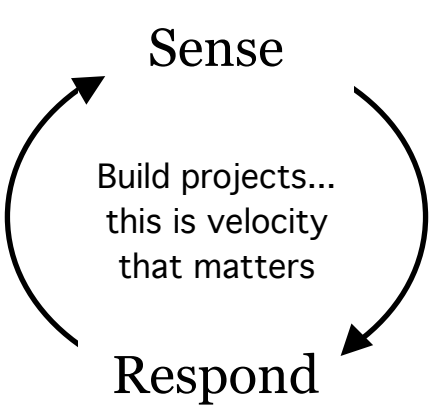
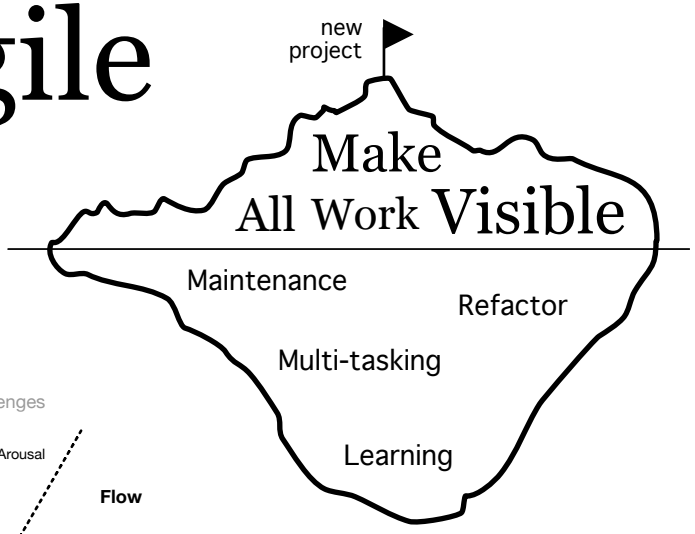
Modern Agile



- Safety as a prerequisite
- Experiment and learn
- Delivery value continuously
- Make people awesome



Pull not Push

Before you Start Something
Finish Something

Limit WIP

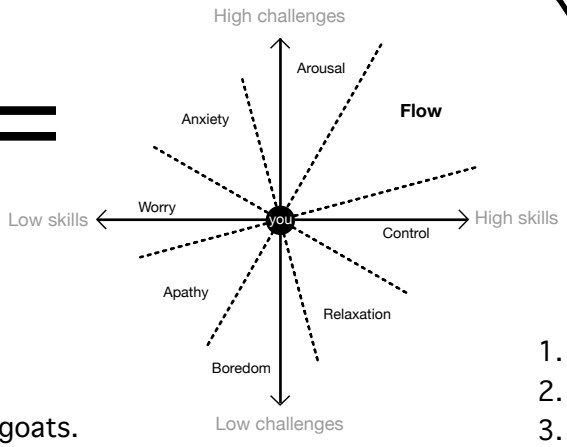
work in progress

Limit PIP

promises in progress

safety + direction

=



When in Doubt

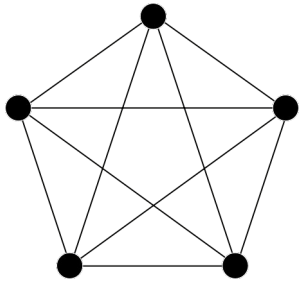
1. get off chat,
2. get everyone in a room, and
3. figure it out

Retros aren't just for the Work

Make it safe to get real. Better without blame. Solutions over scapegoats.

1 team

of five



not

5 teams
of one

Made for

Simple
Complicated
Complex
Chaos

Problems

Plan and commit at the last responsible moment

and finish something before you plan or commit to something.

People thrive in healthy systems, focus on the system.

Manage the system, not the people.

Show	Finish	Together	Craft	Flow	Safe to Fail	Resilience
tell	start	silo (apart)	cut corners	big batches	punish failure	fear