



(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!






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!



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!








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.







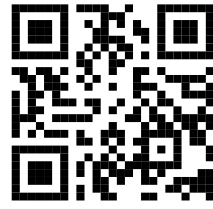
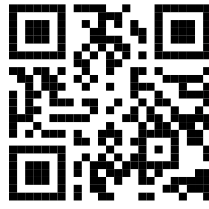

O

What's the nickname of the United Kingdom flag?

St. Andrew's Cross

It's my turn!

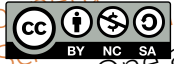



ONLINE all 4 ONE

ONLINE all 4 ONE

ONLINE all 4 ONE



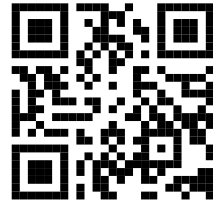
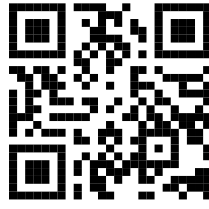
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reference card

my identity

ONLINE all 4 ONE



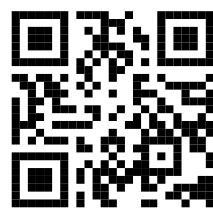
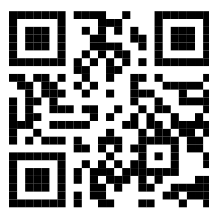
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OC

instructions

instructions



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1

What
accountability lays
at the Product
Owner only?



The Sprint Backlog



2

Events in Scrum
are primarily
designed for
doing what?



Emphasize the
importance of the
Scrum theory and rules



3

When the
Definition of
Done is met...



The product can be
moved to operations
for maintenance



4

The Daily
Scrum starts...



...everyday at the
same time

It's my turn!



5

The empirical
Scrum pillars
are:



Transparency,
Inspection and
Adaptation



6

The Artefacts in
Scrum are ...



Product Backlog,
Sprint Backlog and
Product Documentation



7

Who is
accountable for
creating the
DOD?



The
Developers



8

The commitment
for the Product
Backlog is...



The
Product Goal

It's my turn!



9

What's adapted
during the
Sprint Review?



The
Increment





3C



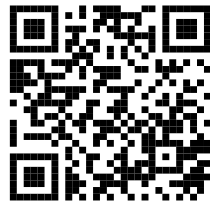
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2C



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1C



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6C



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5C



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4C



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9C



powered by #play14



8C



powered by #play14



7C



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