**06 – Visibility and communications**

**1- Build the card wall**

***Objective:*** Understand what a card wall is, and how to use it

***Materials:*** Flip chart paper, markers, Post-It notes, masking tape

***Time:*** 10 minutes

***Preparation:*** none

Have each team develop their version of a card wall. This should have at least “not started”, “in progress”, and “done” as columns.

Did anybody use different column headings? Have them share and discuss why. (it’s OK to do so, but a good learning opportunity if they are making it more complex / different).

Have each team put their cards from their release plan for iteration 1 onto this card wall in the “not started” column.

**2-Create the skeleton of the burnup chart**

***Objective:*** Be able to construct a burnup chart

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

***Time:*** 10 minutes

***Preparation:*** none

Have each team draw the outline of a burnup chart for their first release (note the difference from the project burnup they drew after estimating story points and raw velocity), points on the vertical axis, iterations on the horizontal axis.

Have them draw the scope line (total number of points) across the top.