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This is book preview

This is a selected chapter of the book.



The book lego4scrum, 2020 edition

You can get the full copy of lego4scrum 3.0:

Leanpub

For Leanpub users: [here is the link for the book purchase¹.](#)

Kindle and Amazon

For Kindle readers: [this page for book purchase at Amazon.com and international stores².](#)

The book is also available in paper from Amazon. Yes, good old paper.

¹<https://leanpub.com/lego4scrum>

²<https://amzn.to/32wTThr>

Preparing the Learning Environment

You're standing in front of a class. This part of the training was announced as a 'full-fledged Scrum simulation'. You've also mentioned LEGO and everyone's expecting lots of fun.

But did you think of everything you would need?

To avoid hairy-monster-surprises here are few essential things to take care of beforehand.

Room Setup

You should have enough wall space around you for the story mapping, estimating and sprint boards.

How much is enough? I'd say 2x2 meters is a bare minimum you'll need for 20-30 people. The wall space should be centered, visible and easily accessible for the participants.



Room setup with wall space

This wall space should not be seen as ‘yours’ but rather a shared collaboration space. So I often have to re-configure the classroom in the middle of a training for the simulation to have an accessible wall. This is OK. You can use a break for it and also feel free to ask participants to help. In fact re-arranging the working environment to make it more collaboration-friendly is one of the essential skills of an agilist. So you might want to teach this by asking participants to carry few tables around.

Sometimes I’m lucky to have a large mirror in the room. That’s even better as this also a good reminder that Scrum makes things visible by reflecting all the organizational dysfunctions right back at you.



Room setup with a huge mirror

Tables for Teams

Yes, you need tables so that the LEGO development teams could work independently simulating a multi-team Scrum environment. But nothing special here really. Except maybe for one little trick...

Intentionally Forget the 'Integration Table'

You might be guessing that the group needs one extra table for the city deployment. Well, you're right. But no!

They will of course benefit from an extra table. But reminding them of it in advance removes a great learning they might have when they discover it themselves. This aha moment usually happens few moments in the first Sprint Review after the PO shouts: “So lads, where is my city?”

So don't remove this insight from them. Let'em figure it out on their own. It is OK to be a little evil for the sake of amplified learning of your participants. (Well, you may adjust your nob of evilness that suits your style. But my one is always turned up).

That's exactly the same reason why I don't recommend creating the Definition of Done (DoD) agreement before the first sprint of the game. I want the teams to fail and hence understand why they badly need a good DoD and in every project.

This actually can trigger some blaming, they might even say: "Hey trainer, why didn't you remind us of the integration table? Did you set us for the failure?". See, this as a great learning opportunity for you to do some little lecturing on 'blaming vs. taking responsibility'³.

I'd probably say at this point that they, participants, had all the resources they needed to do what needed to get to Done-Done-Done by the end of the sprint; and that it is their responsibility to think and take care of their development processes. That what separates 'coders' from 'developers'.

Never take the blame. Turn it into a teaching piece.

Stationary and Materials

Have you brought enough stationary to support the process?

Post-Its or Stattys?

Post-Its are great. But Stattys⁴ are cooler - they stick by the power of static electricity, hence super easy to get rearranged on to the wall. Especially they are good for workshops like this one, where you need big visible and easy-to-manipulate color-coded cards.

Stattys or normal Post-Its for the backlog - it is your choice, but it is good to have three distinct colors for the user story mapping.

³See <https://www.christopheravery.com/responsibility-process> for a great deal of wisdom on how to help people become aware of their internal responsibility process.

⁴Stattys are static-electrified notes that can become a great helper on a workshop: <http://www.stattys.com/>.



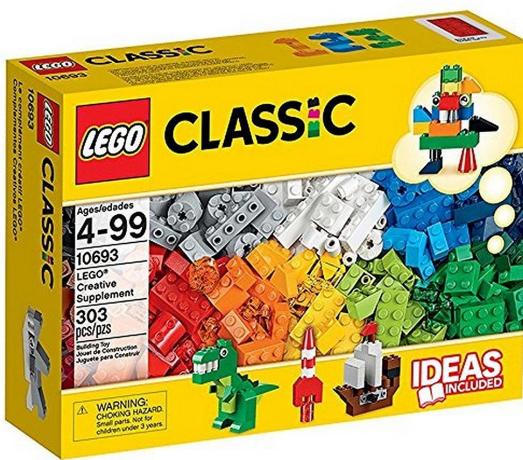
Stattys at work

You will also need normal Post-Its (I prefer rectangular 5x3) to let participants add details to the backlog items. More on this - in the chapter on Initial Product Backlog Refinement.

Which LEGO Sets and How Many?

You'll need some LEGOs. (I'm sure I've mentioned this before).

Well, LEGO is a company famous for deprecating its products quite fast (don't ask me why, this is disturbing). So by the time you're reading these words it is very likely that the below mentioned sets are already out of market. Anyways, similar ones will be in stock. They only differ in number of pieces in the box, and they all work just fine:



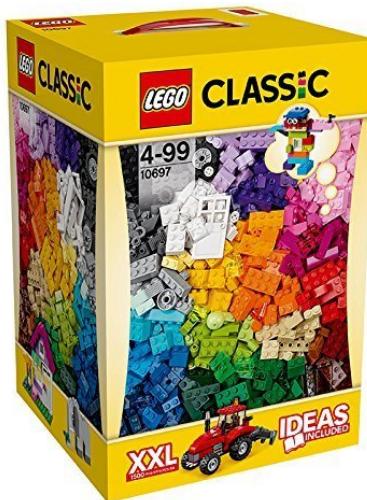
LEGO set 10693, 303 pieces



LEGO set 10696, 484 pieces



LEGO set 10698, 790 pieces



LEGO set 10697, 1500 pieces

Rule of thumb: For 20 people the largest set of 1500 pieces shall be enough.

Also there are several tricks allowing to save on the material (evil

mode on!).

One is not to predefine sizes of the built elements. Simply just say that the buildings (or whatever you are building) needs to be relatively sized to each other. Firstly, it creates a need for coordination between the teams. Secondly, it allows an aha-moment when teams discover that they can build faster by building smaller. Engineering it is.

Another trick is to introduce prices for the materials! You'll be surprised how few bricks people actually need to build valuable stuff when LEGO is a scarce resource! Limited resources enable creative solutions. So in fact not having a lot of bricks is a good thing.

Duct Tape

“Silence is golden, but duct tape is silver...”. In fact I prefer the *blue* painter’s tape from Scotch.



Duct (painter's) tape

You'll need some tape for visualizing the planning boards.



Duct (painter's) tape

Markers

Enough markers for you and participants. At least a few per a team.

If you use Stattys, make sure your markers write on them. I guess they ought to be permanent (not white board or watery) markers to go well on Stattys or a similar material.

Liked the Preview?

As you can see there is a bunch of cool stuff in this new edition of the book. Get your copy. The next chapters are providing enough details how to make *your* next Scrum workshops/trainings rock and clang with plastic.

Get Your Copy of lego4scrum 3.0!

Leanpub

Dear Leanpub users, [here is the link for the book purchase⁵.](#)

Kindle and Amazon

Dear Kindle readers, please use [this page for book purchase at Amazon.com or international stores⁶.](#)

The book is also available in paper from Amazon. Yes, good old paper.

Email the Author

You can reach out to me at info@lego4scrum.com with feedback.

And also if you're looking for a lego4scrum facilitator.

Or seeking an advice on running the game.

⁵<https://leanpub.com/lego4scrum>

⁶<https://amzn.to/32wTlh>

Or just to say “hi”.

Thank you! Alexey Krivitsky



Happy teams

Oh! And by the way, the simulation can be also scaled⁷ to 100 of participants and more! This books will explain you the underlying principles.

⁷A fresh report (as of April 2017) on scaling #lego4scrum: <https://www.linkedin.com/pulse/large-scale-scrum-simulation-lego-bricks-lego4scrum-less-krivitsky>