

Topic 1.1: Collaboration

Guided Notes — Topic 1.1

Fill in the blanks during the slide presentation. Use exact terms from the slides.

Section 1 — What a computing innovation is

A computing innovation is anything that includes a _____ as a core part of how it works. It can be physical, like a smart watch; non-physical software, like a photo-editing app; or even a non-physical _____, like a method for keeping data private.

The people who design an innovation decide what it can do — and what it accidentally _____. That is why who is on the _____ matters so much.

Section 2 — How collaboration improves an innovation

When a team brings together a mix of talents and _____, the finished product reflects that variety and is usually _____ than what one person could build alone.

A team with diverse perspectives is also far less likely to build in _____. A narrow team can ship a feature that quietly fails for a whole group of _____ they never thought to include.

Good teams also talk to real and potential _____ early. The information they gather helps shape the _____ of the innovation so it solves a real problem.

Section 3 — How teams work together

Teams use online _____ to share documents and code, leave _____ on each other's work, and keep track of who is doing what.

One common model is _____. Two people share one computer: the _____ types the code, and the _____ reviews each line, watches for mistakes, and keeps the plan in mind. The two partners _____ roles regularly.

Healthy teams also practice four interpersonal skills: clear _____, building _____ so everyone can support a decision, resolving _____ as a shared problem, and _____ so each person compromises a little.

Quick check

In pair programming, the partner with hands on the keyboard is the _____ and the partner reviewing the work is the _____.

The single biggest reason to put diverse perspectives on a team is to avoid building in _____ and to make the product work for more _____.