



Agile University: Delivery School

Daily Scrum

High performance. Delivered.

Strategy | Digital | Technology | Operations

Activity

- Divide the participants into 7-8 member teams.
- Identify a Scrum Master for each team
- Each Team has to do role-play for **8 Min** to capture:
 - What did they learn till now on Day 1/Day2?
 - What are they going to learn rest of the day
 - Any issues with respect to facility/faculty/presentation/flow etc.
- Scrum Master has to facilitate this role-play and make sure that the required information is captured within timelines.
- Scrum Master should log the issues and track them to closure (at least by next daily stand up)

30 min.

