



0

What's the
nickname of the
United Kingdom
flag?

Stars and Stripe

a




0

What's the
nickname of the
United Kingdom
flag?

Union Jack

b




0

What's the
nickname of the
United Kingdom
flag?

St. Andrew's Cross

c




0

What's the
nickname of the
United Kingdom
flag?

Red, White, and Blue

d



R

Read the question out loud before answering.


"Scrum 4 all, all 4 ONE!"

Read out loud all the answers. Everyone points their finger in the air and then points to the person with the right answer. Discuss why you think this is the right answer.

Pull it back

In silence read the answer on your card. Put the card with the answer face down. Together pull back and discard the card that you feel like is not correct. Together discuss which answer is the right ONE.

Make a pile of the cards with the right answer, discard the other cards.





R

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"Scrum 4 all, all 4 ONE!"

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i

Only for facilitators #1

This is a cooperative game. There are 9 rounds, ONE question per round. During a round the team discusses the same question together.

Create teams of 4 players, player a, b, c and d. Deal the player their own unique set of 9 cards (see meeples).

You can use question ZERO for players to get familiar with the game play.






i

Only for facilitators #2

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

The goal is to determine which answer is the right ONE of each question, every round has only ONE right answer. Put the right answers on a central pile, discharge the others on a separate pile.

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





i


Only for facilitators #3

Inspect & Adapt

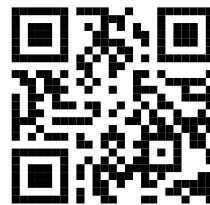
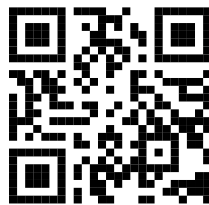
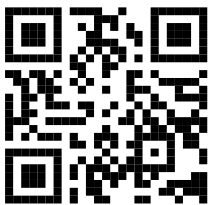
After all rounds have been played the team inspects if all cards on the answer pile have a black square at the right of the middle (on the top).

The team discusses all answers which are not correct and adapt them with the right answer.

"Scrum 4 all, all 4 ONE!"







0c

0b

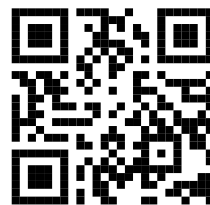
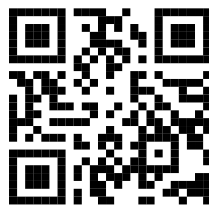
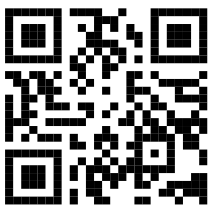
0a



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reference card

reference card

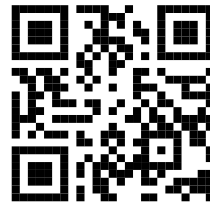
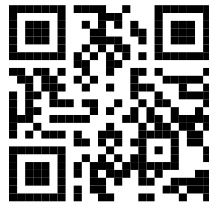
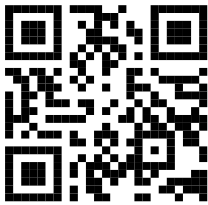
0d



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instructions

instructions

instructions



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1

What's only the accountability of the PO?

The Product Goal



2

Events in Scrum are primarily designed for doing what?

Inspecting a potentially releasable Increment



3

When the Definition of Done is met...

The Test team can start acceptance testing



4

The Daily Scrum starts when...

Preferably at 9:00 in the morning



5

The empirical Scrum pillars are:

Three amigos: Tester, User Experience and Development



6

The Artefacts in Scrum are ...

Impediment Backlog, Product Backlog and Sprint Backlog



7

Who is accountable for creating the DOD?

The Scrum Team



8

The commitment for the Product Backlog is...

The Sprint Goal



9

What's adapted during the Sprint Review?

The Sprint Backlog





3a



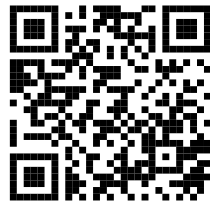
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2a



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1a



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6a



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5a



powered by #play14



4a



powered by #play14



9a



powered by #play14



8a



powered by #play14



7a



powered by #play14



1

What's only the accountability of the PO?

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...

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



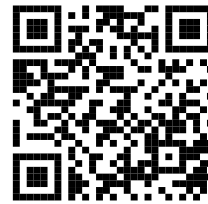
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2b



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1b



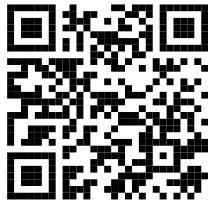
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6b



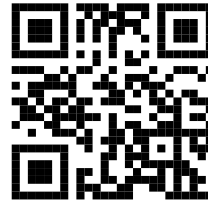
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5b



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4b



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9b



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8b



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7b



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1

What's only the accountability of the PO?

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 when...

Everyday at the same time



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



9

What's adapted during the Sprint Review?

The Increment





3c



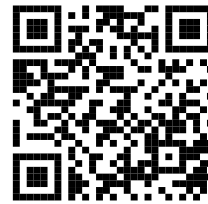
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2c



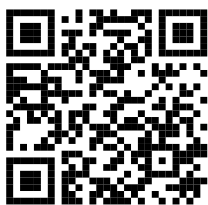
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1c



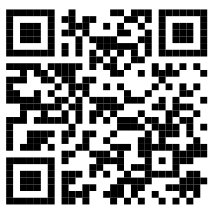
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6c



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5c



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4c



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9c



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8c



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7c



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1

What's only the accountability of the PO?

The Increment



2

Events in Scrum are primarily designed for doing what?

Inspecting and possibly adapting Scrum Artifacts



3

When the Definition of Done is met...

The customer gets an increase in value



4

The Daily Scrum starts when...

When all developers have joined



5

The empirical Scrum pillars are:

Customer feedback and team improvement



6

The Artefacts in Scrum are ...

Sprint Backlog, Project Plan and Product Documentation



7

Who is accountable for creating the DOD?

The Product Owner



8

The commitment for the Product Backlog is...

The Customer value

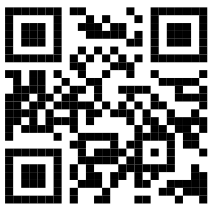


9

What's adapted during the Sprint Review?

The Product Backlog





3d



2d



1d



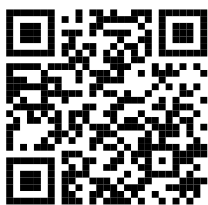
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6d



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