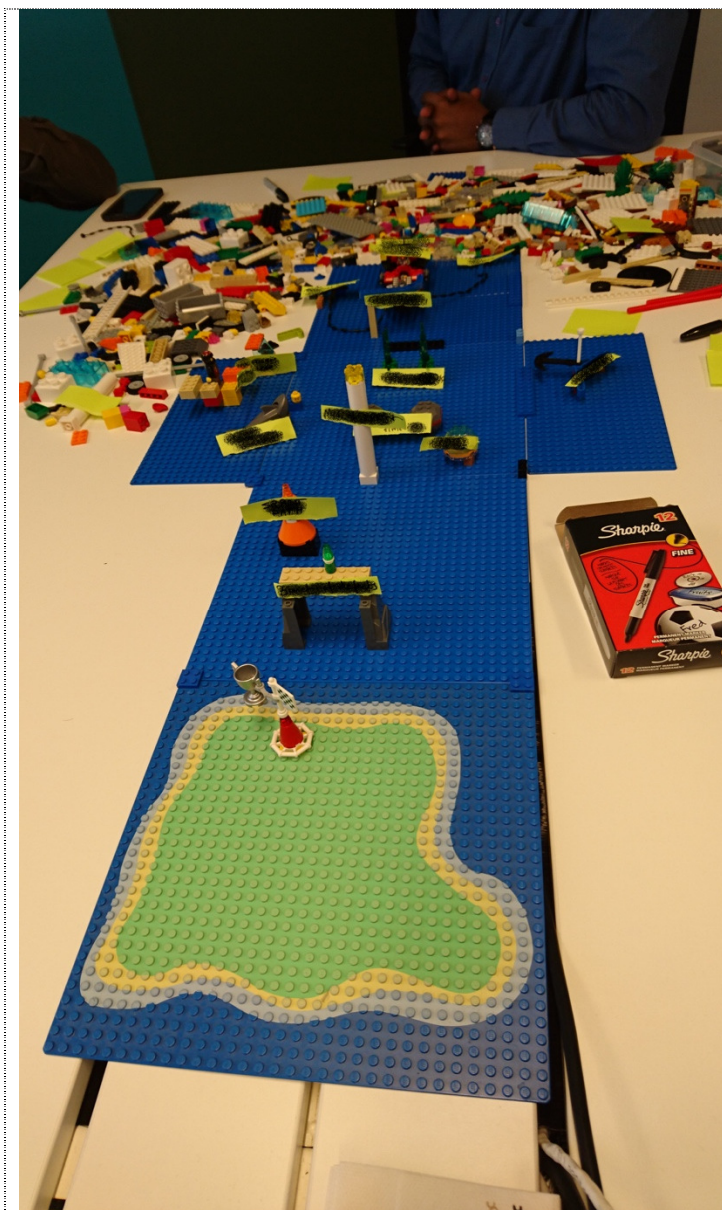


!!!!!!! Alleen Pagina 2 naar PDF printen !!!!!!!



3D speed boat game

GOAL: Identify improvements for your team and why your sprint crashed.

Activity: Start with some warm ups to get the team in the mood. When this is finished, you can start with the retro. If you have time, you can let the team build their own boat and team figures. Else you use an upfront build boat. Depending if the goal is known or not, you can start with letting them build the goal on/around the island. Then you let people build (each for themselves) what holds them off to get forward. This can be at any place on the board. Let them use small post-its with keywords to hang on the builds. After this you let them explain it to other team members. If team members have the same issue, let them decide to combine the models or not. The next step is to let them build what drives them. As before, let them build alone add to the board and add post-it's with some keywords. Also at the end they have to explain it to the rest. And again they decide to combine or not. Last step is to find the action items. So in group they choose 1 issue, let them change the model in something so the issue is solved. Put it on post-it and take photo. Do this for all issues. Finally, you have several post-its with actions. Choose 3 by voting they will take up.

