

The Lego Kanban Game

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Get into teams of 4:

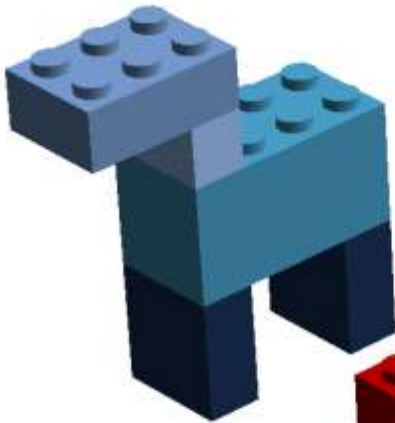
- Legs dev
- Body dev
- Head dev
- Tester

(In teams of 3, the “Head dev” is also the tester)

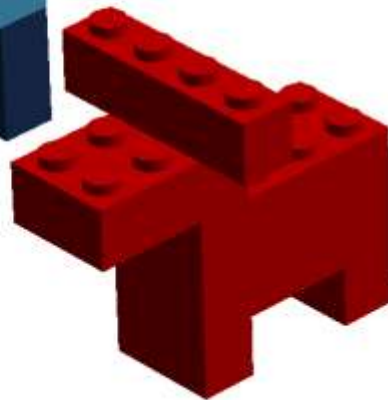
Check: Build 1 of each animal

It doesn't matter what colour they are. Only the shape matters.

All bodies are 2 blocks high!



Horse
(long legs
and a neck)



Cow
(horns!)



Sheep
(careful of
the muzzle)



Duck

Check: Testers

Show us a leg bug!

Show us a body bug!

Show us a head bug!

Show us breaking up the animal and collecting the score card!

All round rules

No cheating!

You will have 2 minutes to build as many animals as possible.

If you have a bug (see tester rules), that animal goes back to the relevant station, and must be passed up the remaining stations until it reaches the tester.

After each round we'll have a 2-minute retrospective.

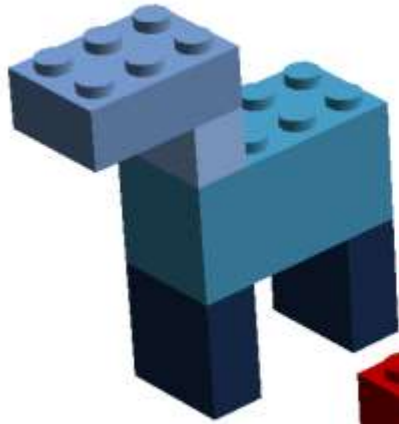
Round 1 Rules

Each dev can only perform their speciality

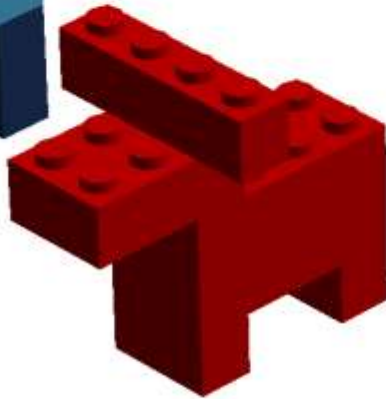
You must wait for the dev “below” you
(i.e.: legs, then body, then head)

Testers: your instructions will be provided.

No cheating!



Horse



Cow



Sheep



Duck

2 min Retro!

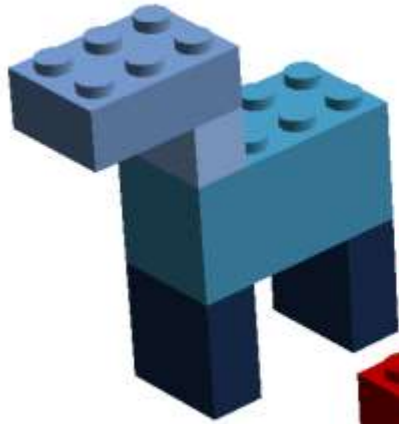
Round 2 Rules

You can help another player!

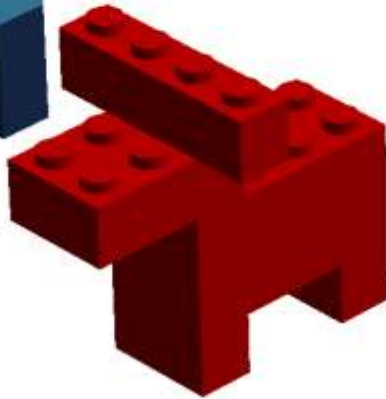
Point at the player and count to 10 at a reasonable (not rushed) pace.

You can return to your own role at any point.

If you want to help someone else, or help someone again, restart the count.



Horse



Cow



Sheep

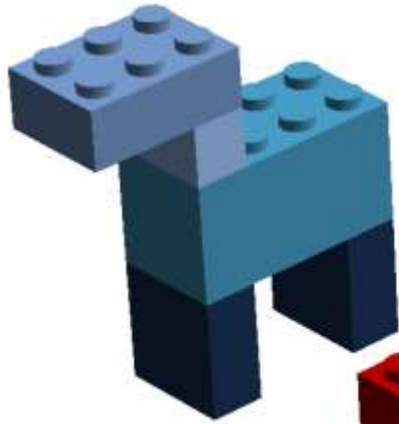


Duck

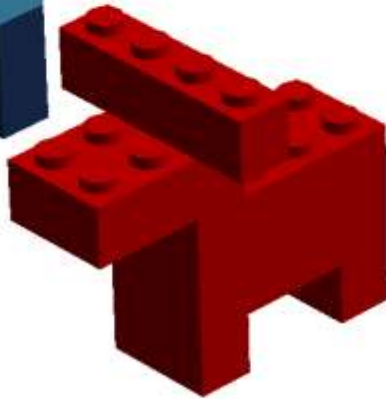
2 min Retro!

Round 3 Rules

Shall we try that again?



Horse



Cow



Sheep



Duck

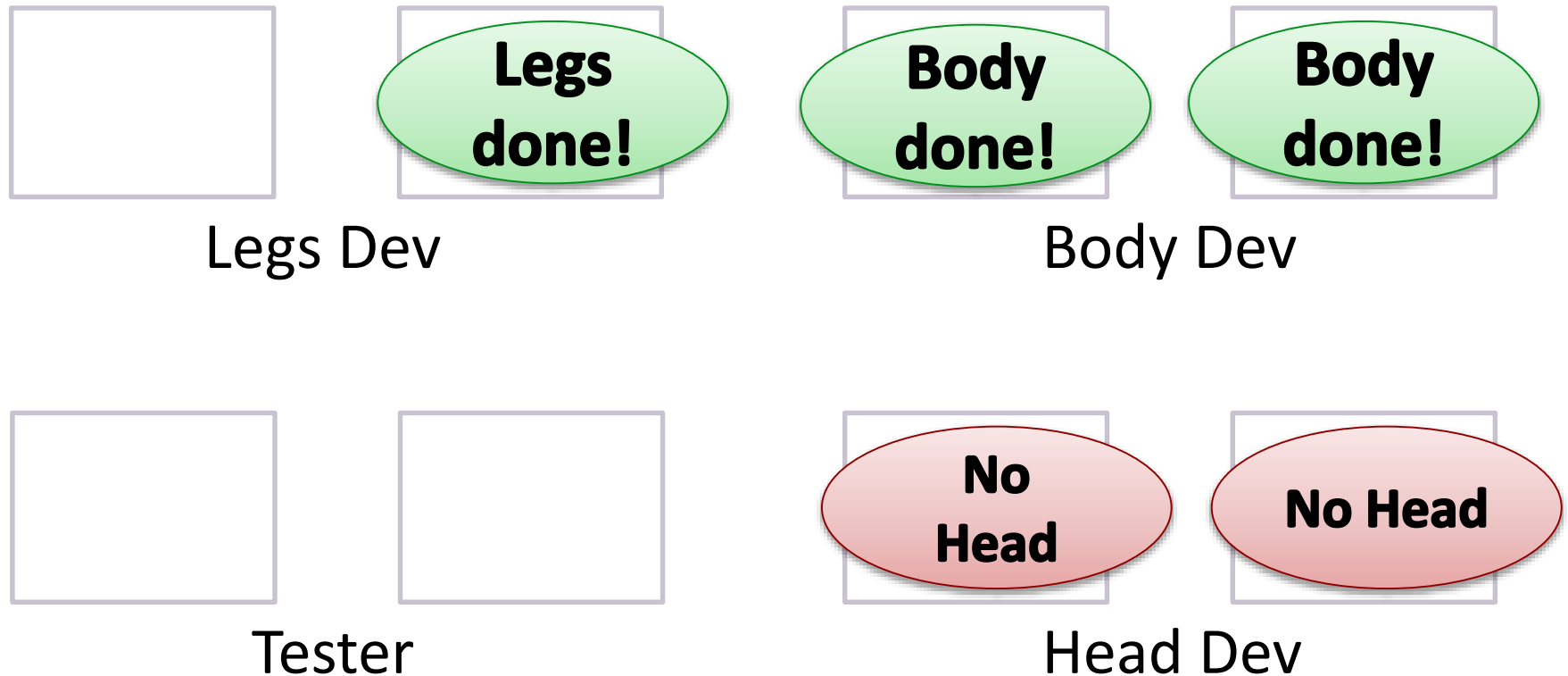
2 min Retro!

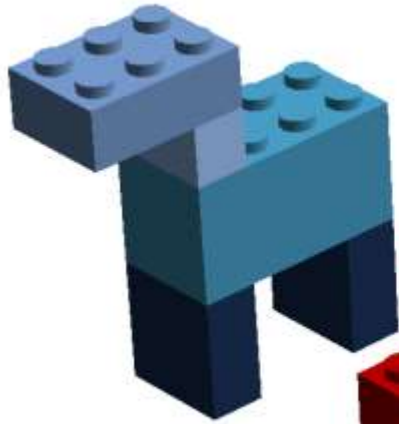
Round 4 Rules

Put 2 cards on the table in front of you. Animals must be placed in an empty space where possible.

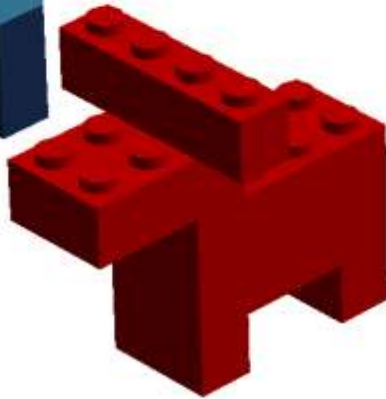
When your 2 spaces are full, only the Tester can move an animal back to you (as a result of bugs found in testing). Other devs have to wait or help out in some other way.

Round 4 example – what should each of the people do?





Horse



Cow



Sheep

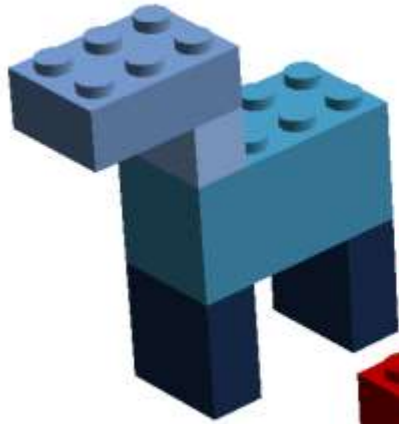


Duck

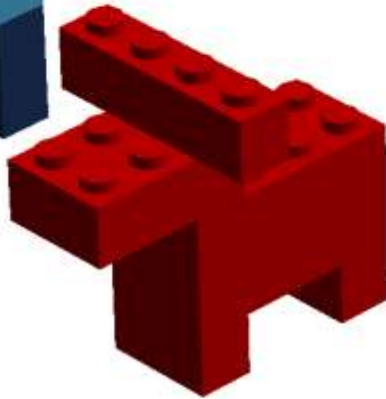
2 min Retro!

Round 5 Rules

One last try!



Horse



Cow



Sheep



Duck

The End!

Who won?

Print Outs

Tester Instructions

Take 2 dice of different colours: a Quality Die and a Bug Die. Roll both dice.

If the Quality Die is a 1, or **both** dice are 1 or 2, you have a **BUG!** The roll you made on the Bug Die determines what kind of bug. Otherwise, skip to **NO BUG!**

BUG!

1, 2 or 3: Leg Bug

Remove one leg and return those bricks to the centre.
Pass the incomplete animal back to the Leg Dev with the card.

4: Body Bug

Remove one block of the body and return it to the centre. Replace the head or legs on the remaining block, then pass the incomplete animal back to the Body Dev with the card.

5 or 6: Head Bug

Remove the head and return those bricks to the centre.
Pass the incomplete animal back to the Head Dev with the card.

NO BUG!

Fantastic! Add the animal card to your score pile! Break up the bricks and put them back in the centre.

Horse

Horse

Horse

Horse

Horse

Horse

Horse

Horse

Sheep

Sheep

Sheep

Sheep

Sheep

Sheep

Sheep

Sheep

Duck

Duck

Duck

Duck

Duck

Duck

Duck

Cow

Cow	Giraffe (1 longer neck and legs than a horse)
Cow	Swan (1 longer than a duck)
Cow	Cow

Trainer Notes

Materials:

1/3 carrier bag of basic lego bricks per team (run through with friends to make sure you have enough). You can leave the irrelevant bricks in (they might not!).

2 dice (or an app)

1 Timer

Printouts per team, with animals cut up and shuffled

Post-its for placeholders for limiting WIP

Team size: 4 people per team (3 is OK). If you only have 1 team you can join in. Otherwise extra people can observe; swap them in and out if you like.

Interesting observations: We usually get a build-up of legs in the early rounds; worth pointing out if that happens with one team. Bring people over to look!

3rd round: Usually the head dev and tester don't actually look to help anyone else, even though it's just opening up the option to help! Suggest that they start the round by pointing, and try it again.

Make sure everyone understands the rules! Particularly with respect to testers and dice. Suggest that devs build the animals on the pieces of paper (so far they always do this anyway).

Remember to switch to the next slide with the animals on during each round. Alternatively you can provide print-outs to the teams.

Larger tables with space between participants works better.

Keep score for each round... and be really strict with the timing! Only *tested* animals count!

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