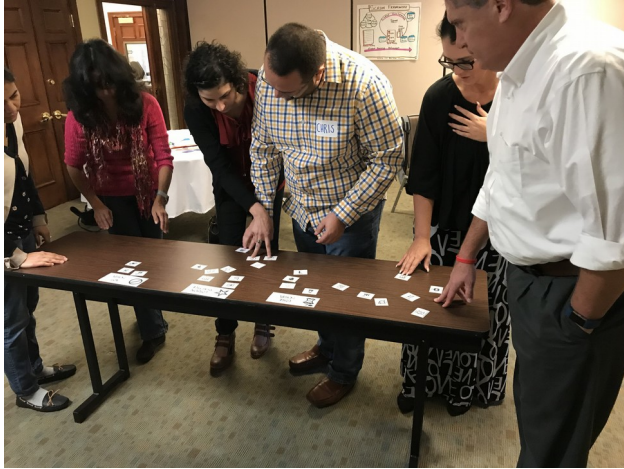# CORE 🍎 LeSS GAME

Attribution: Core LeSS Game is based upon the Core Scrum Game which was originally created and authored by John Miller which the Core LeSS Game is a derivative of under a CCL.

John Barratt and Rickard Jones as authors of the Core LeSS Game derivative would like to personally thank John Miller for his original contribution without which this game would not be possible. It's "Miller Time".

Purpose: A card sorting game to learn the differences between "Core Less" (must have in order to do Less), "Guiding Practices" (often useful or common in LeSS teams, but, you could do LeSS without it), and "Not LeSS" (nothing to do with LeSS or LeSS anti-patterns). Useful for a pre-assessment, review, and learning about LeSS. It is also useful in debunking common miss-perceptions around LeSS.

Suggested Duration: 10-20 Mins (depending on how long you debrief)

Recommended Size: 3 to 10 people

Needed Supplies: Core LeSS Game Handout, Scissors

Prep:
1. Cut the sections on the dotted lines.
2. Place the headers on the table or wall.
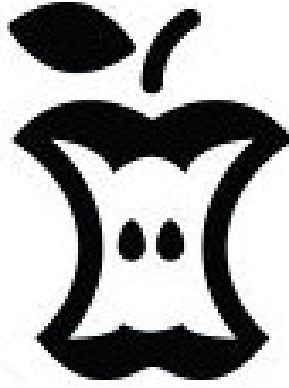3. Spread out the practices, roles, and artifacts on the table.

Procedure:
1. Ask the participants to sort each cut-out under one of the following headers: Core LeSS, Supporting Practice, or Not LeSS.
2. The sorting can be facilitated in several ways. For example, silent sorting or even planning poker (1=Core LeSS 2=Supporting Practice 3=Not LeSS).
3. Once the participants are done sorting, the trainer/facilitator will go through and validate the answers and evoke dialogue.

Debrief:
The main idea is to help students understand what is essential in order to do LeSS. Yet, much more learning can happen in the debrief. For example, one could often pull two items to compare and contrast them. Asking, "What is the difference between a Release Plan and a Product Roadmap?"
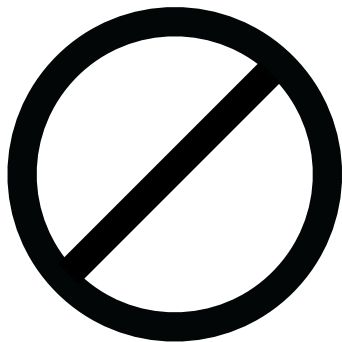Or, as we validate the Area Product Owner is Core LeSS, one might ask "And what is the Area PO responsible for?".

Core LeSS Game Instructions
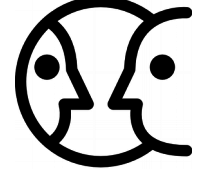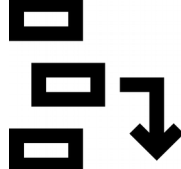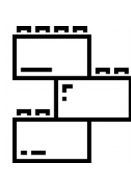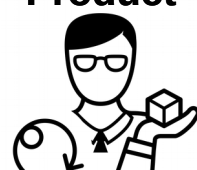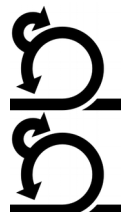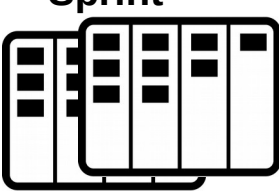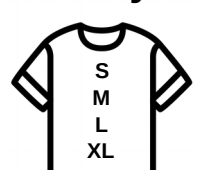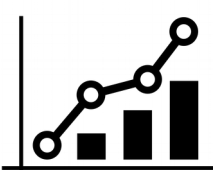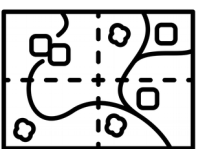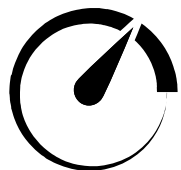
Core
LeSS

Guiding
Practices
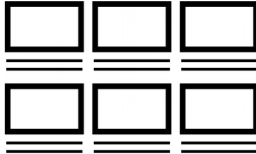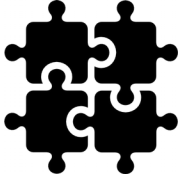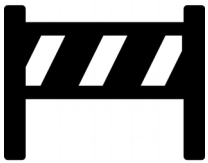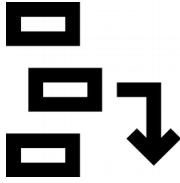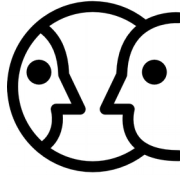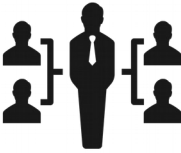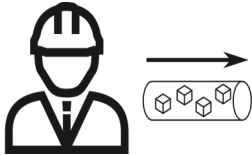
Not
LeSS

CORE 🍎 LeSS GAME

ScrumMaster	**Daily** / **Scrum**	**Product Backlog** / **Refinement**	**Specification By** / **Example**
Development / **Team**	**Overall** / **Retrospective**	**Single Product** / **Backlog**	**Definition** / **of Done**
Project / **Manager**	**Sprint** / **Review**	**Product** / **Backlog Item**	**Sprint** / **Burndown Chart**
Product / **Owner**	**Aligned Sprints**	**Sprint** / **Backlogs**	**Product** / **Increment**
Story / **Points**	**Definition** / **of Ready**	**Bug** / **Tracker**	**Product** / **Burn-up Chart**
Product / **Roadmap**	**Release** / **Plan**	**Sprint** / **Planning #1**	**Velocity**

CORE LeSS GAME

Team Agreement	**Sprint** Zero	**Estimates in** Hours	**User** Personas
JIRA Ticket	**Scrum of** Scrums	**User Story** Maps	**Integration** Sprints
Bug Fix/QA Sprint	**QA** Team/Dept	Managers	**Business** Case
Impediment Backlog	**Team Product** Owner	**Overall** Architect	**Area Product** Owner
Area Product Backlog	**Coaching**	**Sprint** Retrospective	**Feature** Teams
Technical Excellence	**PMO**	**Sprint** Planning #2	**DevOps** Engineer

Core LeSS Game Cut Outs 2 of 2