



(voting card)

I believe




is the right ONE!




(voting card)

I believe



is the right ONE!



(voting card)

I believe



is the right ONE!




(voting card)

I believe



is the right ONE!



(your role)

I'm player



ALL 4 ONE!




R

The "it's my turn" player reads the question out loud before answering. The hand/foot icon on the card determines how you will play this round.

**"Scrum 4 all, all 4 ONE!" [ONLINE]**  
Read out loud all the answers. Think in silence and use the voting card for voting. Together countdown from 3, and reveal your voting card on your webcam. Discuss why you think this answer is the right ONE.

**Stand-up [ONLINE]**  
Stand-up first. In silence read the answer on your card. Countdown from 3 and all together sit down and discard the card when you feel like your answer is not correct. Together discuss which answer is the right ONE.




i



Player instructions (1 / 2)

Print out all cards double-sided and cut them out.

This is a cooperative game. There are 9 rounds (+ 1 warm-up question), ONE question is discussed per round. Each player has their own unique set of 9 cards, with a different answer.

When it's your turn you read the question out loud. Next the team discusses the question together. There is only ONE right answer.

It's my turn!

i



Player instructions (2 / 2)

During the playing rounds there are different ways to figure out the best answer together, see icons. Read out loud all questions before answering.

The goal is to determine which answer is the right ONE for each question. Put the right answers on a pile and discard the other cards.

The team can use the Scrum Guide to lookup the answers.

Let's GO!






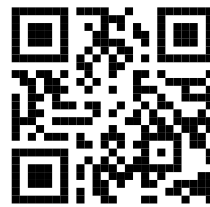
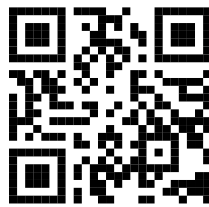
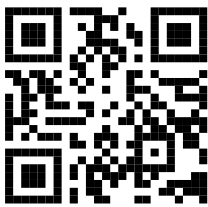
o

What's the nickname of the United Kingdom flag?

---

Union Jack

ONLINE all 4 ONE

ONLINE all 4 ONE

ONLINE all 4 ONE



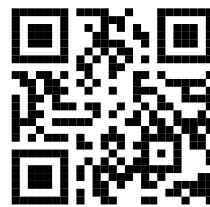
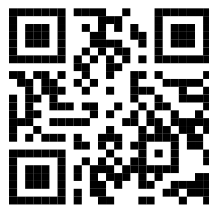
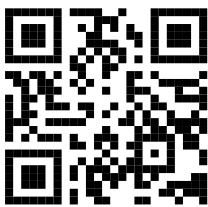
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reference card

my identity

ONLINE all 4 ONE



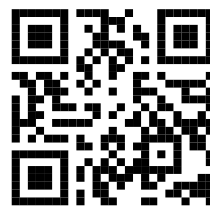
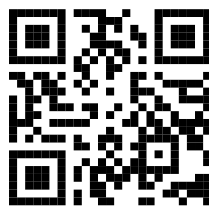
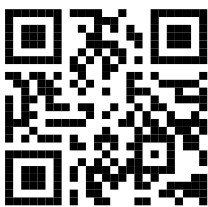
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OB

instructions

instructions



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1

What accountability lays at the Product Owner only?



The Sprint Goal

2

Events in Scrum are primarily designed for doing what?




Responding to change over following a plan

3

When the Definition of Done is met...

An Increment is born & ready for release



  



4

The Daily Scrum starts...



... when the Scrum Masters says to start

5

The empirical Scrum pillars are:



Courage, Commitment and Respect

6

The Artefacts in Scrum are ...

Product Backlog, Sprint Backlog and Increment




 



7

Who is accountable for creating the DOD?



The Scrum Master

8

The commitment for the Product Backlog is...



The Definition of Done

9

What's adapted during the Sprint Review?

The Sprint Goal







3B



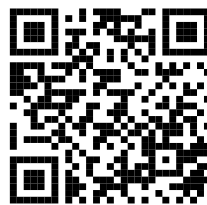
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2B



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1B



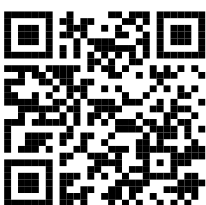
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6B



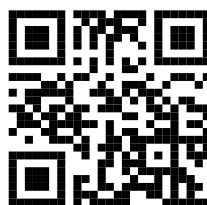
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5B



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4B



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9B



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8B



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7B



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