EXPLORING
SELF-MANAGEMENT

SCRUM FACILITATORS

The game is designed to explore the concept of self-management in Scrum. It focuses on the three accountabilities in Scrum and that of the Leader. By playing the game, players will gain a better understanding of what self-management means and to identify patterns that emerge as they level up into maturity of each accountability.

1. Create a matrix where the vertical axis should represent the level of maturity, ranging from one to five. (Yellow cards) The horizontal axis should have the Scrum Master, Product Owner, Developer, and Leader. These are respectively the light blue, green, dark blue, purple cards.

2. Place the remaining accountabilities cards under the right column. To help you out, the color of the accountability cards should match that of the Scrum Master, Product Owner, Developer, and Leader.

3. Use the cheat sheet to check the results and have a conversation about self-management and the patterns that you see from level one till five.

Scrum Facilitators work globally with trainers in the Netherlands, United Kingdom, and Singapore. Our mission is to help professionals become awesome Scrum Facilitators by supporting Scrum Masters, Product Owners, Developers and Leaders. A Scrum Facilitator's work is based on Scrum Goals, Values & Principles. A Scrum Facilitator uses these aspects to support the effective use of Scrum in their organisation.

Scrum Facilitators is partners with Scrum.org and ProKanban.org. We design all classes to maximise the learning impact and student value. Our classes are highly interactive, industry relevant and an enjoyable learning experience. Each class has two certified, knowledgeable experts with extensive real-life experience.

Scrum.org
The Home of Scrum

LEVEL 1

EXPLORING SELF-MANAGEMENT

V 1.0.0

LEVEL 2

EXPLORING SELF-MANAGEMENT

V 1.0.0

LEVEL 3

EXPLORING SELF-MANAGEMENT

V 1.0.0

LEVEL 5

EXPLORING SELF-MANAGEMENT

SCRUM
MASTER

EXPLORING SELF-MANAGEMENT

V 1.0.0

20

FACILITATE

PLAN & FACILITATES ALL SCRUM EVENTS

VALUE

TRACK PROGRESS & VISUALIZES WORK

20

FACILITATE

PLAN & FACILITATES ALL SCRUM EVENTS

VALUE

TRACK PROGRESS & VISUALIZES WORK

SCRUM FACILITATORS

14

FACILITATE

FACILITATES THE SCRUM EVENTS

VALUE

ENABLES THE DEVELOPERS TO TRACK & VISUALIZES WORK

SCRUM FACILITATORS

14

FACILITATE

FACILITATES THE SCRUM EVENTS

VALUE

ENABLES THE DEVELOPERS TO TRACK & VISUALIZES WORK

SCRUM FACILITATORS

15

FACILITATE

HELP SCRUM TEAM BY FACILITATING TRANSPARENCY, INSPECTION & ADAPTATION

VALUE

ENABLES PRODUCT OWNER TO FOCUS ON VALUE DELIVERY

1

FACILITATE

HELP STAKEHOLDERS UNDERSTAND & APPLY AGILE PRINCIPLES

VALUE

FOCUS ON CONTINUOUS IMPROVEMENTS IN THE VALUE CHAIN

SCRUM FACILITATORS

1

SCRUM FACILITATORS

FACILITATE

HELP STAKEHOLDERS UNDERSTAND & APPLY AGILE PRINCIPLES

VALUE

FOCUS ON CONTINUOUS IMPROVEMENTS IN THE VALUE CHAIN

8

SCRUM FACILITATORS

FACILITATE

HELP THE ORGANIZATION TO UNDERSTAND & APPLY AGILE PRINCIPLES

VALUE

ENABLES THE ORGANIZATION TO CONTINUOUSLY HAVE IMPACT ON CUSTOMERS

8

FACILITATE

HELP THE ORGANIZATION TO UNDERSTAND & APPLY AGILE PRINCIPLES

VALUE

ENABLES THE ORGANIZATION TO CONTINUOUSLY HAVE IMPACT ON CUSTOMERS

PRODUCT OWNER

EXPLORING SELF-MANAGEMENT

V 1.0.0

3

VALUE

MANDATE

FOCUS ON CREATING REQUIREMENTS & PRODUCT BACKLOG ITEMS

EXECUTES PLANS & DECISIONS MADE BY STAKEHOLDERS

3

VALUE

FOCUS ON CREATING REQUIREMENTS & PRODUCT BACKLOG ITEMS

MANDATE

EXECUTES PLANS & DECISIONS MADE BY STAKEHOLDERS

SCRUM FACILITATORS

4

VALUE

FOCUS ON CREATING SPRINT GOALS & PRODUCT INCREMENTS

MANDATE

HAS INFLUENCE ON STAKEHOLDERS IN MAKING PLANS & PRODUCT RELATED DECISIONS

4

VALUE

FOCUS ON CREATING SPRINT GOALS & PRODUCT INCREMENTS

MANDATE

HAS INFLUENCE ON STAKEHOLDERS IN MAKING PLANS & PRODUCT RELATED DECISIONS

9

SCRUM **FACILITATORS**

VALUE	MANDATE
FOCUS ON CREATING VALUE & CONTINUOUSLY VALIDATE ASSUMPTIONS	COLLABORATE WITH STAKEHOLDERS TO MAKE PLANS & PRODUCT RELATED DECISIONS

9

VALUE

FOCUS ON CREATING VALUE & CONTINUOUSLY VALIDATE ASSUMPTIONS

MANDATE

COLLABORATE WITH STAKEHOLDERS TO MAKE PLANS & PRODUCT RELATED DECISIONS

10

VALUE

FOCUS ON CONTINUOUS VALUE CREATION & STAKEHOLDER COLLABORATION

MANDATE

HAS MANDATE TO MAKE PRODUCT RELATED DECISIONS & RELEASE PLANS

10

VALUE

FOCUS ON CONTINUOUS VALUE CREATION & STAKEHOLDER COLLABORATION

MANDATE

HAS MANDATE TO MAKE PRODUCT RELATED DECISIONS & RELEASE PLANS

SCRUM FACILITATORS

6

VALUE

FOCUS ON CONTINUOUS VALUE OPTIMIZING & CUSTOMER COLLABORATION

MANDATE

IS RESPONSIBLE FOR PLANNING, BUDGET, PROFITS & LOSS OF THE PRODUCTS' VALUE CHAIN

SCRUM FACILITATORS

6

VALUE

FOCUS ON CONTINUOUS VALUE OPTIMIZING & CUSTOMER COLLABORATION

MANDATE

IS RESPONSIBLE FOR PLANNING, BUDGET, PROFITS & LOSS OF THE PRODUCTS' VALUE CHAIN

DEVELOPER

EXPLORING SELF-MANAGEMENT

7

SELF-MANAGING

RELYING ON THE SCRUM MASTER TO FACILITATE THEM

COLLABORATION

AVOIDING CONFLICT/ PURSUING INDIVIDUAL TARGETS/ GENERATING OUTPUTS

SCRUM FACILITATORS

#7

SELF-MANAGING

RELYING ON THE SCRUM MASTER TO FACILITATE THEM

COLLABORATION

AVOIDING CONFLICT/ PURSUING INDIVIDUAL TARGETS/ GENERATING OUTPUTS

13

SELF-MANAGING

ENSURING THE OUTCOME OF ALL EVENTS & LEARNING THE SCRUM VALUES

COLLABORATION

DISCOVERING DIFFERENCES/ CONFLICTS/ SHARED VALUES

13

SELF-MANAGING

ENSURING THE OUTCOME OF ALL EVENTS & LEARNING THE SCRUM VALUES

COLLABORATION

DISCOVERING DIFFERENCES/ CONFLICTS/ SHARED VALUES

12

SELF-MANAGING

FOCUSED ON REACHING SPRINT GOALS & IMPROVING QUALITY

COLLABORATION

USING SCRUM & AGILE PRINCIPLES AS A GUIDELINE FOR ALL INTERACTIONS

SCRUM FACILITATORS

12

SELF-MANAGING

FOCUSED ON REACHING SPRINT GOALS & IMPROVING QUALITY

COLLABORATION

USING SCRUM & AGILE PRINCIPLES AS A GUIDELINE FOR ALL INTERACTIONS

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SELF-MANAGING

RESPONSIBLE & COMMITTED TO CONTINUOUSLY DELIVER VALUABLE OUTCOME

COLLABORATION

COLLABORATING WITH STAKEHOLDERS TO CONTINUOUSLY ADAPT

17

SELF-MANAGING

ACCOUNTABLE OR CREATING HIGH QUALITY PRODUCTS

COLLABORATION

COLLABORATING WITH EVERYONE TO PARTICIPATE IN SHARING FEEDBACK & LEARNING

17

SELF-MANAGING

ACCOUNTABLE OR CREATING HIGH QUALITY PRODUCTS

COLLABORATION

COLLABORATING WITH EVERYONE TO PARTICIPATE IN SHARING FEEDBACK & LEARNING

EXPLORING SELF-MANAGEMENT

V 1.0.0

11

DELEGATION

WANTS FULL CONTROL & HAS A DIRECTIVE COMMUNICATION STYLE

MEASURING

GIVES INDIVIDUAL TARGETS AND ON PROGRESS/ EFFICIENCY/ QUALITY & OUTCOMES

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SCRUM FACILITATORS

DELEGATION

WANTS FULL CONTROL & HAS A DIRECTIVE COMMUNICATION STYLE

MEASURING

GIVES INDIVIDUAL TARGETS AND ON PROGRESS/ EFFICIENCY/ QUALITY & OUTCOMES

5

SCRUM FACILITATORS

DELEGATION

WANTS TO BE IN CONTROL & DELEGATES LESS CRITICAL RESPONSIBILITIES

MEASURING

GIVES TEAM(S) TARGETS AND ON PROGRESS/ EFFICIENCY/ QUALITY & OUTCOMES

5

SCRUM FACILITATORS

DELEGATION

WANTS TO BE IN CONTROL & DELEGATES LESS CRITICAL RESPONSIBILITIES

MEASURING

GIVES TEAM(S) TARGETS AND ON PROGRESS/ EFFICIENCY/ QUALITY & OUTCOMES

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SCRUM FACILITATORS

DELEGATION

DELEGATES MORE IMPORTANT RESPONSIBILITIES

MEASURING

PROVIDES BOUNDARY CONDITIONS FOR TEAMS TO SET THEIR OWN TARGETS

16

DELEGATION

DELEGATES MORE IMPORTANT RESPONSIBILITIES

MEASURING

PROVIDES BOUNDARY CONDITIONS FOR TEAMS TO SET THEIR OWN TARGETS

2

SCRUM FACILITATORS

DELEGATION

DELEGATES ALL BUT CRITICAL DECISIONS & RESPONSIBILITIES

MEASURING

CREATES AN ENVIRONMENT WHERE TEAMS CAN SELF-MANAGE & CREATE VALUE

Scrum Master	Product Owner	Developer	Leader
8	6	17	19
1	10	18	2
15	9	12	16
14	4	13	5
20	3	7	11

SCRUM FACILITATORS

EXPLORING SELF-MANAGEMENT