AGILE PARENTING

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ABOUT ME

- **HANDS-ON DAD**
- **MARRIED WITH 2 KIDS**
- **TREASURE FAMILY**
- **PRACTICE RIGOROUS AUTHENTICITY**
- **COMPASSIONATE**
- **LEARNING EVERYDAY**
- **GLOBAL CITIZEN**

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BIRTH OF OUR SON (IN ICU)

- **DIAGNOSED WITH CEREBRAL PALSY**
  AT 6 MONTHS
- **REPORT OF DOOM**

CHALLENGES

- **LACK OF SUPPORT FOR CP PATIENTS**
- **LACK OF THERAPISTS**
- **KNOWLEDGE GAP BY PRACTITIONERS**
- **SUPERSTITION COUPLED WITH BELIEFS**
- **VERY EXPENSIVE**
- **LACK OF INCLUSION IN TYPICAL SCHOOLS**
- **LACK OF STRUCTURED APPROACH**
- **LACK OF PROGRESS MONITORING TOOLS**

AGILE MANIFESTO

www.agilemanifesto.org
We are uncovering better ways of developing
software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over **processes and tools**
Working software over **comprehensive documentation**
Customer collaboration over **contract negotiation**
Responding to change over **following a plan**

That is, while there is value in the items on
the right, we value the items on the left more.

PRINCIPLES BEHIND THE AGILE MANIFESTO

1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

4. Business people and developers must work together daily throughout the project.

5. Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

AGILE MANIFESTO (2001)…CONT

7. **Working software is the primary measure of progress.**

8. **Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.**

9. **Continuous attention to technical excellence and good design enhances agility.**

10. **Simplicity--the art of maximizing the amount of work not done--is essential.**

11. **The best architectures, requirements, and designs emerge from self-organizing teams.**

12. **At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.**

CHARECTERISTICS OF GOOD AGILE PROJECT

1. NEED A PRODUCT/RESULT QUICKLY

2. REQUIREMENTS MAY EVOLVE

3. CAPABLE TEAM MEMBERS ARE AVAILABLE

4. INDEPENDENT DECISION MAKING (INNOVATIVE)

5. CAN DELIVER VALUE IN PIECES

BUILDING AN AGILE TEAM

- ☐ **PHYSIOTHERAPIST**
- ☐ **OCCUPATIONAL THERAPIST**
- ☐ **SPEECH THERAPIST**
- ☐ **NEUROMOVEMENT THERAPIST**
- ☐ **HYPERBARIC OXYGEN THERAPIST**
- ☐ **HYDROTHERAPIST**
- ☐ **FAMILY MEMBERS**

- ☐ **STEM CELL THERAPY (STILL RESEARCHING ON THIS)**

HYPERBARIC OXYGEN THERAPY

NeuroGenesis, South Africa

NEUROMOVEMENT THERAPY

Antoinettee preforming ABM on Lubuto at NeuroGenesis South Africa

Terry preforming ABM on Lubuto at NeuroGenesis South Africa

SETTING PLANNING

- **EARLY PLANNING (3 TO 6 MONTHS) – ROAD MAP**
  - **JUST ENOUGH PLANNING AND JUST IN TIME**

☐ **FEATURES: WE WANT HIM TO STAND AND WALK INDEPENDENTLY**

☐ **THEMES: GROSS MOTOR | FINE MOTOR | ADAPTIVE | COMMUNICATION**

- **ASYMMETRIC MOVEMENT AND BALANCE**

☐ **EPICS: STIMULATE OPENING OF KNESS, CONNECT THE HIP TO THE FEET IN THE BRAIN**

☐ **STORIES: As a _____(Who) I want _____ (What) So that I can _____ (Why)**

SPRINT ZERO

- ❑ **FINALIZE THE VISION : FEATURES DEFINED (WHAT AND HOW)**

- ❑ **TOOLS NEEDED TO COMPLETE THE TASK**

- ❑ **AGREEMENSTS**

- ❑ **TRAIN TEAM: ALL FAMILY MEMBERS ARE TRAINED**

- ❑ **DECIDE SPRINT DURATION: NOT MORE THAN 4 WEEKS (FAILING FAST)**

- ❑ **RELEASE PLAN: CONNECT ROADMAP AND SPRINTS**

SPRINT PLANNING

WHAT WE THINK WE CAN DO	WHAT WE CAN COMMIT TO
VISION ROADMAP RELEASE PLAN	SPRINT PLAN

☐ ACCEPTANCE CRITERIA:

- GETTING UP ON HIS FEET WITHOUT EXTERNAL SUPPORT

- OPENING HIS KNEES WHEN PICKING THINGS FROM THE FLOOR

☐ BACKLOG STORIES

- DROOLING

SPRINT PLANNING

COGNITIVE SKILLS: NEXT STEPS

Academic Readiness
- Lubuto will sit appropriately in a group in both work times and circle times in 3 out of 4 opportunities across 3 days. (ABLLS, M1 & M2)
- Lubuto will wait for instructions before touching reinforcers or stimuli in 4 out of 5 trials across 3 days. (ABLLS, A8)
- Lubuto will perform a task without throwing the stimuli in 4 out of 5 trials across 3 days.
- Lubuto will match identical objects to objects in 4 out of 5 trials across 3 days. (ABLLS, B3)
  - Lubuto will match objects to identical pictures in 4 out of 5 trials across 3 days. (ABLLS, B4)
- Lubuto will hold a toy or play with a toy without throwing the object in 4 out of 5 trials across 3 days.

Pre-Math Skills
- Lubuto will independently take a stacking ring apart and put the rings back on with assistance in 4 out of 5 trials across 3 days.
- Lubuto will match objects by color for all 4 primary colors presented in a field of 2 in 4 out of 5 trials across 3 days.
- Lubuto will match objects by size and shape when presented in a field of 2 in 4 out of 5 trials across 3 days.

Pre-Literacy Skills
- Lubuto will attend to a book during storytime for a minimum of 10 minutes across 3 days.
- Lubuto will touch the pages of a book when prompted in 4 out of 5 trials across 3 days.
  - Lubuto will turn the pages of a book when prompted in 4 out of 5 trials across 3 days.
  - Lubuto will touch specific pictures in a book when prompted in 4 out of 5 trials across 3 days.
- Lubuto will recognize his name when presented in a field of 3 in 4 out of 5 trials across 3 days.

- Lubuto will follow instructions to look at a reinforcing then non-reinforcing object in 4 out of 5 trials across 3 days. (ABLLS, C3)
- Lubuto will follow instructions to touch a reinforcing object in various positions in 4 out of 5 trials across 3 days. (ABLLS, C4)
- Lubuto will follow instructions to give a named non-reinforcing object in 4 out of 5 trials across 3 days. (ABLLS, C8)
- Lubuto will follow instruction to do a simple motor action in 4 out of 5 trials across 3 days. (ABLLS, C9)
- Lubuto will follow instructions to touch an object when presented in a field of 2, object and distractor object, in 4 out of 5 trials across 3 days. (ABLLS, C10)

Expressive Language
- Lubuto will imitate sounds on request in 4 out of 5 trials across 3 days. (ABLLS, E1)
  - Lubuto will imitate the initial sounds of words in 4 out of 5 trails across 3 days (ABLLS, E3) .
    - Initial /p/, /b/, /m/, and /w/
    - Initial /d/, /t/, /k/, and /g/
  - Lubuto will imitate syllables for the above sounds in 4 out of 5 trials across 3 days.
- Lubuto will request by reaching with a combined vocalization when a desired reinforcer is present in 4 out of 5 trials across 3 days.
  - Lubuto will request using a vocalization that corresponds with the reinforcer (first sound of the word, noise it makes, etc.) in 4 out of 5 trials across days.

Social Skills
- Lubuto will allow others to touch a desired object he is playing without throwing the object or acting upset in 4 out of 5 trials across 3 days.
- Lubuto will appropriately take an object offered to him by a peer in 4 out of 5 trials across 3 days. (ABLLS, L2)
- Lubuto will imitate a peer performing a motor action in 4 out of 5 trials across 3 days. (ABLLS, L9)

SPRINT PLANNING

☐ TOILET TRAINING:

- **MONITOR THE PATTERN**

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00							
8:00							
9:00							
10:00							
11:00							
12:00							
13:00							
14:00							
15:00							
16:00							
17:00							
18:00							
19:00							

KEY

W = WET PANTS

D = DRY PANTS

U = URINATES IN TOILET

BM/P = BM IN PANTS

BM/T = BM IN TOILET

- ⬇ Give minimal verbal reinforcement throughout the process

- ⬇ Always praise for voiding in toilet

SPRINT EXECUTION AND MEASUREMENT

- ☐ DAILY PLANNING

- ☐ DAILY COLLABORATION

- ☐ FOCUS ON DONE

- ☐ MEASUREMENT

RETROSPECTIVE

Mastered goals:				
Able to follow instructions such as ; in an out/ picking blocks/sit/ stand/ come/ close the door/bring that/ lets go.	-All done / More -knows tooth brushing routine. - washing hands after the toilet.	Able to prompt you to what he wants.	-able to interact with adults. -understanding the concept(No).	-Turn around -holding tooth brush.

Current goals:				
Cognitive	Adaptive/self-help	Communication	Social interaction	Motor
-drooling -taking leads -problem solving -understand big and small things concept.	-tooth brushing -feeding himself -texture awareness -cleaning up	- associating his prompts to clear modeled words. -paying attention to words that he make and model them.	-Peer to peer interactions -Taking turns -Having fun independently.	-Tripod grip -throwing -catching -kicking -jumping -dancing

RETROSPECTIVE CONT…

Mastered goals:				
Able to follow instructions such as ; in an out/ picking blocks/sit/ stand/ come/ close the door/bring that/ lets go.	-All done / More -knows tooth brushing routine. - washing hands after the toilet.	Able to prompt you to what he wants.	-able to interact with adults. -understanding the concept(No).	-Turn around -holding tooth brush.
Next goals:				
-Sequencing/ what happens on a daily basis. -politeness/ three-word command.	-Putting pant under hos diaper Toilet training (more fluid intake).	-Expand his communication skills (all done , more please).	-politeness	-skipping

SUMMARY

- ❑ENVISION : Determine what is to be achieved

- ❑SPECULATE : Feature/Milestone-based delivery plan

- ❑EXPLORE : Do the work

- ❑ADAPT : Pause and Reflect

- ❑CLOSE : Finalize lessons learnt

RESULTS OF AGILE PARENTING

"CHOOSE TO LIVE A LIFE OF AGILE POSSIBILITIES RATHER THAN A LIFE OF LIMITATIONS"
-- BILLY S. MWAPE, PMP

QUESTIONS??

THANK YOU