

# Checklist: Startup Culture Meets the Classroom--Agile Learning in Introduction to Business

This checklist provides agile-based strategies, sample classroom activities, reflection questions, and instructor tips for transforming Introduction to Business instruction.

## Sprints

Implementation Steps:

- Break curriculum into 1–3 week sprints.
- Assign clear sprint deliverables (e.g., marketing plan, finance report).

Classroom Activity: Students run a 2-week sprint on digital marketing, producing a mock social media campaign.

Reflection Question: What part of this sprint challenged your assumptions about marketing?

Instructor Tip: Keep sprints short and measurable; avoid content overload.

## Stand-Ups

Implementation Steps:

- Start each class with a 5–10 minute stand-up.
- Have students share progress, plans, and obstacles.

Classroom Activity: Daily stand-ups where students report progress on team business projects.

Reflection Question: How did today's stand-up change your plan or perspective?

Instructor Tip: Encourage concise sharing to keep stand-ups efficient.

## Iterative Learning Cycles

Implementation Steps:

- Encourage frequent submissions and feedback.
- Use peer reviews for collaboration and improvement.

Classroom Activity: Students submit draft versions of business proposals for peer and instructor feedback before final submission.

Reflection Question: What feedback was most useful for improving your project?

Instructor Tip: Create structured peer review rubrics to ensure quality feedback.

## Kanban Boards

Implementation Steps:

- • Use Trello, Asana, or a physical board for progress tracking.
- • Divide tasks into 'To Learn,' 'Learning,' 'Mastered,' and 'Applied'.

Classroom Activity: Teams use Trello boards to track tasks for their semester-long entrepreneurship projects.

Reflection Question: Which stage of the Kanban board did you find most difficult to move past, and why?

Instructor Tip: Review boards weekly to monitor progress and redistribute tasks if needed.

## Retrospectives

Implementation Steps:

- • At the end of each sprint, hold a reflection session.
- • Use 'Start, Stop, Continue' to gather feedback.

Classroom Activity: Teams reflect on their sprint, discussing what worked, what didn't, and what to change.

Reflection Question: What's one change you'll make in the next sprint to improve outcomes?

Instructor Tip: Document retrospective insights for continuous improvement.

## Real-World Applications

Implementation Steps:

- • Integrate case studies and current business news.
- • Encourage students to link theory with real examples.

Classroom Activity: Students analyze a recent corporate ethics case (e.g., Tesla, Amazon) and propose alternative strategies.

Reflection Question: How did this case study connect theory to real-world practice for you?

Instructor Tip: Use diverse examples to connect with varied student interests.

## Collaboration & Team Roles

Implementation Steps:

- • Assign Scrum roles such as Product Owner or Scrum Master.

- • Rotate roles to ensure varied leadership experiences.

Classroom Activity: Teams develop a startup idea with rotating Scrum roles each sprint.

Reflection Question: Which role did you find most challenging, and how did it impact the team?

Instructor Tip: Provide clear role descriptions before assignments begin.

### Assessment Alignment

Implementation Steps:

- • Use a points-based system rewarding effort and improvement.
- • Incorporate self- and peer-assessment.

Classroom Activity: Students earn points for sprint participation, peer feedback, and deliverable quality.

Reflection Question: How did peer assessment affect the way you approached your work?

Instructor Tip: Balance points between participation, collaboration, and outcomes.