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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | Announcer of  Observations | Macintosh HD:Users:llewellyn:Pictures:Koans Randori Images:announcer.png | | ***“Here are the observations…”***  Your job is to read the observation post-it out loud so everyone can share. Then stick them on the wall. | | | |  |  | | --- | --- | | Collector of  Observations | Macintosh HD:Users:llewellyn:Pictures:Koans Randori Images:collector.png | | ***“Give me your finished observations…”***  Your job is to Collect the post-its and give them to the announcer. | | |
| |  |  | | --- | --- | | Keeper of  the circle | Macintosh HD:Users:llewellyn:Pictures:Koans Randori Images:keeper.png | | ***“Now it’s time to”***  Your job is to have everyone rotate after each problem (problem & observations). Ensure the driver and navigator have their roles, there are enough chairs in the circle for everyone.  Jobs:  *after solution* – ask the Navigator what the code means  Call for observations  Call for rotation | | | |  |  | | --- | --- | | Navigator | Macintosh HD:Users:llewellyn:Pictures:Koans Randori Images:navigator.png | | ***“On line 34 lets change the…”***  Your job is to do the thinking for the driver. Take input form the mob but in the end it’s your decision.  Pro tip: Use line # to communicate  Pro tip: Speak at the highest level of abstraction that the Driver understands | | |
| |  |  | | --- | --- | | Driver | Macintosh HD:Users:llewellyn:Pictures:Koans Randori Images:driver.png | | ***“<typing>”***  Relax. Your job is to type. **Trust** in your Navigator.  Pro tip: If you have an idea tell it to the Navigator, but you still have to wait till they tell you to go there. | | | |  |  | | --- | --- | | Collector of  Observations | Macintosh HD:Users:llewellyn:Pictures:Koans Randori Images:collector.png | | ***“Give me your finished observations…”***  Your job is to Collect the post-its and give them to the annoucer. | | |
| |  |  | | --- | --- | | The  un-sticker | Macintosh HD:Users:llewellyn:Pictures:Koans Randori Images:un-sticker.png | | ***“Why not try…”***  Your job is ask questions and slightly nudge the navigator if they are stuck.  Here are some useful questions?  *“Why don’t you try it?”*  “*How would to test that?”*  *“What are you trying to do?”*  *“Why not try something else?”*  *“How could you test that idea?”* | | | |  | | --- | |  | |