R2M-VE itinerary

Serious Scrum R2M

ROAD TO MASTERY

- Mountaineering Scrum Together
- Vision
- Value
- Kayaking the Value Stream
- Surviving Self-Management
- Exploring Artifacts
- Deep Diving Developer Culture
- Volcanic Activity
- The Valley of Values
- The Game of Scrum
- Smooth Sailing the Events
- Agile Backpacking
- Bootcamp
- Basecamp
- Coaching Dojo

The Journey

Basecamp

The Basecamp is where we meet each other and learn about our ambitions and challenges. What will we achieve before the end of the journey? What are the right conditions for Scrum to thrive?

Agile Backpacking

Agile is about finding better ways. It encourages empiricism, which is more like backpacking than roadmapping.

The Game of Scrum

Scrum is a game. It is practiced and played. Attune players to the spirit of the game.

The Valley of Values

It's about to get real hot! We are going to study some volcanic activity.

Mountaineering Scrum

Scrum can only be mastered together. It's a steep climb. What is your strategy in supporting others in their climb?

Kayaking the Value Stream

Learn how to translate vision to value with validation. Experiment with stakeholder management techniques and apply mentoring and coaching.

Surviving Self-Management

We will coach you in fostering conditions for self-management to thrive. Let's experience the beauty of a well-managed, unmanaged team. Provide teams with self-management survival kits.

Deep Diving Developers

An unsafe Development Culture results in fragile systems. Liberate developers from a silo mindset and turn that 'I' into a 'We'.

Exploring Artifacts

Let there be light in dark places. Discover and apply visualization techniques and canvasses designed to make work visible. Let's hunt for treasures.

Smooth Sailing The Events

Your events will never be the same after this. Experimenting with facilitation techniques will be 'liberating'!

Bootcamp

Put yourself to the test. Here we connect your learning to behavior. Will you drag each other through?

Coaching Dojo

Time to face your sensei. This is where you demonstrate how to foster a safe environment where individuals can experience (coactive) coaching.

01 | BASECAMP

The R2M-VE applies a 4C baseline from Training From the Back of the Room, Virtual Edition (TBR-VE) by Sharon Bowman and Evelien Roos.
Note that guide may choose to deviate from the itinerary when it benefits the group and play. Some plays may be skipped.

1. Check-in

Learning Outcomes:

1. Using Miro.
2. Meet each other.
3. Agree to camp rules.
4. List and talk about what we already know about the Road to Mastery.
5. Apply a mindful meditation to prepare our spirit for the journey.
6. Agree on how to travel this journey together.

Plays:

1. Warmup (C1)
2. Playground (C3)
3. Check-in (C1)
4. Prerequisites (C1)
5. Choose a backpack (C2)
6. 5-minute introduction lecture (C2)
7. Learning outcomes for Basecamp (C2)
8. A quick round of introduction (C1)
9. Camp Rules / Guidelines with Secret notes (C2)
10. Elmo (C2)
11. Parking lot (C2)
12. Chalkboard: What do we already know about the R2M? (C1)
13. Pick & Choose: Check for Motivation (C1)
14. Why are we here? (C1)
15. Tao Meditation: Beginning (C2)
16. Pair and Share: How do you feel about embarking on the R2M? (C4)
17. Chalkboard: shoutouts to the travel group (C4)
18. Clean Setup (C3)
19. Stretch Break (C3)
20. 1-2-4-All (C4)
21. Add to Playbook (C4)
22. Where else? (C4)

2. Coaching each other

Learning Outcomes:

1. List differences between coaching and managing.
2. Practice co-active coaching.
3. Practice active listening.
4. List and detect pitfalls when listening and empathizing.
5. Draw a coaching arc.
6. Ask powerful questions.

Plays:

1. Which Way? (C1)
2. Coaching or Managing? (C2)
3. Think and write (C3)
4. Pauze and reflect (C4)
5. Follow the footprints (C1)
6. Coaching Arc (C2)
7. Quick Draw (C3)
8. Three before me (C4)
9. Brainwriting (C1)
10. Chalkboard: Before the end of this journey (C1)
11. Pair and Share (a tent). Reveal the Bricks; (C3)
12. Glows and Grows (C4)
13. Add to Playbook (C4)

3. Authenticity

Learning Outcomes:

1. Answer questions that reveal personality.
2. Demonstrating openness about personal character.
3. Pinpoint personal drivers.
4. Map archetypes.
5. Write down and talk about personal key interests and competencies.
6. Write down and ask open questions about other's key interests.

Plays:

1. Campfire Stories: Answer a personality-revealing question (C1)
2. Archetype: Pick & Choose. (C1)
3. Archetype: Mix & Match (C2)
4. Mad Tea Party (C3)
5. Stretch Break (C3)
6. Pauze and reflect (C4)
7. Add to Playbook (C4)

4. Basecamp for Scrum

Learning Outcomes:

1. Define good and bad approaches to Scrum.
2. Read and reflect on what's hard and disruptive about Scrum.
3. Write and talk about what is blocking your organization from mastering Scrum.
4. Identify if there are important unanswered questions in the organization about Scrum.
5. Ask powerful questions and listen actively in your own organization.
6. Write a travel journal about the Basecamp learning experience.

Plays:

1. Good or Bad: What are good/bad approaches to Scrum? (C1)
2. Data Hunt: Scrum is Hard and Disruptive (C2)
3. Bricks on the Road: What's blocking your organization from mastering Scrum? (C3)
4. Pair and Share: Unanswered questions in your organization? (C3)
5. Call to adventure (C3)
6. Active Listening with leading questions (C3)
7. Travel Journal (C4)
8. Add to Playbook (C4)
9. Pair and Reflect (C4)

02 | AGILE BACKPACKING

1. In a nutshell

Learning Outcomes:

1. Defining and writing Agile in a nutshell.
2. Choosing which strategic directions enhance Agility.
3. Writing a postcard from an ideal Agile Island.

Plays:

4. Check-in (C1)
5. Learning outcomes (C2)
6. Tao Meditation: Walk (C1)
7. In a Nutshell (C1)
8. Clear the Sign (C2)
9. Which Way (C2)
10. Pair and Share a Yurt (Where are you going?) (C3)
11. Postcard (Agile Bounty Island) (C4)
12. Checkpoint: Pauze and Reflect (C4)

2. Complex concepts

Learning Outcomes:

1. Mapping the strategic shifts from what to what.
2. Mapping the Cynefin Framework
3. Defining factors to create a fertile soil for Agile to thrive.
4. Simulating the theory of constraints.
5. Defusing volcanic activity harming sustainable pace.
6. Mapping the effectiveness of various communication methods.

Plays:

7. Fill in the Blanks (C1)
8. From... to ... (C1)
9. Cynefin (C2)
10. Which Way? (C3)
11. Campfire: Fertile Soil (C4)
12. Which Way (Roadmapping/Backpacking)? (C2)
13. Theory of Constraints (C2)
14. Volcanic Activity (C3)
15. Chatstorm (C1)
16. Complete the Chart? (C2)
17. Checkpoint: Pauze and reflect (C4)
18. Go, Grab, Share (C4)

3. Jumping hurdles

Learning Outcomes:

1. Hunt for and distinguish reliable an inreliable sources for 'Agile'.
2. Write why changing requirements are welcome late in development.
3. Map the Agile mindset to values and behavior.
4. Contemplate in pairs how to jump various hurdles towards agility.
5. Draw a compass to establish autonomy and accountability towards a shared objective.
6. Mix ingredients for customer success.
7. Write an entry in the traveljournal to capture essential learnings.

Plays:

8. Oh Google (C1)
9. Compass (C2)
10. Agile Onion (C2)
11. Pair Horseriding (C3)
12. Cocktails (C3)
13. Pinpoint (C4)
14. Call to Adventure (compass)? (C3)
15. Travel Journal (C4)
16. Pair & Share: travel journal (C4)

03 | GAME OF SCRUM

1. Spirit of the Game

Learning Outcomes:

1. Quick 'on-the-feet' exchange on what's the spirit of Scrum;
2. Forming a team agreement using a Clean Setup for Scrum;
3. Mapping the elements of the Scrum Framework;
4. Visualizing/drawing complementary techniques applied in your organization;
5. Performing energizing, brainboostering strech breaks

Plays:

1. Spirit of the Game (Ball Toss) C1
2. Tao Meditation: Purpose C1
3. Warming up C1
4. Clean Setup C1/C2
5. Fill in the Blanks C2
6. Share a Raft C2
7. Gallery Walk C3
8. Ball Stretch C4
9. Checkpoint 1 C4

2. Flow

Learning Outcomes:

1. Visualize how teams are organized in 'the field' in your organization;
2. Reviewing various team configurations;
3. Making decisions about Resource Efficiency and Flow Efficiency;
4. Listing workflow stages and listing the impact of wait/idle times in your organization.

Plays:

1. The field C1
2. Focus/no Focus C2
3. Blue pill / Red Pill C2
4. In the Flow C3
5. Checkpoint 2 C4

3. Pillars to Practice

Learning Outcomes:

1. Listing facts and myths about Scrum
2. Creating an actionable plan on how to bust a myth about Scrum in your organization;
3. Writing Wicked Questions in context to Scrum in your organization;
4. Mapping behaviors that contribute to either Transparency or Obscurity;
5. Get moving with a sporty stretch break;
6. Show and tell how the pillars of Scrum are put into concrete practice in your organization;
7. Assess complex scenarios through various perspectives / lenses;
8. Identify 'Frogs' in your organization;
9. Reflect using Powerful mirroring coaching questions.

Plays:

1. Fake or fact C1
2. Wicked Questions C3
3. Information Warfare C3
4. Sporty Stretch Break C4
5. Pillars of Scrum: Show & Tell C3
6. Lenses C3
7. Frog Sashimi C3
8. Mirror MIrror C4
9. Call to Adventure C4

04 | VALLEY OF VALUES

1. Values, Pillars, Truth and Trust

Learning Outcomes:

1. Drawing a Tree of Trust;
2. Create a Clean Setup for what it means for a team to live its values;
3. Detect and visualize the relationship between values when assessing a complex situation.

Plays:

1. Mindful Welcome (C1)
2. Values of OZ (C1)
3. Tree of Trust (C2)
4. Clean Setup: Create a Clean Setup and list what it means for a Scrum Team to live its values (C1)
5. Beauty and Truth: Detect and visualize the relationship between values when assessing a complex situation (C3)
6. Stretch Break (C4)
7. Checkpoint (C4)

2. Values in Practice

Learning Outcomes:

1. Strategize how to defuse escalating situations through living the values;
2. Co-Create custom Scrum Scenarios;
3. Live coaching with active listening through open and authentic communication;
4. Mapping intentions to behavior to impact.

Plays:

1. Volcanic Activity (C1)
2. Story Dice (C3)
3. Heard Seen Respected (C2/C3)
4. Impact Craters (C3)
5. Mindbreak (C4)
6. Checkpoint (C4)

3. Broader Perspectives

Learning Outcomes:

1. Roleplaying a shift from deconstructive to constructive resolution;
2. Applying a 'steelman' technique in communication (POV Gun);
3. Forming a 'circle of view' to quickly collect perspectives from all participants;
4. Ask coaching questions to reveal untold stories / hidden perspectives;
5. Give complex challenges a simple, shared identity through drawing/composing/visualizing;
6. Reflect on how the plays from this adventure can be put into practice.

Plays:

1. Blame Game (C2/C3)
2. Circle of View (C2/C3)
3. Untold Stories (C2/C3)
4. Tiny Monsters (C2/C3)
5. Travel Journal (C4)

05 | MOUNTAINEERING SCRUM

1. Back to Basecamp

Learning Outcomes:

1. Mapping where individuals are on their learning journey;
2. Practice powerful questions and active listening;
3. Listing essential connections for overcoming challenges;
4. Establish an 'Alpine Rescue Service' to plan for contingency;
5. Coach your partner in bridging a chasm;
6. Create an emotional anchor apply kinetic triggers;
7. Reflect on the co-active coaching experience.

Plays:

1. Tao Meditation (C1)
2. Where are you (C2/C3)
3. Back to Basecamp (C2)
4. Gear Up (C3)
5. Stretch Break (C3)
6. Alpine Rescue (C2/C3)
7. Cross the Chasm (C3)
8. Anchoring (C2/C3)
9. Stretch Break (C4)
10. Checkpoint (C4)

2. Accountabilities

Learning Outcomes:

1. Share profound and meaningful quotes;
2. Choosing directions with Theory X and Y;
3. Coaching a partner down a 'cliff';
4. Map Scrum Master accountabilities;
5. Fill in Developer accountabilities;
6. Mapping overall Scrum accountabilities;
7. Co-Create a Scrum Burger Map;
8. Write a travel journal entry capturing (un)learnings.

Plays:

1. Meet the Monks (C1)
2. Which Way (C2)
3. Down the Cliff (C3)
4. Serving Plates (C2)
5. Stretch break (C3)
6. Muddied Sign (C1)
7. Accountabillboard (C2)
8. Scrum Burger (C3)
9. Travel Journal (C4)

06 | KAYAKING THE VALUE STREAM

1. Value Stream

Learning Outcomes:

1. Applying questions from the Value Pyramid to define the value of PBIs;
2. Identify key events in turning ideas into a valuable outcomes;
3. Identify and map types of waste;
4. List impediments that disrupt the flow of value.

Plays:

1. Tao Meditation (C1)
2. Step in (C1)
3. Value Pyramid (C2)
4. Value Stream (C2)
5. Polluted Value Stream (C2)
6. Impaddlement (C3)
7. Stretchbreak (C4)
8. Checkpoint 1 (C4)

2. Goal Setting & Product Backlog Management techniques

Learning Outcomes:

1. Create a Product Cathedral to connect craft to a shared purpose;
2. Use coaching questions to clear the way towards defining a meaningful and valuable Sprint Goal;
3. Make an empathy map and define what's needed to answer the difficult questions;
4. Looking up various examples of Story Maps;
5. Creating a template for a Story Map;
6. Applying the NLP Meta Model for language to detect anti-patterns in defining User Stories;
7. Write hypotheses statements for Product Backlog items.
8. Identify key value metrics;
9. Familiarize with Effective sizing techniques and templates;
10. Practice relative sizing;

Plays:

1. Cathedral (C2)
2. Clear the Way (C3)
3. Empathy Map (C1/C2)
4. Story Mapping (C1 / C2)
5. User Story (C1/C2)
6. Stranded Stories (C1/C2)
7. Hypotheses Statement (C2/C3)
8. Stretchbreak (C4)
9. Which Way (C2)
10. Sizing (C2 / C3)
11. Checkpoint 2 (C4)

3. Product Owner Stances

Learning Outcomes:

1. List the differences between a Roadmap and a Predictive/Probablistic Forecast;
2. Identify and map various Product Owner stances and positions;
3. Learn random fun duck, frog and flamingo facts;
4. Capture key learnings in the travel journal;

Plays:

1. Which way (C1)
2. Stranded (C2)
3. Stand in the Sand (C3)
4. What the Duck (C4)
5. Travel Journal (C4)

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 medition (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 Fronteer

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)

1. Culture & Ego

Learning Outcomes:

1. Teaching-back professional developer practices participants are already familiar or proficient in;
2. Identifying what mindset drives what type of 'error' culture;
3. List what is made possible when the Scrum Values are lived;
4. Identify various ego-types and their pitfalls;
5. Listing ways a 'hero' can overshadow and limit the growth of other team members.

Plays:

1. Mad Tea Party (C1)
2. Error Culture (C2)
3. Deep Dive (C3)
4. Yellow Submarine (C2)
5. Remove the Shade (C3)
6. Stretch Break (C4)
7. Checkpoint 1 (C4)

2. Technical Debt

Learning Outcomes:

1. Identifying the four horsemen of Technical Debt;
2. Defining essential characteristics of a Bug Report;
3. Defining good patterns for Issue Analysis;
4. Defining good patterns for Quality Assurance;
5. Creating a pattern for responding to unexpected challenges;
6. Record a 'captains log' capturing essential observations and learnings;
7. Co-create a Product Telemetry Radar;
8. Identify "leading" and "lagging" indicators;
9. Practicing useful patterns for identifying, visualizing and resolving Technical Debt.

Plays:

1. Four Seahorsemen (C1)
2. Something's Fishy (C2)
3. Unexpected Encounters (C3/C4)
4. Captains Log (C3/C4)
5. Radar (C2/C3)
6. Ghost Trapper (C3)
7. Stretchbreak (C4)
8. Checkpoint 2 (C4)

3. Releasing/Deploying

Learning Outcomes:

1. Identifying and connecting various patterns for testing;
2. Visualizing version control strategies;
3. Listing good, lightweight patterns for deploying safely to production.

Plays:

1. Connect the two (C1)
2. Branching and Merging (C2/C3)
3. Breaking Through (C3)
4. Stretchbreak (C4)
5. Checkpoint 3 (C4)

4. Good Patterns

Learning Outcomes:

1. Identifying what bad patterns the Scrum Team and organization are obscuring;
2. List examples for good and bad patterns for maintaining a (clean) product and work environment;
3. List examples of unexpected and disruptive disturbances/events;
4. Brainstorm benefits of Swarming
5. Identifying obstacles that get in the way for following professional patterns.
6. Reflecting on individual doubts and concerns when it come following professional patterns.

Plays:

1. Under the Rug (C1)
2. Good Housekeeping (C2)
3. Wack a Mole (C2/C3)
4. Money on the Honey (C2/C3)
5. Traveljournal (C4)

1. Exploring Artifacts

Learning Outcomes:

1. Draw/visualize Scrum Artifacts;
2. Map essential definitions related to Scrum Artifacts;
3. Sharing an understanding on the definition and purpose of Scrum Artifacts;
4. Defining the commitment for each Scrum Artifact;
5. List way to make work visible;
6. Share and list good Product Backlog Management practices ;
7. Share and list good Sprint Backlog Management practices.

Plays:

1. Tao Mediation (C1)
2. Bat Signals (C1)
3. Solve the Riddle (C1)
4. Pass the Guards (C2)
5. Fill in the blanks (C2)
6. 5x5 (C3)
7. Brainstorm (C3)
8. Checkpoint 1 (C4)

2. Product Backlog

Learning Outcomes:

1. Correct wrong and outdated statement about the Product Backlog;
2. Categorize what could/should be part of a Product Backlog;
3. Analyzing and identifying techniques used in a Product Backlog template/example;
4. Creating a spotlight for your Product Backlog to keep it clean and focussed towards a Product Goal;
5. Identifying Product Backlog management variables that impact predictability;
6. Applying Probablistic Forecasting as a technique for empirical product planning;
List stakeholder management techniques to keep your stakeholders from being in the dark.

Plays:.

1. Ancient Artifact (C1/C2)
2. In or Out (C2)
3. Product Backlog Template (C3)
4. Spotlight (C3)
5. Probablistic Forecasting (C2)
6. Stakeholder Management (C3)
7. Stretch Break (C4)
8. Checkpoint 2 (C4)

3. Sprint Backlog

Learning Outcomes:

1. Correct wrong and outdated statement about the Sprint Backlog;
2. Sharing an understanding on the definition and purpose of the Sprint Backlog;
3. Categorize what could/should be part of a Sprint Backlog;
4. Applying Kanban as a strategy for visualizing workflow;
5. Co-creating a Kanban Board;
6. Defeating terrible trolls that mess up the product, workflow and codebase;
7. Co-creating an example of a Definition of Workflow;
8. Exchanging examples of workflow visualization techniques applied by participants in their practice.

Plays:

1. Ancient Artifact (C1/C2)
2. Unlock the Shrine (C2)
3. In or Out (C2)
4. Visualizing Workflow (C3)
5. Terrible Trolls (C3)
6. Definition of Workflow (C2/C3)
7. Checkpoint 3 (C4)

4. Increment

Learning Outcomes:

1. Correct wrong and outdated statement about the Increment;
2. Determining what constitutes and increment of value and what doesn't;
3. Co-creating a 'holy grail' Definition of Done;
4. Strategizing good approaches for when developers cannot yet achieve a "Done" increment within a Sprint;
5. Capturing learnings in the Travel Journal.

Plays:

6. Correct the Blanks (C2)
7. Treasure Chests (C2)
8. Holy Grail (C3)
9. Almost Done (C4)
10. Travel Journal (C4)

1. The Sprint

Learning Outcomes:

1. Formulate the purpose and definition of a Sprint.
2. List the rules of the Sprint.
3. Assess understanding of Sprint rules.
4. Co-Create a Scrum Event table.
5. Review scenarios when to or when not to change the Sprint Duration.
6. Review scenarios when to or when not to cancel a Sprint.
7. Brainstorm ways to make events more safe, accessible, energizing, productive and worthwhile.
8. Write effective learning outcomes for a Sprint.
9. Map techniques for using 5 senses during events.
10. Apply Glow and Grow for positive and constructive feedback.

Plays:

1. Embark (C1)
2. Tao Meditation: Smooth Sailing (C1)
3. Fill-in-the-Blanks (C2)
4. Rules of the Sprint (C2)
5. 5x5: Event table (C2)
6. Scenarios: Sprint Length (C3)
7. Scenarios: Sprint Cancellation (C3)
8. Checkpoint 1: Check for Understanding (C4)
9. Banana Boat (C1)
10. Crazy Containers: Sensory Aids (C2)
11. Awesome Activities (C3)
12. Checkpoint 2: Glow and Grow (C4)

2. Sprint Planning

Learning Outcomes:

1. List what may happen during a Sprint Planning.
2. Mix and Match an agenda for a Sprint Planning using R2M Plays.
3. Co-Create a missing poster to identify essentials of a Sprint Planning.
4. Visibly seperate Sprint Planning statements: myth from fact

Plays:

5. 1-2-4-all (C1)
6. Mix & Match (C2)
7. Missing Poster (C3)
8. Myth Busters (C4)
9. Mind Break & Checkpoint 3 (C4)

3. Daily Scrum   Time: 30 minutes.

Learning Outcomes:

1. List the daily benefits of a Daily Scrum;
2. Created your own daily surf boards;
3. Intepret burndown and burnup charts;
4. Intepret progress visualized using Kanban;
5. Comprehend and utilize an Aging WIP chart;
6. Brainstormed work-visualization techniques.

Plays:

1. 10 benefits (C1)
2. Daily Surf Boards (C3)
3. Burndown & Burnup (C2)
4. Kanban Board (C3)
5. Aging Chart (C2)
6. Body Break: Rain Dance & Checkpoint 4 (C3/C4)

4. Sprint Review

Learning Outcomes:

1. Brainstorm things Stakeholders can contribute during a Sprint Review;
2. Teach-back the purpose of the Sprint Review: looking back, looking forward;
3. Participate in Tribble Trivia with fun facts about your Scrum Teams, Products and market;
4. Comprehend and utilize a Product Backlog Balance chart;
5. Design an agenda for a Forum Review;
6. Participate in an ad-hoc Celebrity Interview and Fishbowl;
7. Narrow-down and decided on a Min Spec for Sprint Reviews;
8. Give each other positive and constructive feedback and made it visible on a Feedback Wall.

Plays:

1. Guess Who (C1)
2. Drive Safely (C2)
3. Tribble Trivia (C3)
4. Backlog Balance Chart (C2)
5. Review Forum (C2, C3)
6. Celebrity Interview (C2, C3)
7. Fishbowl (C2, C3)
8. Min Spec (C2, C3)
9. Feedback Wall (C3 / C4)
10. Mind Break: Crazy Cruise & Checkpoint 5 (C4)

5. Sprint Retrospective

Learning Outcomes:

1. List which R2M Plays can be played during Sprint Retrospectives;
2. Explore other Retrospective plays;
3. Warp reality and enable creative play;
4. Create your own Retrospective play;
5. Write a postcard about the adventure;

Plays:

1. Playbook Retros (C1)
2. Warping (C2/C3)
3. Sailboat (C2/C3)
4. Hot Air Balloon (C2/C3)
5. Kawaii (C2/C3)
6. Unboxing (C2/C3)
7. Popcorn Time (C2/C3)
8. Create your Own (C3)
9. Postcard (C4)

11 | BOOTCAMP

1. Warming up

Learning Outcomes:

1. Prepare the mindset for the challenge;
2. Form pairs;
3. Specify what the Scrum Values specifically apply to by filling in the blanks;
4. Share Scrum Scenarios where values were either lived or not;
5. List characteristics of a Scrum Team
6. Form a baseline for answering and responding to scenarios: When it's about behavior refer to and demonstrate the Scrum Values.

Plays:

1. Tao Meditation: Resolve (C1)
2. Pair up (C1)
3. Fill-in-the-Blanks (C2)
4. Volcanic Activity (C3)

IMPORANT NOTE:
Bootcamp is a standalone adventure, and not part of the standard itinerary. Travelers are invited to participate in the bootcamp throughout the course along with travelers from other groups.

2. Rules and Guidelines

Learning Outcomes:

1. Map what is MUST, MAY, COULD or WOULD in Scrum;
2. List the rules of the Sprint;
3. Connect the applicable accountabilities to the services of the Scrum Master.

Plays:

4. Brainstorm (C1)
5. Fill-in-the-Blanks (C2)
6. Connect and Match (C2)

3. Heavy Lifting

Learning Outcomes:

7. Share how you would respond to challenging Scrum scenarios
8. Learn from how others would respond to challenging Scrum Scenarios
9. Test the baseline for answering and responding to challenging Scrum Scenarios

Plays:

10. Heavy Lifting (C4)

12 | COACHING DOJO

1. Enter the Dojo

Learning Outcomes:

1. Inform the coaching dojo rules;
2. Create a moodboard based on your archetype;
3. Revisit the travelers learning outcomes from basecamp;

Plays:

1. Enter the Dojo (C1)
2. Dojo Rules (C2)
3. Archetype Moodboard (C3)
4. Before the End (C4)

2. NLP

Learning Outcomes:

1. Identify rapport
2. Relate to NLP Presuppositions
3. Discover your representation system
4. Distinct interpretation from observation

Plays:

1. Think, see, write (C2)
2. Ladder (C2)
3. Representation assessment (C2)
4. Interpretation or Observation (C3)

3. Another Life

Learning Outcomes:

1. Pick and choose alternative carreer paths;
2. Create a mental overlay;
3. Imagine what life would be like once the mental overlay is integrated;
4. Practice asking and asnwering life coaching questions
5. Map your Ikigai

Plays:

1. Pick and Choose (C1)
2. Mental Overlay (C3)
3. Magic Wand (C3)
4. Lovely Leaves (C3)
5. Ikigai (C3)

4. The Final Chapter

Learning Outcomes:

1. Answering a series of confirmation questions about key learnings from the journey.
2. Write the final chapter in the travel journal reviewing the overall experience.
3. Provide open feedback on the overall journey.
4. Receive your certification for course completion.
5. Write and share personal appraisals.

Plays:

1. Face your Sensei (C4)
2. Travel Journal (C4)
3. Certificate Carwash (C4)

The Road to Mastery (R2M) is a Scrum Learning Journey containing 12 adventures (modules) from Basecamp to Bootcamp.

1. Basecamp
2. Agile Backpacking
3. The Game of Scrum
4. Living the Scrum Values
5. Mountaineering Scrum together
6. Kayaking the Value Stream
7. Surviving Self-Management
8. Deep Diving Developers
9. Exploring Artifacts
10. Smooth Sailing the Events
11. Coaching Dojo
12. Bootcamp

This itinerary is a guideline. Depending what the guide deems benefits the group, the guide may re-order, add or remove plays.

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For feedback, improvements and questions, please contact:
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Comment on attribution:
«I aim to diligently attribute anyone who deserves credit or reference and refer to those sources of inspiration from which the Road to Mastery emerged. Please reach out with suggestions and comments on where this can and should be improved.» - Sjoerd Nijland.
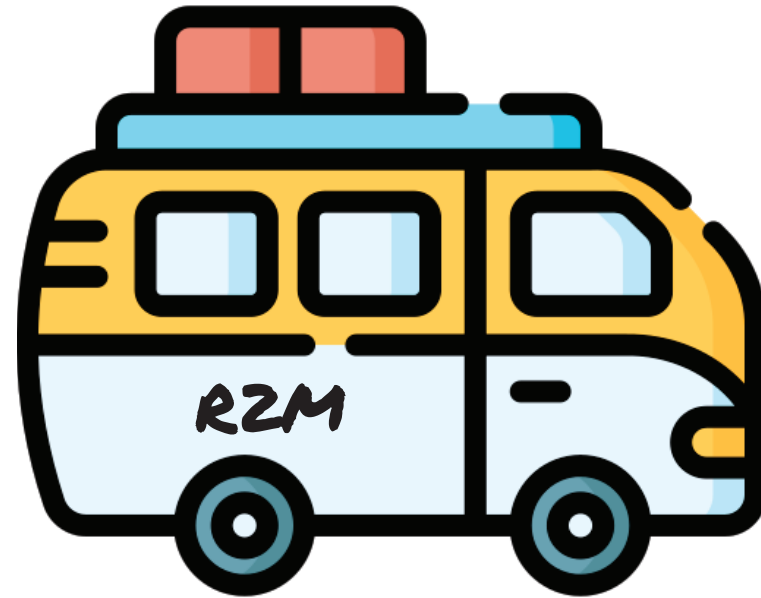
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