# Architectural Diagrams / Effective Sketches

1. Explain benefits of diagrams – what value do they add – **10 minutes**
   1. Makes the system easy to understand
   2. Contains information the code alone doesn’t
   3. Allows new people joining the team to get up to speed a lot quicker
   4. Enables you to identify risks
2. Outline the scenario – **5 minutes**
   1. Imaginary system?
   2. Existing system?
   3. System the developers are currently working on?
3. Ask participants to team up into groups of 2 or 3 and draw some architectural diagrams – **45 minutes**
4. Go round in groups and review diagrams – **15 minutes**
   1. Ask them what they think is useful and not useful about each other’s diagrams
5. Now explain the different types of diagram – **30 minutes**
   1. Context
      1. Shows the system from the highest level
      2. Shows where the system fits into the overall context
      3. Services it depends on (internal & external)
      4. Consumers of it (end users, staff, etc)
      5. Helps dev understand where this project will fit in (or does fit in)
      6. Non-technical people can also make sense of these
   2. Containers
   3. Components
   4. Classes
6. Ask the teams to have another go and draw the diagrams – **45 minutes**
7. Ask the teams to identify risks using their diagrams – **15 minutes**
   1. Stick them on the drawings with post-it notes
8. Review the diagrams again and ask what they think this time – **20 minutes**
   1. Ask them if they genuinely see value in their sketches
   2. Do they agree with the benefits outlined at the start?