

# Review of: "Agile Learning: An innovative curriculum for educators"

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This article sets out a rationale for using Agile Learning as a framework for primary and secondary education. A good rationale is offered. This is followed by more specific detail concerned with Agile-Related, transversal, and digital competencies. Overall, the article is clearly communicated, although the ideas could achieve more impact through more narrative associated with the many bullet-point or numbered lists.

While the framework is clear, the article could be much more impactful were some examples used to demonstrate the application of this framework in practical contexts. For example, although “STEAM” is mentioned once, there could be much more clarity about which subject and topic areas could be most impacted by this framework.

I also found that there was little acknowledgement of a very well established literature concerned with innovative, student-centered pedagogy, critical pedagogies, and reflective practice. Many of the ideas discussed here are not new (e.g., flipped classroom; inquiry-based learning). While most educators would acknowledge and agree that we are facing very particular challenges in the contemporary educational landscape, the scholarship in this area builds on decades of work. I think that the framework discussed in this article could be more clearly positioned in relation to that long trajectory of research and practice.

Finally, as editorial suggestions - some explanation of technical terms would help readers (e.g., Scrum, Kanban, XP). Also, please note that the plural form of ‘curriculum’ is ‘curricula’.