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|  | **Scrum** | Kanban |
| Origin | Software development | Lean manufacturing |
| Ideology | Learn through experiences, self-organize and prioritize, and reflect on wins and losses to continuously improve. | Use visuals to improve work-in-progress |
| Cadence | Regular, fixed-length sprints (i.e. two weeks) | Continuous flow |
| Practices | Sprint planning, sprint, daily scrum, sprint review, sprint retrospective | Visualize the flow of work, limit work-in-progress, manage flow, incorporate feedback loops. |
| Roles | Product owner, scrum master, development team. | No required roles |

**Day4 – Assignment 1:** Difference between Scrum vs Kanban