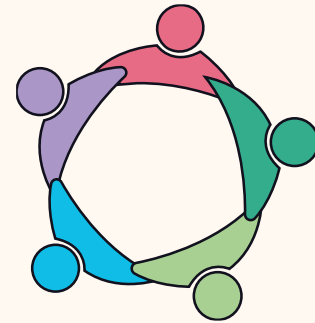# Scrum Challenge

Activity Summary:

We live in a VUCA world, that calls for firms to develop agility in thinking and execution of projects. Agile has hence become the way of life for many software and product firms. Scrum which is a simple framework for effective team collaboration on complex products, has hence seen widespread adoption.

In this activity, participants work in teams to design and deliver a fully functional product to a customer using the scrum framework of agility. It is an engaging team activity that enables participants to understand various aspects of scrum such as the process, roles, rituals and key success factors.

Duration	Where this can be run	Group size
120-150 minutes	Indoor	10 – 40

Is this workshop right for my team?

▶ Customer Centricity

▶ Adaptability to Change

▶ Agility

▶ Communication & Teamwork

▶ Execution & Strategy

▶ Aligning to a common vision

What you can expect:

- We set the context of the workshop.

- An energizer is done to get participants into a playful state of mind.

- Welcome the group at a central location. Form teams with 8 to 10 participants each.

- Share the objective of the challenge:
  - Each team has to make a creative domino module in the given time.
  - Clarify the various roles in the activity : Scrum Master, Product Manager, Operations Manager, Go Getter and the Building Squad.
  - Introduce the customers for the challenge (typically senior leadership members SMEs (Subject Matter Experts) or from the facilitation team). Customers need to be provided with the customer personas and the customer's copy of the product backlog sheet.

- Share the objective of the challenge:
  - The plane has to be constructed as per the product.
  - The plane with be built across a series of four 10-minute sprints.
  - Product owners can Interact with the customer In between the sprints for a limited time.

- Start the activity. Time the sprints. Introduce changes at the end of some of the sprints to add complexity to the challenge. The teams can participate in a few challenges to earn extra materials for developing the product.

- The challenge is over when the 4 sprints are over. Teams are evaluated based on the following criteria: customer centricity, agility, innovation and functionality.

- Each team makes a presentation of their aero plane. This is based on availability of time and the number of team.

- Customers also get a chance to share their feedback and any observations from their interactions with the teams.

- After the activity, facilitators debrief the participants based on their observations and highlight the key learnings relevant to the organizational context.

Flowchart of the intervention

Opening: Intro, Energizers & What is in store
(Approx 15 minutes)

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Activity Play
(Approx 90-120 minutes)

↓

Regroup and debrief
(Approx 15 minutes)

↓

Sharing of team photo and video highlights
(Approx 10 minutes)

↓

Until the next time Good bye!

Sample mini challenges interspersed:

Mexican Wave

Follow the Leader

BONUS

Video highlights, photos& participant certificates – socially shareable!

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BE MORE!