

WTEU-73 - Group C: Building a syllabus for testers

Week	Topic and outline (including key skills)	Homework assignment	Recommended reading / videos
Example	How to write a good bug report What is a bug (definition) What is a bug report, and why do we need them Difference between a good and bad bug report Michael Bolton's PEOPLE WORKing mnemonic	Find a bug in the real-world, for instance in an app on your phone, or in a compute game. Write a bug report, making sure it meets all the elements of the PEOPLE WORKing mnemonic.	Ministry of Testing Dojo - "Supercharging Your Bug Reports" by Neil Studd (video, 35 minutes)
1	Why do we test? Show examples of testing vs no testing in company	Give a pros and cons list - list worst case scenarios and show importance	Perfect Software and other illusions about testing
2	What is testing? Hands on approach on testing (e.g. website or pairing on mobile app testing) + Debrief	Test website of your choice and write a bug report	https://arborosa.org/2015/06/14/what-is-testing/ http://blackboxpuzzles.workroomprds.com/
3	Requirements & User Stories Take real life user stories and play around them	Find holes in the spec	
4			
5			
6			
7			
8			
9			
10			

11			
12			

SKILLS for testing a website:

- Research
 - Requirements
 - User Stories
- Thinking and Inquisitive Nature
- Questioning
- Communication
- Technical Knowledge - can help at times, but could be added to other courses (e.g. developing)
- Mind mapping / Note taking / Trello / sketchnoting
- Planning & Time management

Possible classes

- Mob testing / Pair testing
 - Black puzzles <http://blackboxpuzzles.workroomprds.com/>
- Playing with lego (for requirements, for example)
- Games improving tester skills - patterns, analytical thinking, stories SET, Fluxx, Story Cubes
- LeanCoffee type lessons to bring discussions about testing in general (could be introduction or wrap up)

Ideas

- Live recording / Testing in action video
 - Alan Richardson - exploratory testing session <http://blog.eviltester.com/2016/11/a-live-exploratory-testing-session.html>
 - <https://www.youtube.com/watch?v=jFubBkpT8z0>

Homework:

- Charters
- Books to read

- 'Thinking Fast and Slow'
- Perfect Software and other illusions about testing
- How to Break Series
- Explore It! by Elizabeth Hendrickson
- Remaining relevant and employable in a changing world by Rob Lambert
- Lessons Learned in Software Testing
- An Introduction to General Systems Thinking

Resources:

- <http://www.fourhourtester.net/>
- <https://dojo.ministryoftesting.com/lessons/30-things-every-new-software-tester-should-learn>
-