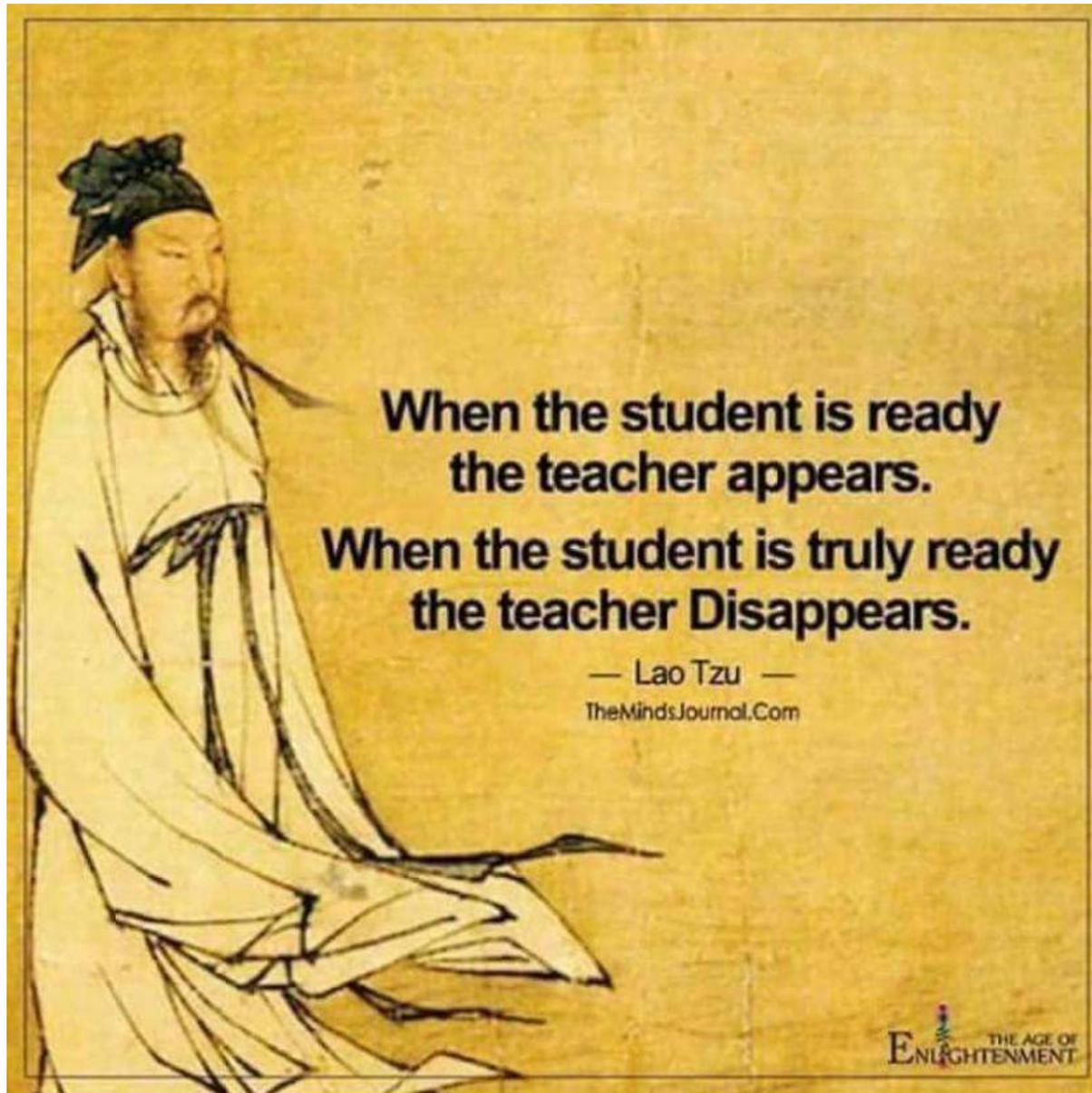
→ **Collaboration**

*The power of shared learning.*

Sharing the individual perspective develops the social intelligence necessary for solving problems, communicating effectively, and deepening understanding.



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**When the student is ready  
the teacher appears.  
When the student is truly ready  
the teacher Disappears.**

— Lao Tzu —  
TheMindsJournal.Com

ENLIGHTENMENT THE AGE OF