

07 | SURVIVING SELF-MANAGEMENT

C1 Connections - C2 Concepts - C3 Concrete Practice - C4 Conclusions

1. Preconditions

Learning Outcomes:

1. Identifying which preconditions are present in current practice;
2. Reflecting on and internalizing the preconditions;
3. Applying powerful metaphors to illustrate the boundaries of self-management and cross-functionality;
4. Mapping and clearing essential pathways between various preconditions;
5. Defining what is made possible when these conditions and connections are there;
6. Creating an accountability/autonomy matrix;
7. Surviving a stretch break;
8. Defining what's needed for a team to survive being a self-managing team;
9. Defining the risk and dangers involved with self-management.

Plays:

1. Pauze and reflect (C1)
2. Mindful meditation (C1)
3. Clearing pathways (C1)
4. Cross-functional Backpack (C2)
5. Accountability/Autonomy Matrix (C2/C3)
6. Pauze and reflect (C4)
7. 10 conditions (C4)
8. Stretch Break (C4)
9. Checkpoint 1 (C4)

2. Empowering Plays

Learning Outcomes:

1. Creating a plaque that illustrates how you like to work;
2. Wield a *Magic Wand* to mark/identify opportunities for improvement;
3. Wear a *Pirate Hat* to target rigid, counterproductive rules, systems, or guidelines;
4. Make and fulfil tiny agreements and commitments together;
5. Write, reflect and capture essential learnings in a bottle.

Plays:

1. The How I like to work (C1)
2. Magic Wand (C2/C3)
3. Pirate Hat (C2/C3)
4. Tacos (C2/C3)
5. Message in a bottle (C4)
6. Checkpoint 2 (C4)

3. Team Decision Making

Learning Outcomes:

1. List various team-decision making techniques;
2. Taking the right stand, the professional attitude towards making decisions;
3. Identifying consensus traps and sharing practical examples;
4. Experience the psychological difference between shared and individual accountability through a ball toss game;
5. Physically step into a commitment;
6. Survive another stretch break;
7. Write (un)learnings and how to put them to practice.

Plays:

1. Fist of Five (C1/C2)
2. Pauze and reflect (C1)
3. Stand in the Sand (C2/C3)
4. Consensus Trap (C2)
5. Drop the Ball (C2)
6. Pauze and reflect (C2)
7. Stand in the Sand (C2/C3)
8. Stretch Break (C4)
9. Checkpoint 3 (C4)

4. Expanding the Frontier

Learning Outcomes:

1. Co-actively coach what possibilities lie just beyond the domain of the Scrum Team in current practice;
2. Co-actively strategize how to gain access to those possibilities;
3. Build a (metaphorical) raft that represents what's needed to gain that access;
4. Write down powerful statements and messages that needs to be send to the world beyond the Scrum Team;
5. Collectively brainstorm creative ways in which those messages can be sent;
6. Write down ideas that could make the workplace more enjoyable;
7. Make a toast to what's worth celebrating about this adventure.

Plays:

1. The Raft (C2/C3)
2. Beach Signals (C3)
3. Tiki Bar (C4)
4. Call to Adventure (C3/C4)