Scrum Workshop

It's going to be fun!

Activities

- Kahoot!

- Roles and Responsibilities game

- LEGO Game!

Myths or Facts! Kahoot

- Use the QR code to access the Kahoot questions.

- Add your name

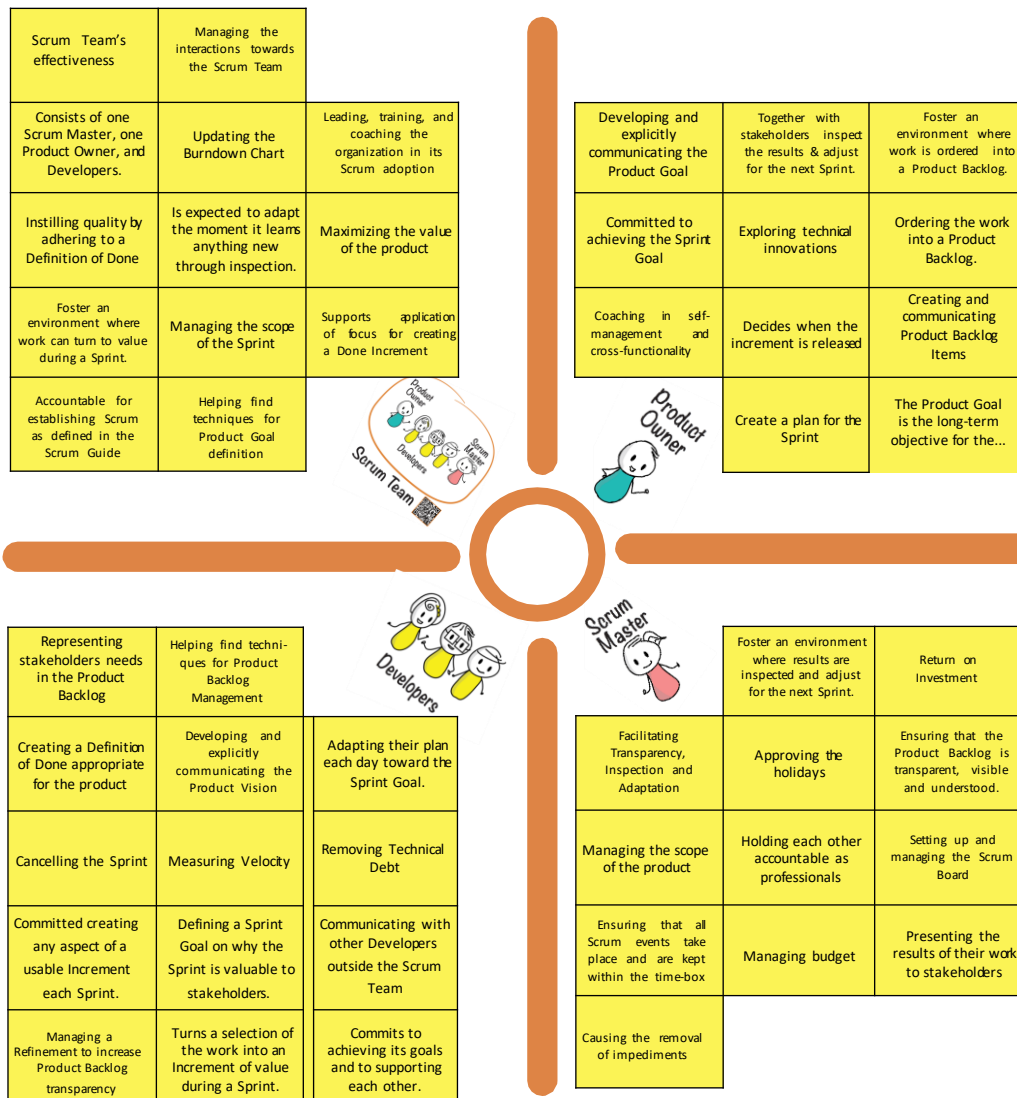- Start!

- Announcing the winner!

Roles and Responsibilities Game (45 mins)

- Case:

Your team has been working with Scrum since a few years. Throughout the years, new team members have joined, and some have left the team. To still get things going, the accountabilities have shifted with as well. Although it was all for the good when you as a team decided to shift the accountabilities, unfortunately, you do not remember why. You have decided to make the activities and the current accountabilities transparent.

Current Team Accountabilities

Scrum Team's effectiveness

Managing the interactions towards the Scrum Team

Consists of one Scrum Master, one Product Owner, and Developers.

Updating the Burndown Chart

Leading, training, and coaching the organization in its Scrum adoption

Instilling quality by adhering to a Definition of Done

Is expected to adapt the moment it learns anything new through inspection.

Maximizing the value of the product

Foster an environment where work can turn to value during a Sprint.

Managing the scope of the Sprint

Supports application of focus for creating a Done Increment

Accountable for establishing Scrum as defined in the Scrum Guide

Helping find techniques for Product Goal definition

Developing and explicitly communicating the Product Goal

Together with stakeholders inspect the results & adjust for the next Sprint.

Foster an environment where work is ordered into a Product Backlog.

Committed to achieving the Sprint Goal

Exploring technical innovations

Ordering the work into a Product Backlog.

Coaching in self-management and cross-functionality

Decides when the increment is released

Creating and communicating Product Backlog Items

Create a plan for the Sprint

The Product Goal is the long-term objective for the...

Representing stakeholders needs in the Product Backlog

Helping find techniques for Product Backlog Management

Creating a Definition of Done appropriate for the product

Developing and explicitly communicating the Product Vision

Adapting their plan each day toward the Sprint Goal.

Cancelling the Sprint

Measuring Velocity

Removing Technical Debt

Committed creating any aspect of a usable Increment each Sprint.

Defining a Sprint Goal on why the Sprint is valuable to stakeholders.

Communicating with other Developers outside the Scrum Team

Managing a Refinement to increase Product Backlog transparency

Turns a selection of the work into an Increment of value during a Sprint.

Commits to achieving its goals and to supporting each other.

Foster an environment where results are inspected and adjust for the next Sprint.

Return on Investment

Facilitating Transparency, Inspection and Adaptation

Approving the holidays

Ensuring that the Product Backlog is transparent, visible and understood.

Managing the scope of the product

Holding each other accountable as professionals

Setting up and managing the Scrum Board

Ensuring that all Scrum events take place and are kept within the time-box

Managing budget

Presenting the results of their work to stakeholders

Causing the removal of impediments

Product Owner

Scrum Team

Developers

Scrum Master

Task: Inspect the current accountabilities and place the activities at the correct accountabilities.

- Step 1: Investigate the items in "Current Team Accountabilities"
- Step 2: Move items to the correct accountabilities on the "Scrum Accountabilities"
- Step 3: Allow each participant to go through the new overview and change the color of an item which she/he thinks is not at the correct accountability
- Step 4: Discuss the items which are not clear for everybody and have a discussion about the item and the responding accountability.

Add Note

Scrum Team's effectiveness
Mina Alipour

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Mina Alipour

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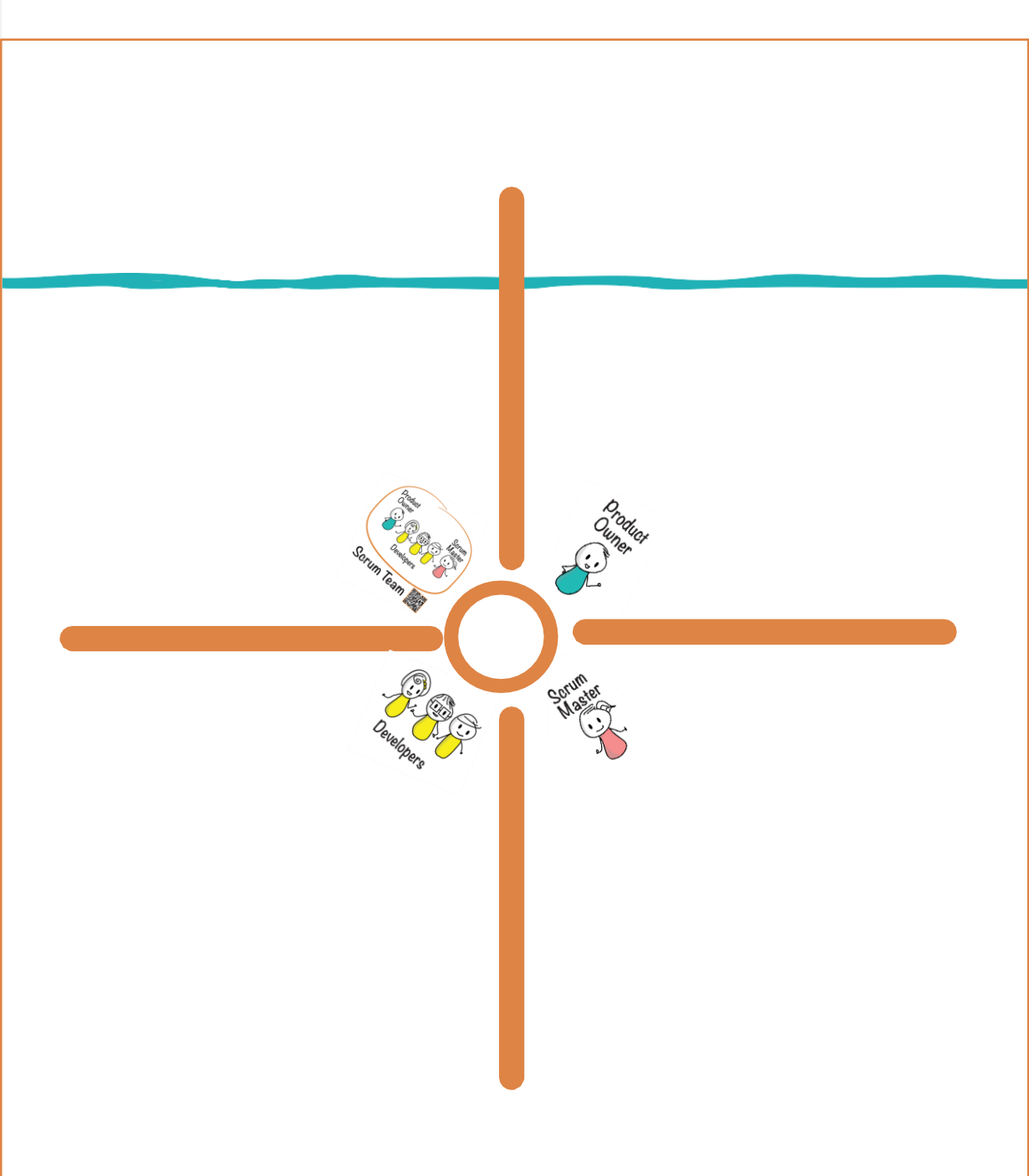
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Create a plan for the Sprint
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Product Owner

Scrum Team

Scrum Master

Developers

Lego Game!

Duration: 2
Hours

Explanations and rules

Each 3-4 teams will be building a single product, so you need to cooperate. There should be no observers in the game!

The product is a City.

Supervisors are the main decision-maker of the product – it is their city.

The main building elements are LEGO blocks. But you can use any papers for drawing.

There is no Scrum Master that can coach you during the game (unless you convince someone to help you ☺).

Groups working together

- Class 1- Group 1, Class 1- Group 2, Class 1- Group 3

- Class 1- Group 4, Class 1- Group 5, Class 2- Group 1

- Class 2- Group 2, Class 2- Group 3, Class 2- Group 4

- Class 2- Group 5, Class 3- Group 1, Class 3- Group 2

- Class 3- Group 3, Class 3- Group 4, Class 3- Group 5, Class 4- Group 1

- Class 4- Group 2, Class 4- Group 3, Class 4- Group 4, Class 4- Group 5

Agenda

Building the Backlog (15m)

Estimating (20 min)

First Sprint (timeboxed to 15 min)

- Sprint Planning (3 min)
  - Sprinting (7 min)
  - Sprint Reviewing (5 min)

Second Sprint (15 min)

Debrief and game retrospective (30 min)

City Scrum backlog

Storey buildings (5 of them)	Storey buildings (3 of them)	Shop
School	Hospital	Bus stop (2 of them)
Road (can be drawn)	Park (can be drawn)	River (can be drawn)
	Bridge	Factory

User story

No. 1	Priority:	Estimation:
User story: As the mayor, I would like to have a factory where citizens can work to manufacture goods.		
Confirmation:		

Sprint 1 (15 minutes)

- Planning

- Sprinting

- Sprint reviews

Sprint 2 (15 minutes)

- Planning

- Sprinting

- Sprint reviews

Release and debrief (30 mins)

1. What did the you observe?

2. What should take more time what less?

3. How accurate were the estimations?

4. What would you have done differently?

5. How did it feel to not deliver in the Sprint?

6. Do you really need a Scrum Master? What for?

7. What did you learn?

Thank you

Please gather the bricks you used and put them in their own bag

Organize your desks