

Inter-Schools Competition Preparation

During the Resilience Challenge

Students will first take part in a 2 day Resilience Challenge (RC) before the start of the competition (7 weeks)

- Whilst its tempting to start thinking about what the teams may build, our best advice is to focus on the challenge itself and avoid solutionising
- During Day 2 – hold a team Retrospective on the workshop.

Discuss the following:

- What went well?
- What did the team struggle with/ what slowed you down?
- What would you want to change if you had to do the activity again?

The outcome of the retrospective may help you kick off your Problem Definition in the first week post RC.



After the Resilience Challenge

Determine your team's roles and responsibilities

A typical team is made up of:

- Product Owner (Ensures that the work the team is doing still aligns with the overall problem they're trying to solve, manages the priority of the work) – this role can be picked up by teachers if appropriate.
- Scrum Master (responsible for ensuring the team operates in the most effective way possible, keeps the team on track and removes any blockers)
- Dev Team (the team responsible for designing, developing & testing the solution)

(For this exercise, individuals can play multiple roles)

