a

(voting card)

I believe

is the right ONE!

b

(voting card)

I believe

is the right ONE!

c

(voting card)

I believe

is the right ONE!

d

(voting card)

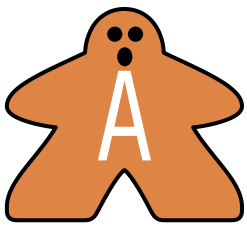
I believe

is the right ONE!

me

(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.

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.

0

What's the nickname of the United Kingdom flag?

Stars and Stripe

ONLINE all 4 ONE

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ONLINE all 4 ONE

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ONLINE all 4 ONE

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reference card

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my identity

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ONLINE all 4 ONE

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OA

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instructions

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instructions

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1

What's only the accountability of the PO?

ONE

The Product Goal

2

Events in Scrum are primarily designed for doing what?

Inspecting a potentially releasable Increment

It's my turn!

3

When the Definition of Done is met...

ONE

The Test team can start acceptance testing

4

The Daily Scrum starts...

...preferably at 9:00 in the morning

5

The empirical Scrum pillars are:

ONE

Three amigos: Tester, User Experience and Development

6

The Artefacts in Scrum are ...

Impediment Backlog, Product Backlog and Sprint Backlog

It's my turn!

7

Who is accountable for creating the DOD?

ONE

The Scrum Team

8

The commitment for the Product Backlog is...

The Sprint Goal

9

What's adapted during the Sprint Review?

ONE

The Sprint Backlog

3A

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2A

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1A

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6A

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5A

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4A

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9A

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8A

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7A

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