

# INTRO TO THE TEAM LEVEL UP WORKSHOP

September 25, 2020

# THE IDEA

- Scrum is simple, but...
- The Team needs to level set on what agile-scrum is
- The Team needs to Level Up (as the gamers say) to a new level of play
- We invite them to do this.



# LEVEL SET

- For many reasons, the Team no longer agrees on what Agile-Scrum is
- If they understand the game in a consistent way, they will play it better together
- Not just the basics, but also the stuff outside the Scrum guide, for example.





# LEVEL UP

- We propose and they can propose ...
- ...specific ways they can get better
- They (the Team) get to decide how THEY want to become better
- ...how they want to raise their level of play
- A long and detailed list

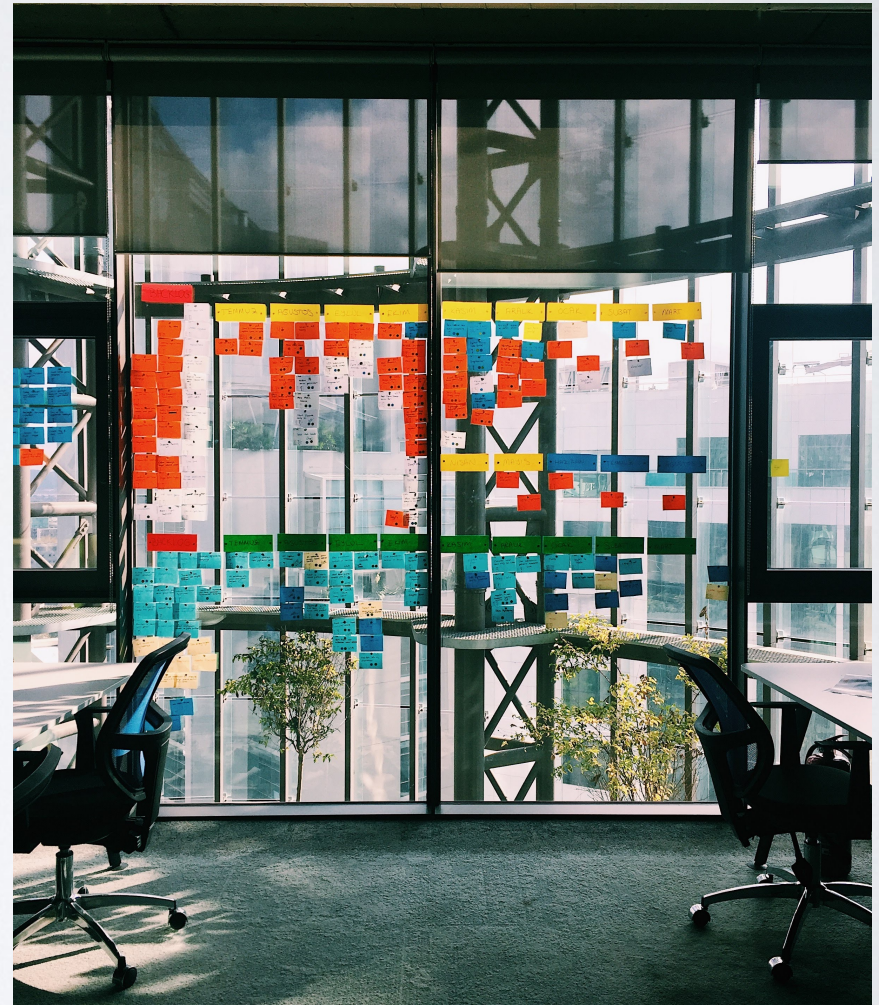


# WE REMIND

- We remind them what we think Agile-Scrum is
- BUT...they get to disagree, and they get to say:  
Ok, but I don't think that will help us
- This gives them time (24 hours of workshop time)  
to understand, think, and decide

# AGILE RELEASE PLANNING

- Part of the time we do Agile Release Planning.
- We do it with real work for their Team.
- We hope they buy-in
- But in any case, they have a better Product Backlog
- And a better, more transparent sense, of where they are going





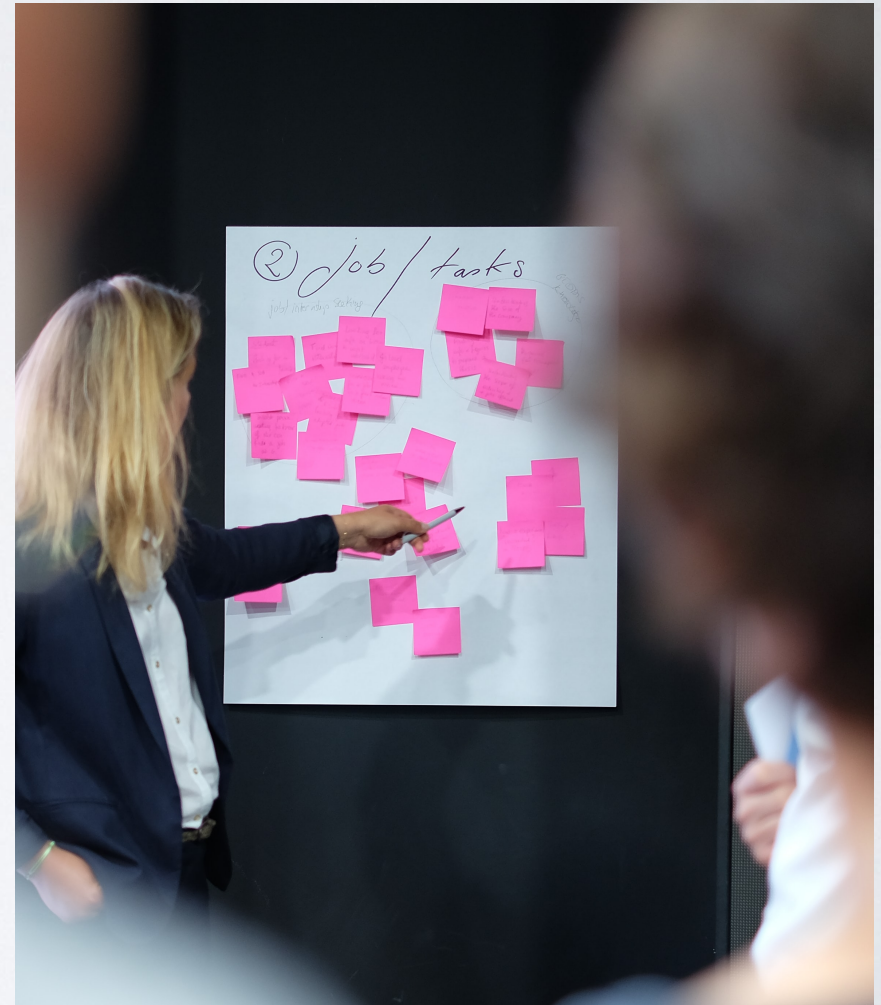
# THE BUY-IN

- We take specific times to review, and agree (or disagree) on...
  - What we will do
  - How we will improve
- At the end, we prioritize (so far, always too much change)



# WORKSHOP APPROACH

- Collegial
- Interactive
- Work in small groups
- Learn from each other
- Real (their situation)



# AGILE RELEASE PLANNING

- Unique (but, maybe not completely)
- Hands-on, real work
- Many skill sets that they must know (better)





# BENEFITS

- More fun / happiness
- Probably fewer hours
- More productivity (eg, more SPs per Sprint)
- Easier for SM
- Easier for Managers
- More BV
- More quality
- More cooperation (they help each other more)
- More for the customers

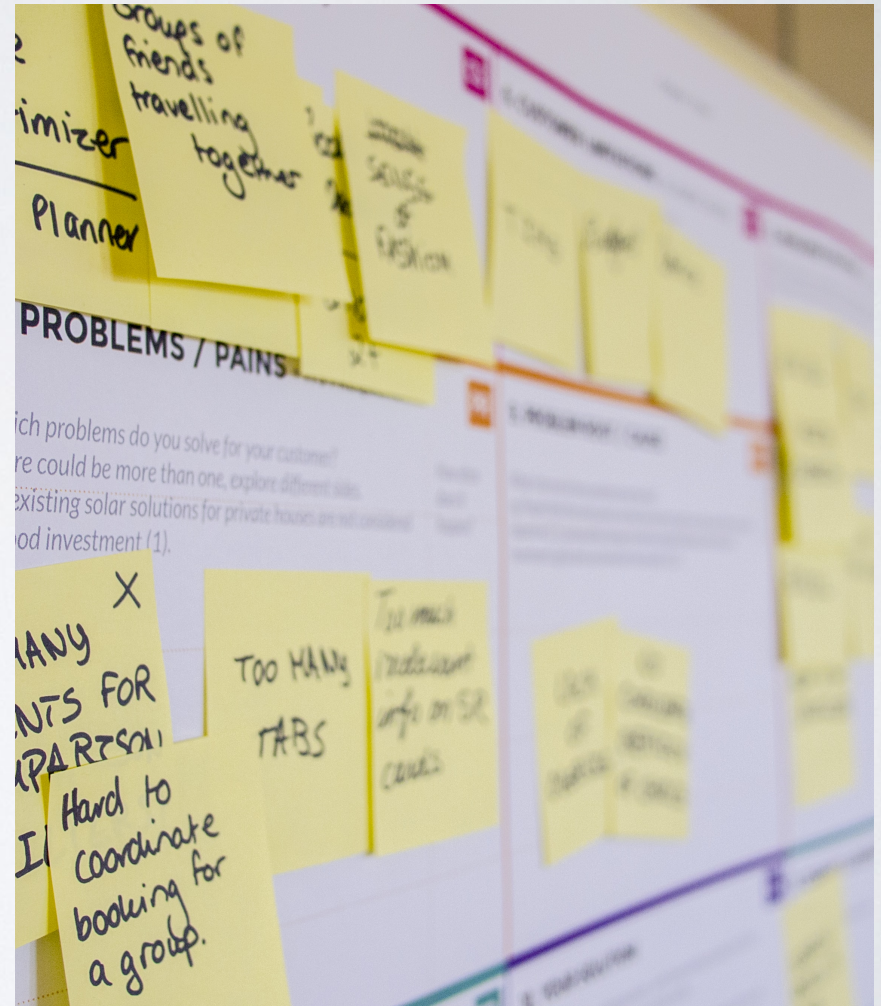


# NEXT WORKSHOP

- **“In-house”!**
- That is, you choose the dates.

# DETAILS

- Online or in-person
- 24 hours (eg, over 3-5 days),  
 $8 \times 3 = 24$
- One or two or three teams.  
As full as you can (I am  
thinking 7 person teams,  
but...)
- 16 for online, maybe 25 in-  
person.



# CONTACT INFO FOR JOE LITTLE

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