

Why We Do Not Recommend Trying To Break Products Into Small Independent Pieces For Small Teams

Just today I heard two people give the same naive scaling advice: divide products into independent pieces for different teams to work on. This advice is so common that it's become a cliché. It illustrates a widespread blind spot in the Agile coaching and training community.

Pre-dividing products would appear to make life easier for Scrum Teams. But in the big picture, it actually *reduces* the product development organization's agility:

- As you may know, agile developers try to avoid *big design up front*. Designing an organization around which teams will work on which parts is *big prioritization up front*. It adds friction to future re-prioritization, resulting in some teams doing work out of priority order. Isn't Agile supposed to make it *easier* to re-prioritize? Please see [Large Organization Software Development Misconception #2: Are All Teams Working On Equal Value Stuff?](#).
- When teams only see a narrow view, we put the important problems in the space of traditional management methods rather than team self organization. Please see [Large Organization Software Development Misconception #3: Should Our Team See A Narrow View Or A Whole Product View?](#).
- Customers want integrated products and solutions, not pieces that don't fit together. Please see [Large Organization Software Development Misconception #4: Will Parts Made By Different Teams Fit Together By Magic?](#)
- It reduces team learning about the world outside their "own code." Please see [My Code, Your Code. Private code policies considered harmful to agility.](#)