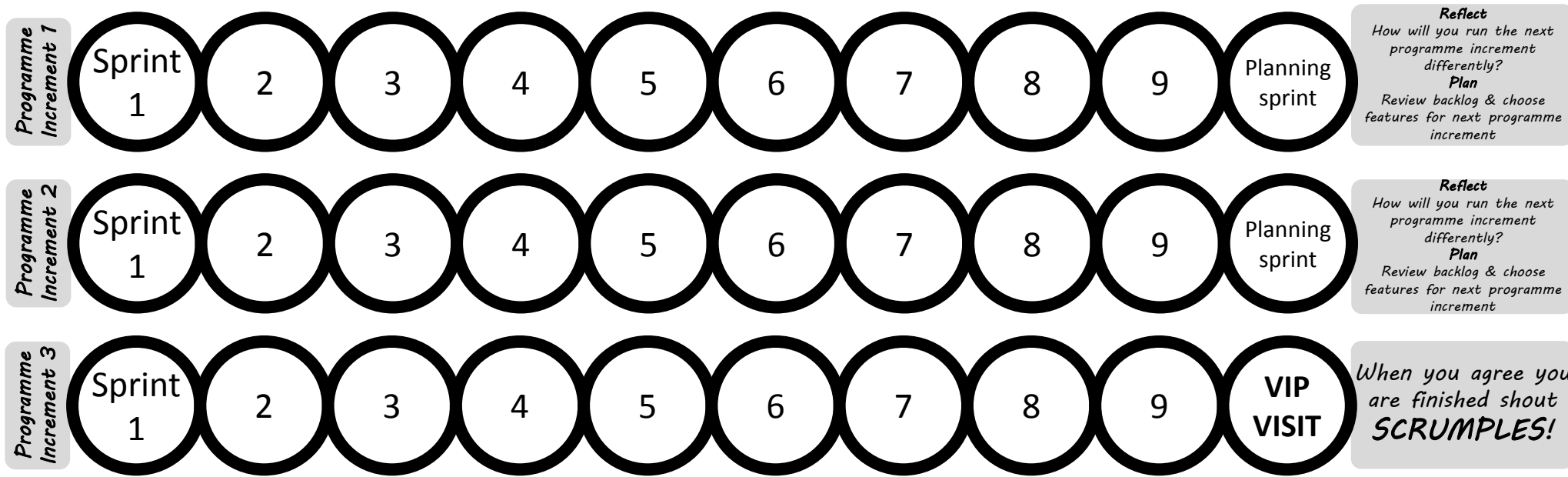


Preparation

- Your job is to deliver the highest priority **features** to fulfil your 4 user cards of the agile project within three **programme increments**, each 10 sprints in duration, while maintaining the morale of your workforce
- Assign **user cards** to product owners and choose a **scrum lead** and **Business Change Partner**
- Guided by your user cards, pick the features you want to deliver - this is your **backlog**. Discard the other features
- The score on the dice will tell you how many **story points** you have delivered each sprint - a theoretical maximum of 120 per programme increment
- Choose the features you will commit to delivering in the first programme increment and place them separately face up in the **To do this PI** column. Place the remainder of the tasks face down in the backlog

How to play

- At each sprint planning session, pick up the next morale card and follow its instructions
- Agree in advance which features you will prioritise you will prioritise effort against that sprint
- Roll the 2 dice to see how many story points you achieved
- Allocate tokens to the features you agreed to work on that sprint
- Move features to **In progress** when part complete
- Move features to **Done** when fully complete & honk your horn! 📣
- Update the morale tracker, move your place-marker to the next sprint and hold your planning session



Group discussion part 1

- Did you meet the aims of the user cards and keep your product owners happy?
- How did you adapt as morale varied?
- What did you learn about using the sprint approach, your ability to plan in advance, prioritise and estimate what you can achieve?
- What did you learn about doing tangible things vs engaging with staff?
- How would you change your approach if you played this game again?

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?