

Three Mistakes Scrum Masters Make and How to Correct Them

1.

Letting Work Slop Over into the Next Sprint

- Break the habit
- Encourage the team to finish everything
- Go light: Plan the next sprint conservatively
- Add a little light guilt if the team doesn't finish everything

Running the Daily Scrum

- Start by running the first two or three meetings
- Shift to simply starting the meeting, Perhaps begin asking "who wants to go first?"
- After a few meetings stop announcing the beginning of the meeting and let the team naturally begin the meeting.

2.

3.

Allowing a Team to Burn Out

- Give teams time to work on things of their own choosing
- Create a cycle of "6 x 2 + 1": six two-week sprints followed by a one-week sprint. What the team works on in the one-week sprint is entirely up to them.
- This benefits the product owner as they gain a week without "distractions" from the team
- Organization benefits by gaining a potential extra buffer week if deadlines aren't met (the team-defined sprint can be moved back until after the deadline)

