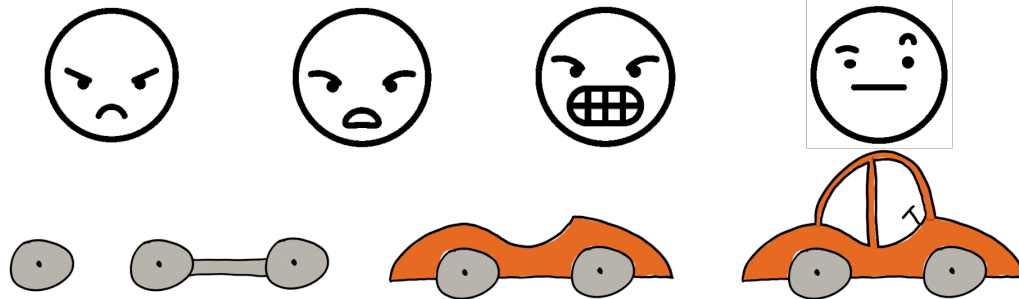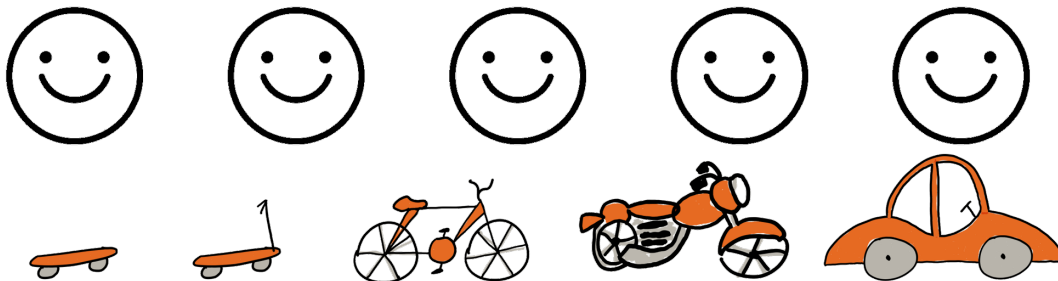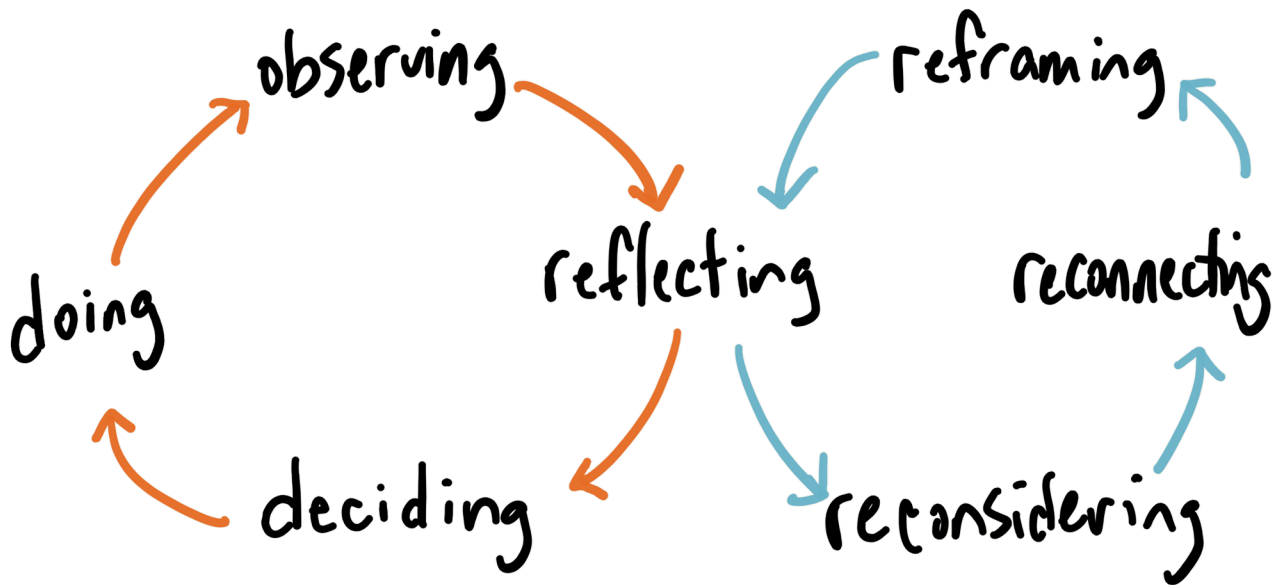# What's enough? The Littlest *Big Thing*

What's the big problem you are addressing. What's the underlying need?

What's the smallest thing you can deliver that customer can start using and give feedback?

"Don't let perfect be the enemy of good."

The Wheel of Learning

observing

reframing

doing

reflecting

reconnecting

deciding

reconsidering

One *Manifesto for Teaching and Learning*

The thinking and approaches adopted in *Agile* software development have been applied in other settings, including education. Below is one of the Agile-like Manifestos for Teaching and Learning. Where are we seeing these principles enable and advance distance learning?

Adaptability
over prescriptive teaching methods

Student-driven inquiry
over classroom lecturing

Collaboration
over individual accomplishment

Demonstration and application
over accumulation of information

Achievement of learning outcomes
over student testing and assessment

Continuous improvement
over the maintenance of current practices

Krehbiel, T., Salzarulo, P., Cosmah, M., Forren, J., Gannod, G., Havelka, D., … Merhout, J. (2017). Agile Manifesto for Teaching and Learning. *The Journal for Effective Teaching*, 17(2), 90–111. Retrieved from https://files.eric.ed.gov/fulltext/EJ1157450.pdf