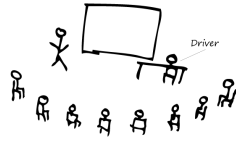


## Driver

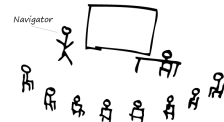


*"<typing>"*

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.

## Navigator

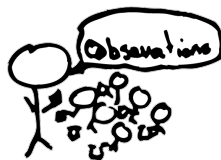


*"On line 34 lets change the..."*

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

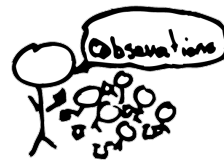
## Collector of Observations



*"Give me your finished observations..."*

Your job is to Collect the post-its and give them to the announcer.

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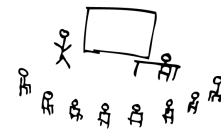
## Announcer of Observations



***"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.

## Caller for Retrospective



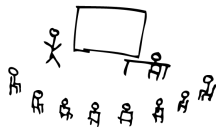
***"What have you learned?"***

After the koan is solved, your job is to ensure we learn from our experiences.

Jobs:

- 1) Ask the Navigator what the code means
- 2) Call for observations

## Advancer to the next Koan

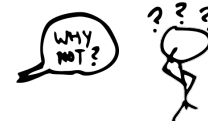


***"Rotate!"***

After the all the observations have been read out loud, your job is to Advance everyone to the next Koan. Ensure everyone rotates, the driver and navigator have their roles, there are enough chairs in the circle for everyone.

Job: Call for rotation

## The un-sticker



***"Why not try..."***

Your job is to 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?"*