

na·ked Agil·i·ty




WITH

Martin Hinshelwood

Professional Lean-Agile Recipes

M U R A L



 @MrHinsh
 martinhinshelwood
 nakedagility.tv

 Scrum.org

Professional Lean-Agile Recipes

Martin Hinshelwood

Contents

Overview	4
Licence	5
Workshops	6
Introduction to Agility and Building Awesome Teams (90 minutes)	6
1. Great Teams?	7

Overview

Bla
Bla
Bla
Bla
Bla
Bla
Bla
Bla
Bla Bla

Licence

This work is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-sa/4.0/>.

Workshops

Each of these workshops can be run in Mural / Miro .

- Introduction to Agility and Building Awesome Teams (90 minutes)

Introduction to Agility and Building Awesome Teams (90 minutes)

This workshop will highlight the value of people and the need for different thinking in the product development space.

- Characteristics of a Great Team
- Complexity & Empiricism
- Comparing Evolutions

Learning Outcomes

- ???
- ???

Typical Elapse Time: ~70 minutes

Description

Workshop Components

1. Great Teams (40 minutes)
2. Pocket Principals (20 minutes)
3. Increments & Complexity (30 minutes)
4. What, So What, Now What

Associated files

1. Great Teams?

Type

Section

Typical Elapse Time

40 minutes

Purpose

Help attendees understand that great teamwork contains many attributes and that they are all related. These attributes do not relate well to traditional management practices and are often stifled by them.

Stages

1. Characteristics of a Great Team) - 10 Minutes - 1-2-4-All
2. Agile Manifesto [5 minutes] - Lecture
3. Map Behaviours to Agile Manifesto - [10 minutes] - Activity

1.1 Characteristics of a Great Team [10 Minutes] Type: Excercise, 1-2-4-ALL

Typical Elapse Time: 10 minutes

Purpose

Help attendees understand that great teamwork contains many attributes and that they are all related. These attributes do not relate well to traditional management practices and are often stifled by them.

STEPS

Invite students to contemplate the "behaviours of a successfully team" that they have worked on or with. Maybe they only observed it.

- **Round 1 [1 minute]:** Silently and on your own, generate a list of behaviours you have seen in a great team?
- **Round 2 [2 minutes]:** In pairs, compare your lists; combine, refine, and generate new ideas.
- **Round 3 [4 minute]:** In groups of 4 continue to grow your list
- **Round 4 [3 minutes]:** Collect all of the ideas in a below, eliminate duplicates.

Take Away

- What are the shared attributes of a successfully team.

Discussion

- Have the students review the outcome and note any patterns
- Update any missing items

In-Person Delivery

???

Virtual Delivery

Use the Mural provided to create a 1-2-4-All.

Associated Files

- [Mural Template: Workshop Introduction to Agility v1.0]

1.2 Agile Manifesto [5 minutes] Type: Lecture**Typical Elapse Time:** 5 minutes**Purpose**

Introduce students to the general values in agile software development and agility in product development.

Steps

Introduce the Agile Manifesto and encourage a discussion around value statements.

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

- Individuals and interactions over processes and tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Take Away

- Understanding of the core values of Agility. You may need to introduce complexity at this point.

Discussion

- Is it understood that we do value the things on the right?

Virtual Delivery

???

Associated Files

- [Mural Template: Workshop Introduction to Agility v1.0]

1.3 Map Behaviours to Agile Manifesto Type: Excercise**Typical Elapse Time:** 10 minutes**Purpose**

Allows students to visualise that the characteristics that make amazing teams are tightly linked to the items on the left of the agile manifesto, and rarely have anything to-do with the things on the right.

Steps

- *Facilitator: Copy down the cards collected from the Great Teams excercise, resize them all to the same size and then group them in a grid*
-

Take Away

- What are the shared attributes of a successfully team.

Discussion

- Items that went to the right! Are they really part of great teams or are folks gaming the system?
-

Virtual Delivery

This is best facilitated in Mural/ Miro with the tickets from the 1.1 Characteristics excercise.

Associated Files

- [Mural Template: Workshop Introduction to Agility v1.0]