

Referee script: Building your dream garden in six weeks

read out the italics to the teams

Building your dream garden in six weeks

Congratulations. You have just moved into a new house with enough outside space to create your dream garden. The garden is currently unfenced and overgrown. There is a broken glass greenhouse and a derelict fishpond. You have set yourself six weeks to transform your garden. You are holding a party in your new garden, on the Friday of the 6th week, in the middle of the British summer, to celebrate all your hard work.

Before you get the spade out, you must decide what you want out of your new garden. Are you a BBQ nut, a retiree, a keen cook or a small child?

*Each team must nominate a **SCRUM MASTER**, whose job is to make sure the team works well together and keeps focus. Each team must nominate two **PRODUCT OWNERS** to pick one of the feature cards each and ensure the team delivers enough to satisfy the wishes on the two chosen feature cards.*

Give the teams time to allocate roles and choose their features

*Now you have agreed what you want out of your garden, you must decide what tasks you want to do to create it. From the 100 task cards, choose the tasks your **PRODUCT OWNERS** want to do and discard those they don't think are relevant. Remember you must hold and tidy up from your party on the last Friday.*

Give the teams up to ten minutes to choose their tasks (but keep them focused or this will go on forever)

*Now you know what you want to do, it's time for a reality check. You have six weeks, broken into three sets of two weeks. You are not working weekends on your garden, so you have three lots of ten day periods, or three, ten day **SPRINTS**.*

*Each task card is rated according to the effort needed to complete it. A task worth 1 **STORY POINT** is easy to complete, a 12 point task is much harder. Some tasks are split into two parts. You have a small team and are limited to a maximum capacity of six story points per day, or sixty in a sprint. You will find some tasks should be done before others. For example, you can't lay the patio until you've bought the materials.*

Don't forget you must hold and tidy up from your party on the last Friday and you cannot have more time. But on the plus side, don't worry about what it costs!

Sprint 1

*Let's plan sprint 1. Remember you have a maximum of 60 story points in your sprint. Choose only the tasks you want to do in the first sprint and spread them out face up in **TO DO**. Put all the others face down in a pile in the **BACKLOG**.*

Give the teams 2-3 minutes for this

*<PING> Let's start sprint 1. Put a token on Monday. Hold your first daily **STANDUP** to agree what to prioritise today. Throw the dice to see how many story points you achieved. Take this number of tokens out of the **TOKEN POOL**. Place the tokens on the task(s) you agreed to prioritise. If you have partially completed a task, move it to **IN PROGRESS**. You can have several tasks **IN PROGRESS** at any one time and you don't have to complete a task before you start another one. If you have fully completed a task, move the card to **DONE**, honk your horn and return the tokens to the **TOKEN POOL**.*

Give the teams 1-2 minutes for the first day

<PING> It is now Tuesday. Move your token forward one day. Agree what you will prioritise today, role the dice, allocate your tokens and move the cards.

Move the teams forward one day every 30-60 seconds using the <PING> to keep the game moving until the end of the first sprint

*Congratulations on completing your first sprint. Time for a quick **RETROSPECTIVE**. Did you complete all your tasks? How happy are your **PRODUCT OWNERS**. How many story points did you achieve out of sixty? Do you still think you can achieve all your ambitions? You may want to review your backlog and discard some tasks but keep your **PRODUCT OWNERS** happy.*

Sprint 2

*Let's plan sprint 2. You may have some left over tasks **IN PROGRESS** or some you haven't even started. If you still want to complete them, leave them where they are. If you no longer want to complete them then discard the cards, returning any tokens to the **TOKEN POOL**. Place any completed tasks face down on **DONE HISTORY**. Choose the tasks from the **BACKLOG** you want to complete in the next sprint.*

Move the teams forward day by day until the end of sprint 2

***RETROSPECTIVE** time. Did you achieve all you planned for this sprint?*

Sprint 3

*Let's plan sprint 3. This is your last sprint. Remember to send out your party invitations and get ready to host your party on the last Friday. Your garden must be ready in time for the party and you must satisfy both **PRODUCT OWNERS**. No pressure! Pick the tasks you want to achieve in your last sprint. And when you've tidied up after your party, shout out **SCRUMPLES!***

Move the teams forward day by day until the end of sprint 3. Give no mercy for pleas of extra time!

Group discussion part 1

- *Did you deliver enough tasks to achieve the aim of each feature and keep your **PRODUCT OWNERS** happy?*
- *What did you learn about using the sprint approach, your ability to prioritise and estimate what you can achieve*
- *How would you change your approach if you played this game again*

A tiny bit of theory

This is the basis of all agile project delivery. You have practised the three fundamental 'ceremonies': daily standups, end of sprint retrospectives and sprint planning. You have practised the two fundamental roles: product owner (the people most passionate about delivering the wishes on the feature card) and the scrum master (the person organising your team). You have practised the fundamental tool for driving progress: the scrum board (a special version of a more generic Kanban – special because the backlog is broken into sprints rather than just one long list).

Group discussion part 2

- *Where could you use this approach in your day-job?*
- *What do you need to do to try using this approach?*
- *How will you know if this approach is making things better?*

Final word

Who feels comfortable refereeing a game and passing the knowledge on to another team?