

Isn't Repeatable Hywel Carver

What's your favourite best practice?

When is it bad practice?

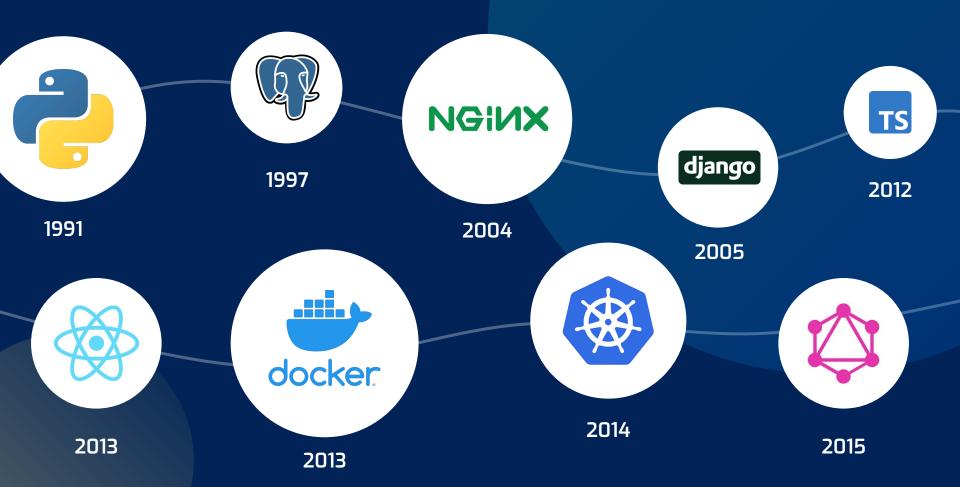








Learning matters a lot in technology



The rise of the non-traditional dev

(it's their job, not their hobby)

Two Frameworks: Bloom & ICAP

Outcomes

Create

Evaluate

Analyse

Apply

Understand

Know

```
function counter() {
    var count = 0;
    return function() {
        count = count + 1;
        return count;
    }
}

c1 = counter();
c1(); // returns 1
c1(); // returns 2

c2 = counter();
c2(); // returns 1
```

c1(); // returns 3

Inputs

Interactive beats

Constructive beats

Active beats

Passive

1 hard falsehood 1 hard truth

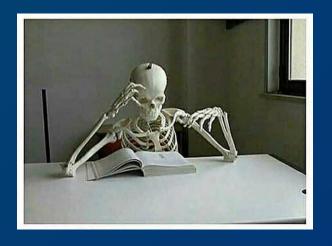
Learning Styles





Boredom

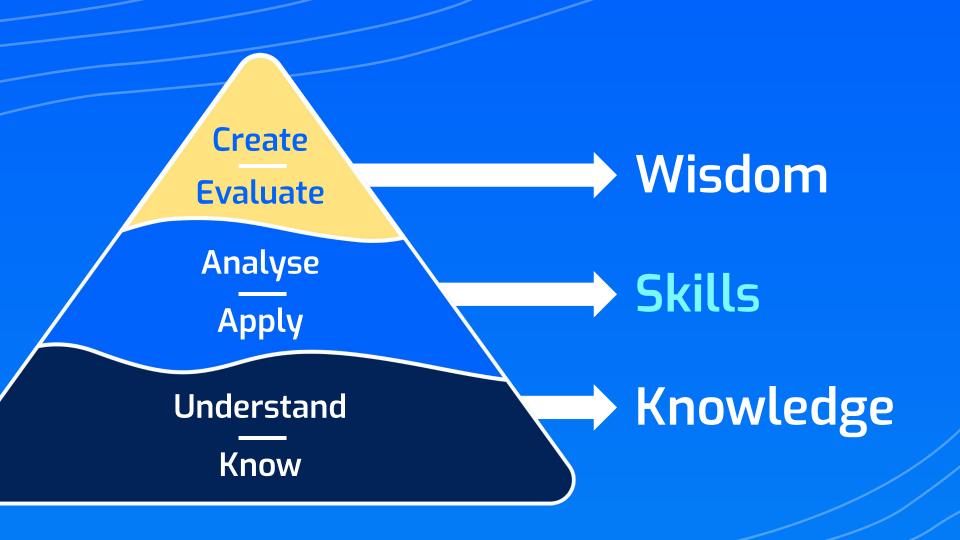
is the enemy of learning





Knowledge | Skills | Wisdom







SOLID Open-Closed Principle

Knowledge

Know what the principle is and understand why it exists.

Skills

Being able to apply the principle and write code that conforms.

Wisdom |

Evaluating software requirements and knowing when to ignore the principle.

Wisdom

A stitch in time saves nine



Haste makes waste

"Move fast and break things" in conservative orgs

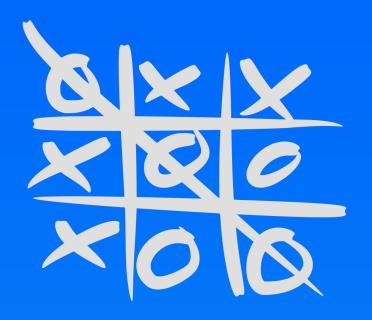
"Always use the right tool for the job" meaning # tools > # people

Spotify model for a tiny company

Scrum ceremonies because "that's just what you do"

"2 pizza teams" when pizza sizes vary...

The Broken Game



The Wisdom Feedback Loop

Accelerate experience: peer learning

Accelerate without experience: simulation

Fail

Reflect

Try

In Machine Learning:



a Hywel Carver on Lead Dev Slack ah_carver on Twitter



skillerwhale.com



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