

Time for a break

10-15min

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Lunch time

45-60min

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What makes teams great?

- A 20 minute talk on team design and what makes great teams
- What's the optimal team size and why?
- Why do we want diversity?

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20-25min



What makes teams great?

- Brainstorm and discussion about traits of a great team
- How's your squad doing?
- Decide which areas you want to work on

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20-30min



Moving motivators

- What motivates you?
- What motivates your squad mates?
- Do you share values?
- Move motivator cards to represent your values

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25-30min



Journey lines

- Draw the journey of your professional life
- Find out what others have done in the past and what useful skills and experiences they might have

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45-60min



Pass the dutchie

- What you always wanted to ask...
- Write a question for the squad and pass it to our left
- Answer the question on the sheet you receive

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25-30min



Your squad: Play-Doh

- What's the squad you aspire to be?
- How do you see your squad?
- Build a shared model with Play-doh!

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60-70min



Your squad: Lego

- What squad do you aspire to be?
- How do you see your squad?
- Build a shared model!
- Based on serious Lego play

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60-70min



Role mapping

- Who's doing what?
- Who should be doing it?
- Move post-its onto role posters
- Discuss how you want things to work in your squad

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45-60min



Agile in a flash

- Agile cards with topics and ideas
- Draw one and discuss, share ideas, learn from each other

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30-45min



Market of skills

- Want your squad to be more cross-functional?
- What skills do you have to offer?
- What do you want to learn?
- What can you teach?

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30-35min



What motivates us?

- 30 minute talk
- What motivates people?
- Why are happy people more productive?
- How to measure happiness trends and why they matter

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25-30min



Working agreements

- What do we expect of each other?
- What behaviours are acceptable?
- What are our ground rules?
- Create working agreements for your squad



Jimmy cards

- Agile conversations prompted by Jimmy cards
- Draw a card with a question
- Answer and discuss as a squad

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20-45min



WTF is agile?

- A 30 minute talk on the principles of Agile
- The history, manifesto and values
- Kanban and Scrum: The 5 minute overview

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30-40min



Switch

- A 20 minute talk on Dan and Chip Heath's framework for change
- How to convince people to change something
- How to steer the rider and the elephant - the brain and emotions

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20-25min



Flip the chip

- Want to feel why small 'batches' (slices of work) are more effective? Try this!
- A 10 minute fun game

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20-45min



Scrum refresher

- A 30 minute talk on the basics
- A bit confused about how Scrum works?
- Too many buzzwords and you kind of can't remember?
- A reminder of the basic mechanics

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25-30min



Kanban refresher

- A 30 minute talk on the basics
- Get a refresher of the principles of Lean
- Learn about Kanban: WIP limits, swarming, and visualising

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25-30min



Get kanban

- Play a Kanban simulation game
- Deal with Carlos the test manager, changing markets and moody customers

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180min



Build your own scrum

- Paper, glue, scissors are involved in building your own Scrum process
- How does it differ from your squad process?
- And is that intentional?

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25-30min



Project inception

- Incept a fake project
- Create an elevator pitch, sliders and product boxes for your project

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25-30min



Project inception

- A 20 minute talk about how project inceptions could work
- Hear about a list of things you could do to kick-off a project in style

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25-25min



Mob programming

- Tried pair programming?
- Why not take the next step and give mob programming a shot?
- The latest agile craze involves the entire squad 'pair-programming' in one big pair

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120min



Elephant carpaccio

- How do you eat an elephant? One slice at a time!
- Learn how to slice user stories really small?
- This exercise involves real coding!

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120min



Story mapping

- Want to find out how to go from product vision to user stories?
- Story maps fill that gap
- Learn how to create a 2-dimensional backlog

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35-45min



Coding basics with Minecraft

- Never coded before? Give it shot with Minecraft
- Learn what coding feels like and put yourself in the shoes of a developer

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120min



Value stream mapping

- Learn how to visualise where we spend our time across the company
- How long does it take from idea to production?
- How much is actual work and how much is wait time?

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30-40min



Personal Agile with Kanbanfor

- Learn how to visualise where we spend our time across the company
- How long does it take from idea to production?
- How much is actual work and how much is wait time?

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120min



Agile ball game

- Pass as many balls through your team as you can
- A game to dive into self-organising, learning and iterating

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20-25min



Delegation poker

- Who should make which decisions?
- When should you ask for permission?
- Play delegation poker and learn about the 7 levels of delegation



Estimation

- A 30 minute talk about Agile estimation
- Story points, t-shirt sizes
- #noestimates
- Lead and cycle times

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30-45min



Personal Agile with Kanbanfor

- A 35 minute talk
- Be more productive and focused and improve your personal productivity
- Run agile by and with yourself - a great sandbox for good habits

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25-35min



Spec by example

- Write examples to detail user stories
- Executable specifications for shared understanding and live documentation

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20-25min



Portfolio kanban

- A 30 minute talk
- Learn about how Portfolio Kanban works
- Learn how to build your own tribe board

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25-35min

