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1 Introduction

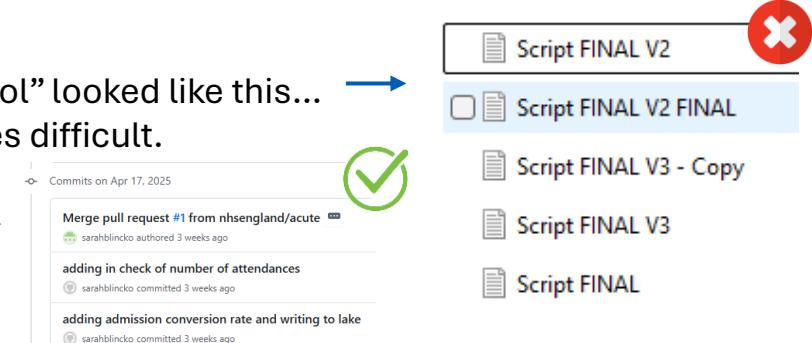
In the South East Data & Analytics team, our code “version control” looked like this...

This made quality assurance, collaboration, and tracking changes difficult.

We wanted to improve our ways of working by **incorporating**

GitHub, which would transform our version control to this...

This approach would align with RAP principles and improve the shareability of our code.



Aim: Upskill the team and have all new pieces of code on GitHub by Q3 25/26

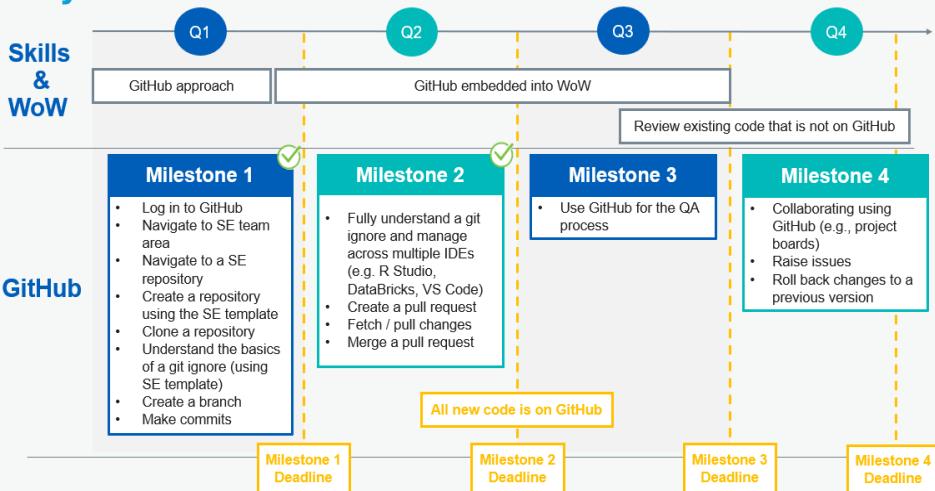
2 Developing our approach

We ran a **GitHub ‘Start, Stop, Continue’** session and our **first team survey** to gauge current skills. From this, we developed our **team principles**, **key milestones** and **roadmap**.

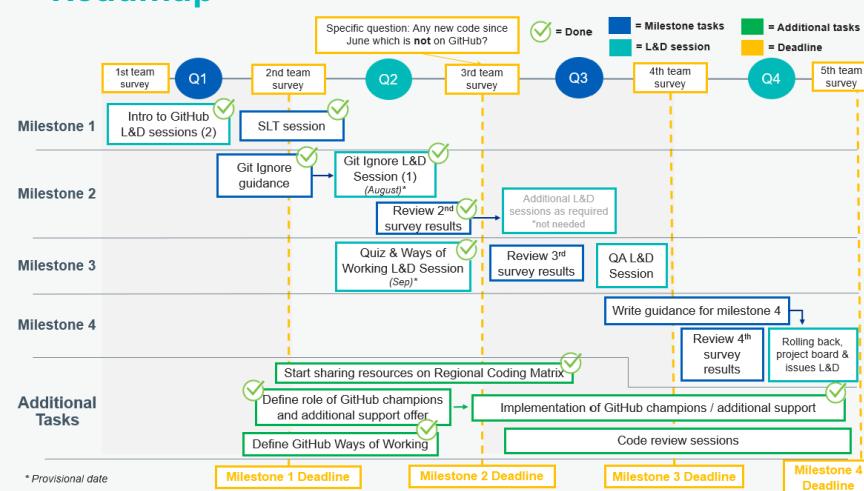
Team Principles

1. We use GitHub as the **main source** for all code
2. We **support** our team to use GitHub
3. We **standardise resources** across the team
4. Our **ways of working align** with the wider NHS

Key Milestones



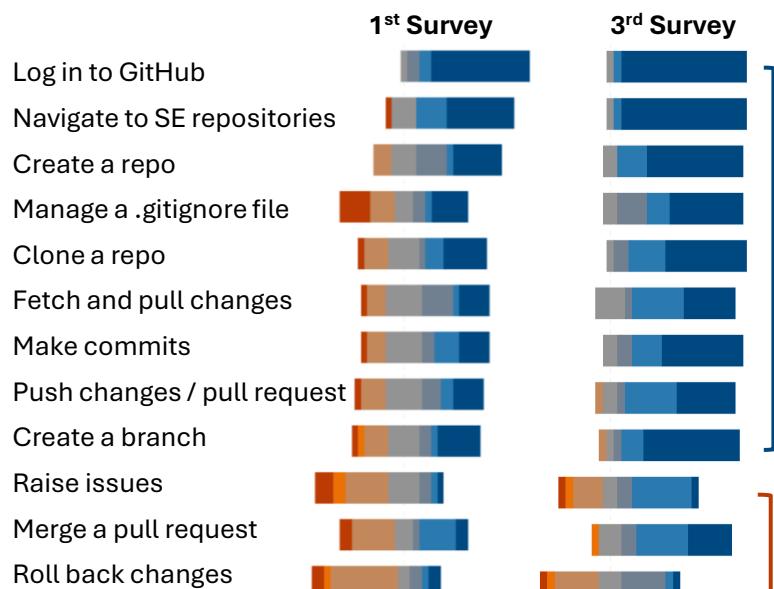
Roadmap



We set **milestone deadlines**, prioritising **interactive training sessions**, standardising repositories by introducing a **template** and producing **clear and detailed documentation** for our team to use. After each milestone we ran a **team survey** to understand the team’s confidence and areas of improvement for future sessions.

3 Results & Impact

Team survey: How would you rank your familiarity with these skills / concepts?



All team members have a GitHub account

I don't know what this is
I can confidently do this

Confidence increased across skills in milestones 1 & 2

“You’ve all done a great job upskilling the team”

Skills for **future** L&D sessions

Did we meet our aim? We wanted **all new pieces of code on GitHub by Q3 25/26**. We’re nearly there, with most relevant responses answering “no” to the question: *Have you written any new code since June which is not on GitHub?*

4 Lessons Learnt

We adapted our approach along the way, recognising the broad skills mix of the team. We found **in-person training sessions** were more beneficial than virtual, created **“GitHub Champions”** for further support and offered **one-to-one sessions** where needed. Fun, interactive sessions (e.g., GitHub quiz) boosted morale.