**03-Vision and Stories**

**1 – Develop a vision for the new animal**

***Objective***: Understand how to develop a vision for a new project

***Materials***: Sharpies, colored pens, flip chart paper, Post-Its, colored paper, stickers

**Time**: 20 minutes

***Preparation***: Have teams organize into groups of 4 or 5

Have the teams organize into groups of 4 or 5.

Explain the techniques (product box, magazine review, press release, etc.) that we use to establish a vision for each new project we undertake.

Ask if there is anything this organization does to establish a vision, and if so, ask someone to explain this to the room.

Explain the lego game objective – to build a new creature to replenish the dwindling stock of animals on earth. The animal can be any kind – bird, fish, reptile, mammal – anything their team agrees to.

Have each team develop a vision for their creature, and name it.

What is the creature’s role on earth? (e.g. lions thin the heard of the weakest, fish provide food for other fish and animals, deer eat your gardens plants so you can garden more, etc.)

What sort of environment will the creature live in?

Use pictures, words, drawings, whatever to be able to explain this creature to the rest of the room.

**2 – Roles and Goals**

***Objective***: Have the participants understand roles and goals

***Materials***: Flip chart paper, markers

**Time**: 15 minutes

***Preparation***: none

Have each team decide who will look after this animal once it is created, and how it will be prepared by its these people before it is introduced to the wild.

For example, a mammal will need to be taught how to catch food, how to eat, how to find a mate – all the skills it will need to survive and thrive. As this is a new species, people will have to teach it to do these things. Who will these people be, and what role will they have in the creatures growth and learning?

e.g. zookeeper might look after the creature initially, feeding it, grooming it, etc.

A veterinarian may be needed to make sure it is healthy

An animal psychologist might help it stay sane – after all, it is the only one of its kind (for now)

What goals will each of these roles have?

How important in the creatures development will each role be?

**3 – Personas**

***Objective***: Have the participants understands and be able to develop personae

***Materials***: Flip chart paper, markers

**Time**: 15 minutes

***Preparation***: none

Have each team choose one of the roles they just developed. It is unlikely that a single person performs this role 24/7/365, so have them develop two personas for this role.

What are the characteristics of each person, etc.

Kind / cruel / bad tempered / helpful, etc.

What affect might these people have on the creature, its learning, its environment?

**4-Story Jam**

***Objective***: To write use stories to enable construction of the creature

***Materials***: Flip chart paper (stuck on the wall), Post-It notes or index cards, Sharpies

**Time**: 20 minutes

***Preparation***: Explain what user stories are

Have each team write user stories for the construction of their create, using good user-story form (as a… I want… So that…)

Focus them on the “business” need (e.g. “as a veterinarian, I want the animal to have teeth so it can eat meat, so the animal will grow quickly”)

Have them write at least 20 stories, preferably many more.

No acceptance criteria, value, etc. yet – just have them write stories quickly for the physical characteristics of the creature.

5-Acceptance criteria

***Objective***: To have the participants be able to recognize and develop good acceptance criteria for a story

***Materials***: Same as above

**Time**: 20 minutes

***Preparation***: Explain acceptance criteria

For each story written previously, have the teams develop acceptance criteria for each story. Have them write these criteria on the back of the story card.

Make sure these criteria are able to get them to “done”

Use the form “given, when, then”

Have each team share a few stories and acceptance criteria with the room.