

## EFTW PROGRAM TIMELINE

*Engineer for the Week* is a program conducted through sprint cycles, an engineering-style design approach. During the sprint cycle, facilitators are **product leaders** and students are **engineers**.

Sprint cycles consist of three phases: Prep, Sprint & Finish and take approximately **10-15 hours** (including planning time). Currently, facilitators can pick one of two available projects, **Chatbots for Change** or **Play for Impact**.

---

### **FACILITATOR / PRODUCT LEADER PREP** | [ 3+ HOURS ]

Facilitators should plan to prepare prior to facilitating the sprint cycle as a product leader. This includes attending the Getting Started Webinar (1 hour), choosing a project and reviewing the accompanying Product Leader Guide (2+ hours).

Building a project prototype is also a great way to ensure that one can anticipate any roadblocks or misconceptions participants may have along the way.

---

### **PREP PHASE** | [ 3 – 5 HOURS ]

Participants will:

- Learn about the engineering framework and their role on the engineering team
  - Explore and learn about the product they will be creating
  - Identify their ideal user and develop an idea for their tech product
- 

### **SPRINT PHASE** | [ 5 – 7 HOURS ]

Participants will:

- Learn the foundational skills needed to build their product
  - Collaborate to develop their working prototype
  - Test, get feedback and iterate on their product
- 

### **FINISH PHASE** | [ 1 – 2 HOURS ]

Participants will:

- Reflect on the Scrum process as a team
- Submit their project to the Product Leader and Facebook team
- Explore future opportunities for learning