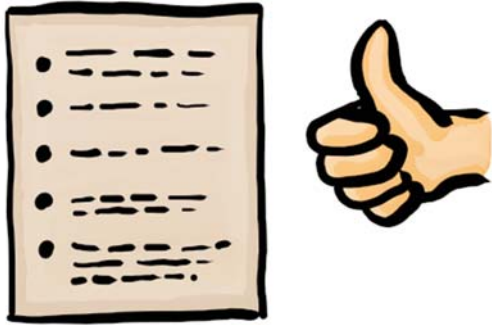
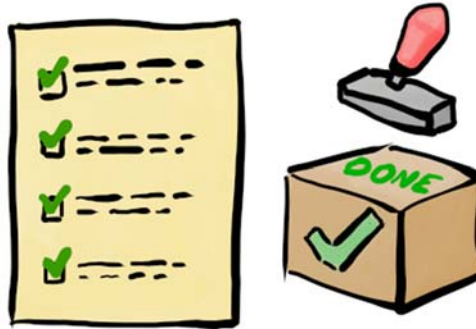


Working Agreement



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Definition of DONE



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Vision



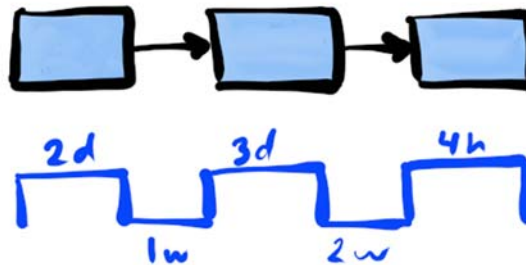
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Alignment



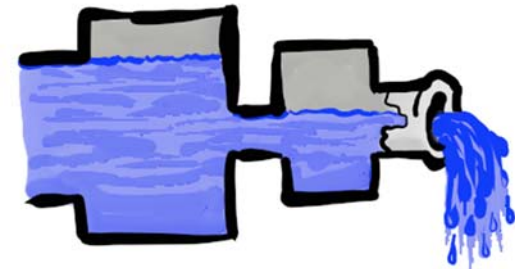
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Value Stream Map



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Theory of Constraints



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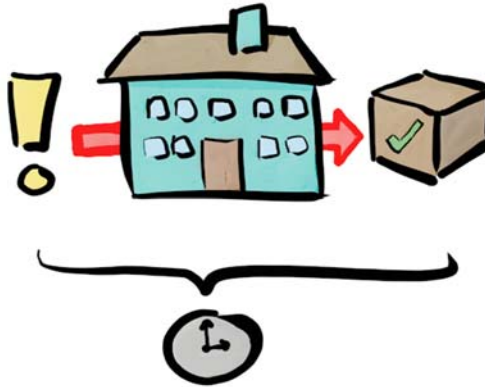


Way of Working



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Lead Time



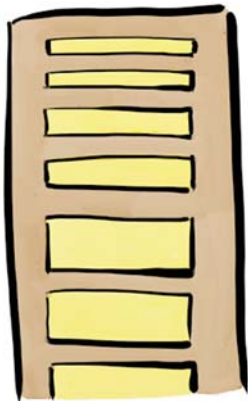
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User Story



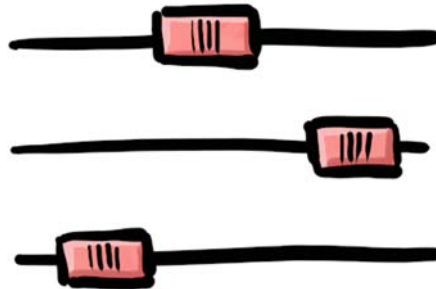
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Backlog



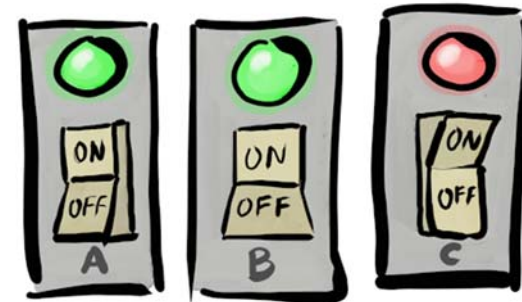
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Trade offs



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Feature toggles



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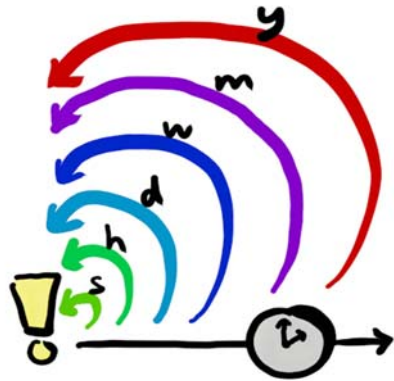
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Time to Feedback



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Team Performance



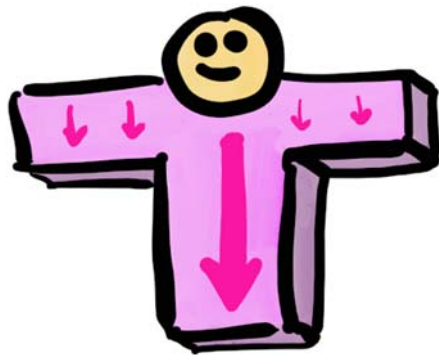
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Team



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T-Shaped Competence



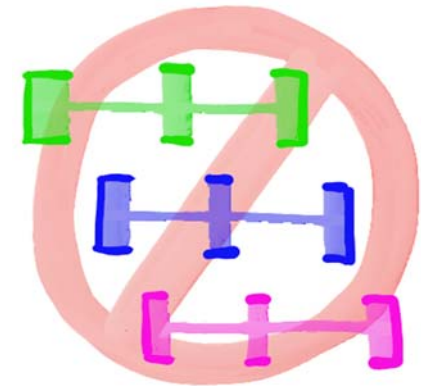
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Waste: Task switching



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Waste: Multitasking



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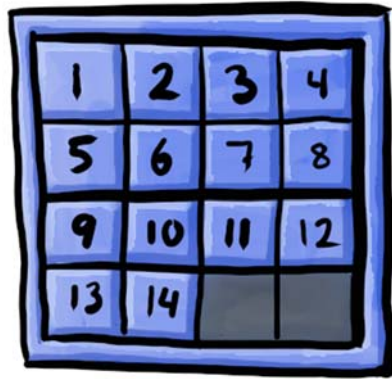
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Slack



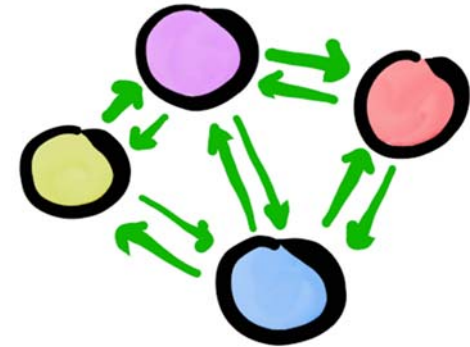
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Passion



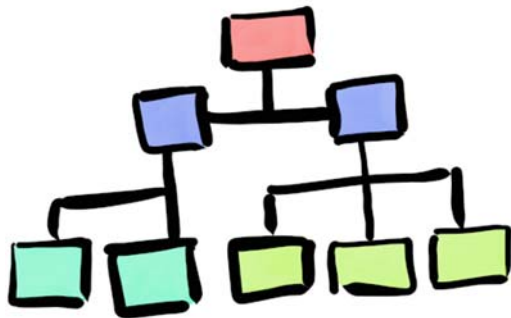
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Network of Teams



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Hierarchy



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Waste:
Delays and Motions



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Waste: Extra Features



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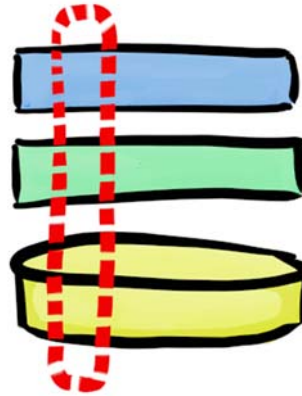


I:ls



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Vertical Slice



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Unifying Goals



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Next Target



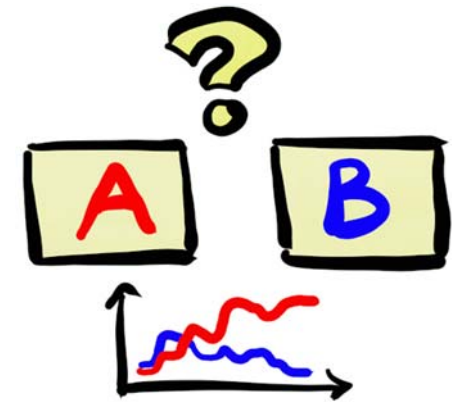
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Experiment



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A/B Test



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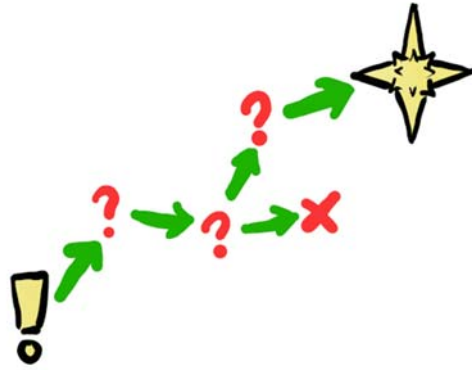
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Adaptive Planning



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Education



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Synergy



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One piece flow



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Roles



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Shu Ha Ri

守破離

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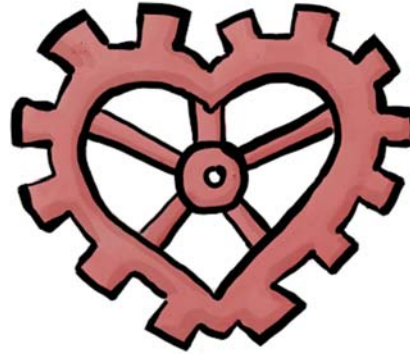


Broken Window Theory



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Values



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Stop the Line



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Code Review



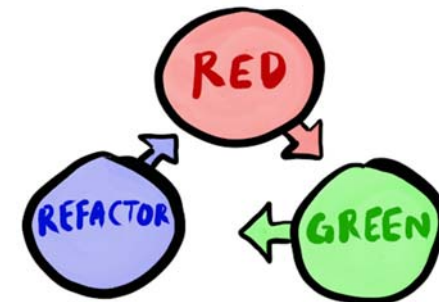
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Slicing



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Test Driven Development



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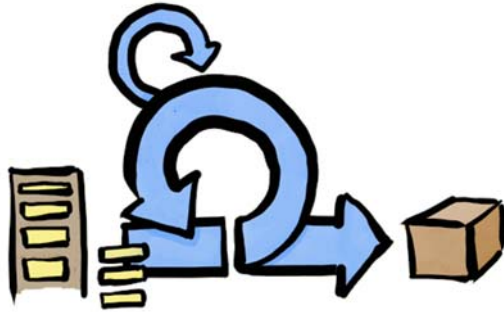
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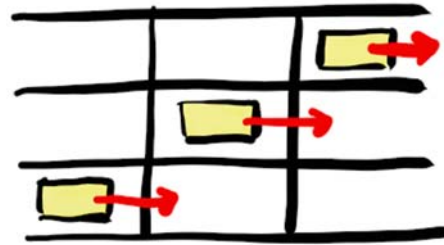


Scrum



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Kanban



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Behavior-driven development



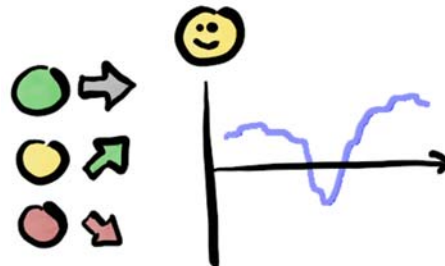
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Innovation



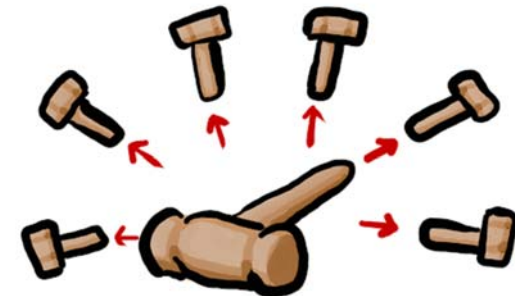
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KPI:s



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Distributed Governance



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Campfire Stories



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Waste: Wishful Thinking



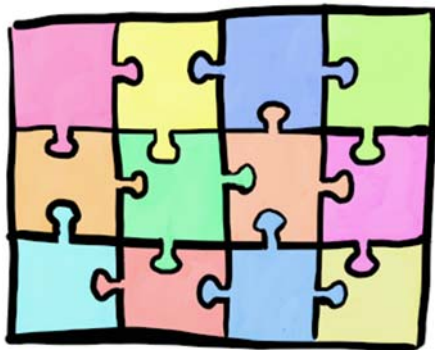
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Trust



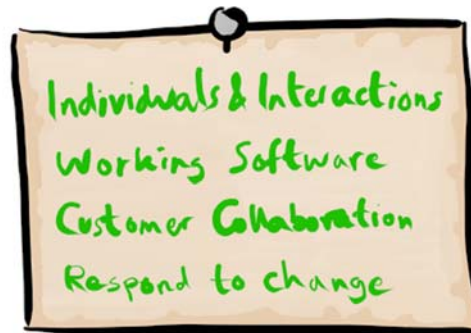
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Agile Principles



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Agile Manifesto



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Timebox



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Process



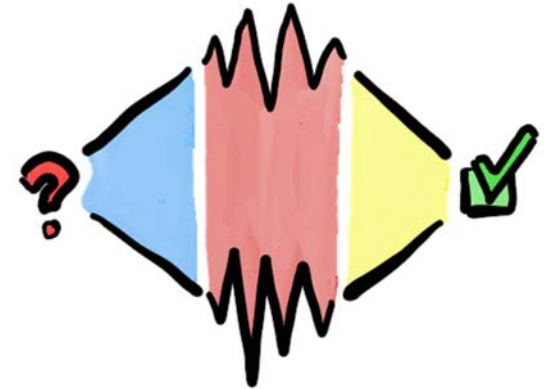
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Waste: Defects



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Groan Zone



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Cost of Delay



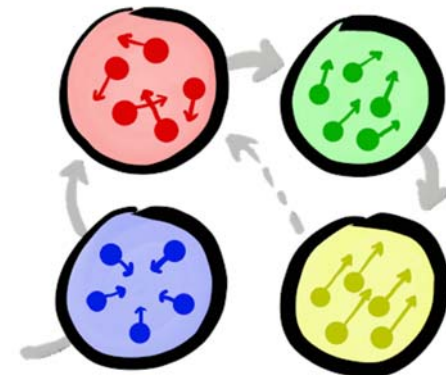
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Culture



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Team Development



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Estimation



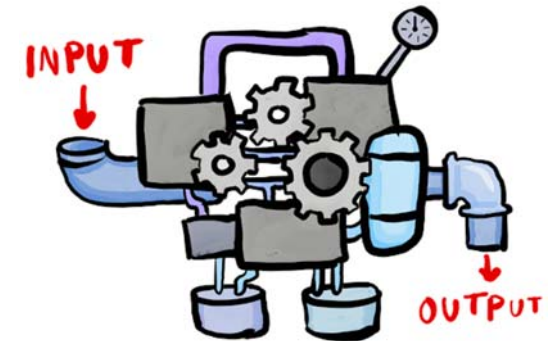
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Shared Responsibility



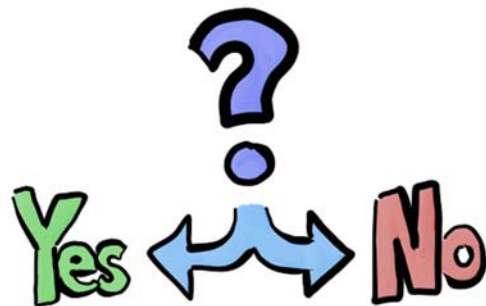
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End-to-end integration testing



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Decision Making



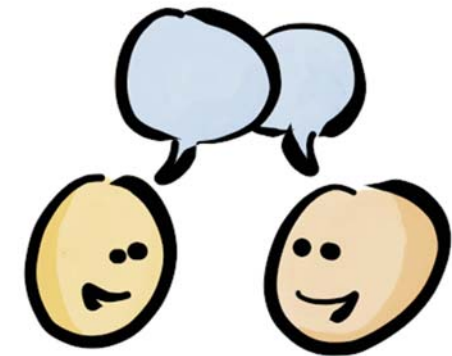
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Consensus



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Face-to-face communication



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Feedback



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Pair Programming



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Autonomy



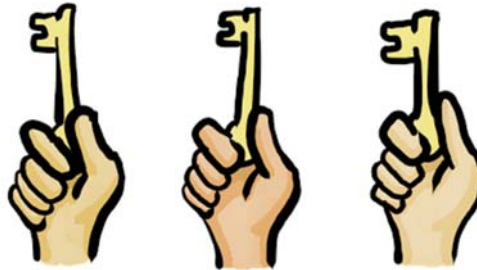
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Mob Programming



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Collective Code Ownership



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Visualization

Stories	Planned Tasks	Doing	Code Review	Testing	Completed	
■					■ ■ ■ ■	✓
■		■	■	■ ■ ■	■ ■	😊
■	■ ■ ■ ■		■	■		😊
■	■ ■ ■ ■	■ ■	■			😞

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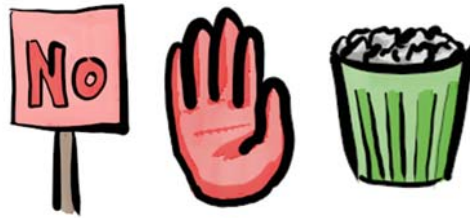
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No.



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Kaizen



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Evolution with
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Kaikaku



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Waste: Hand-offs



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Motivation



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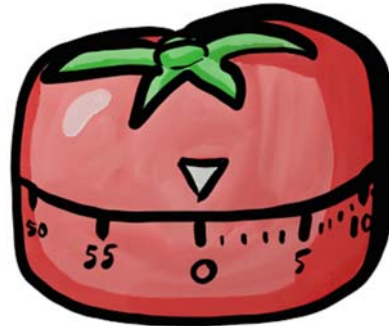


Waste: Fear



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Pomodoro



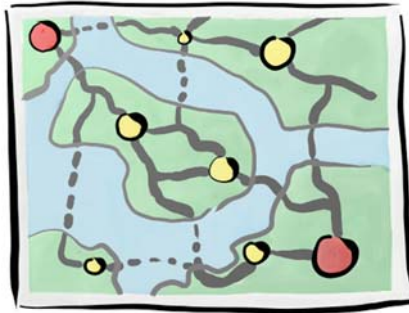
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Close Active Leadership



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Roadmap



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Transparency



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Sprint Burndown



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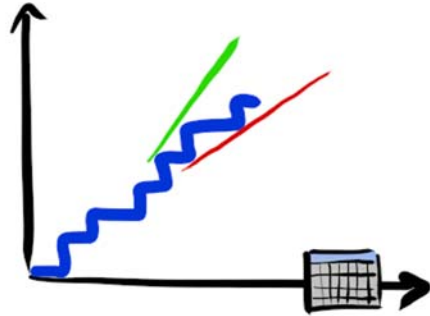
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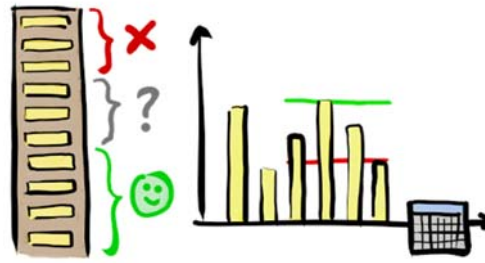


Release Burnup



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Forecasts & Velocity



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Retrospective



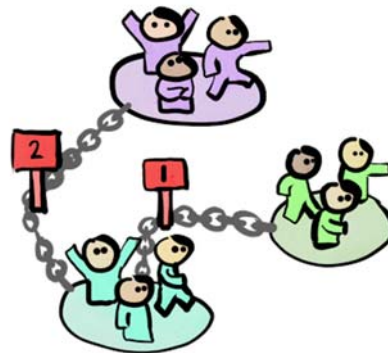
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Five Dysfunctions of a Team



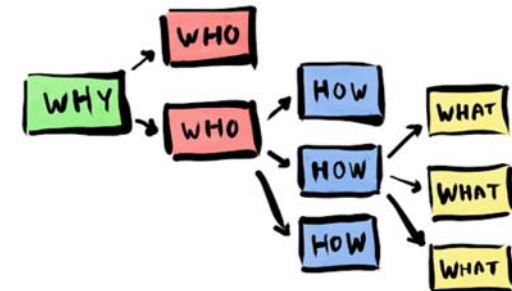
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Dependencies



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Impact Mapping



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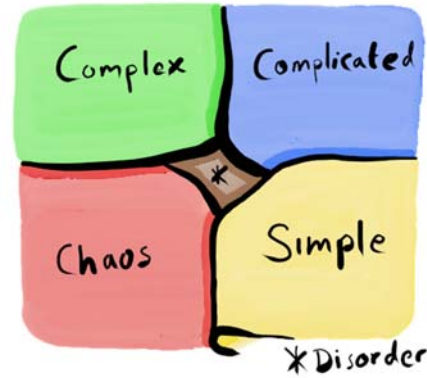


Bottleneck



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Cynefin Framework



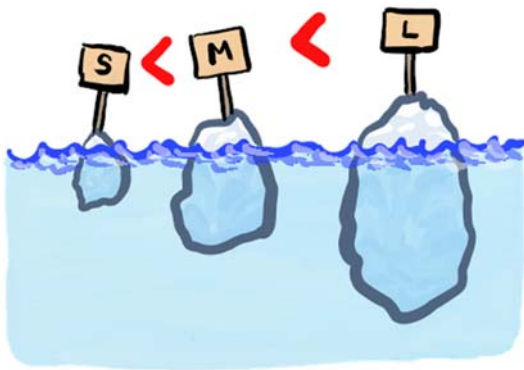
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Christopher Avery's Responsibility Process



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Relative Estimation



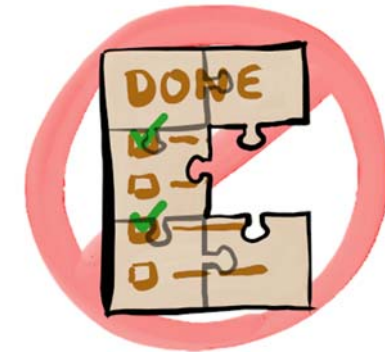
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Poker Planning



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Waste: Partially done work



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Iterative



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Incremental



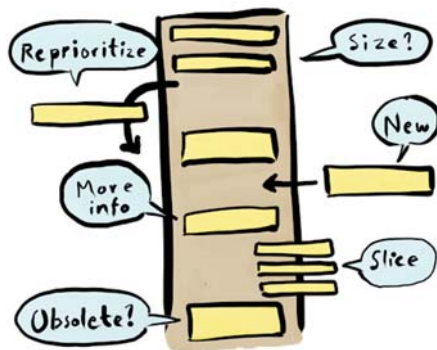
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Iterative Incremental



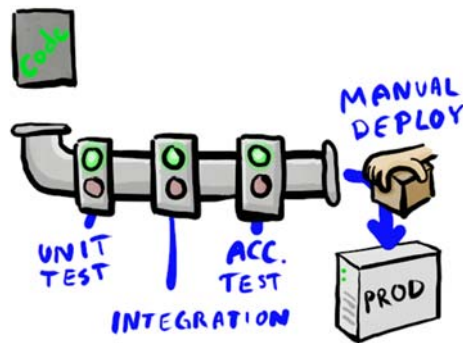
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Backlog Grooming



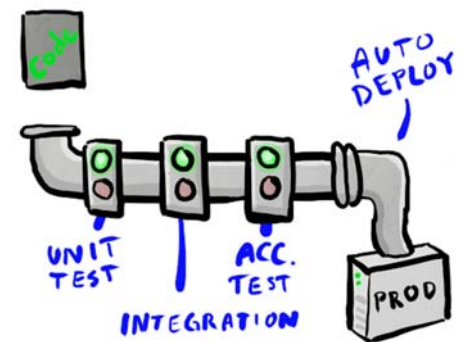
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Continuous Deployment



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Continuous Delivery



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DevOps



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Clean Code



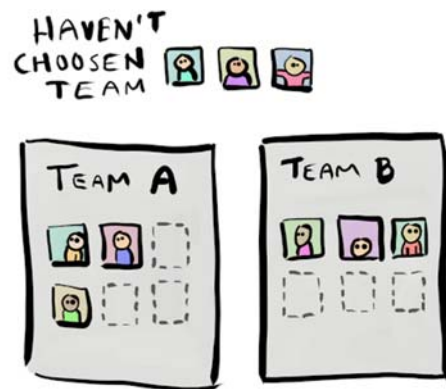
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Personas



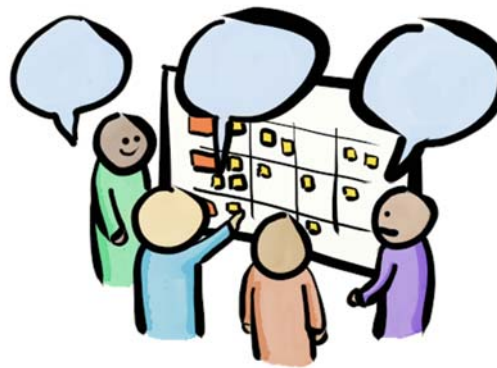
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Self-selection



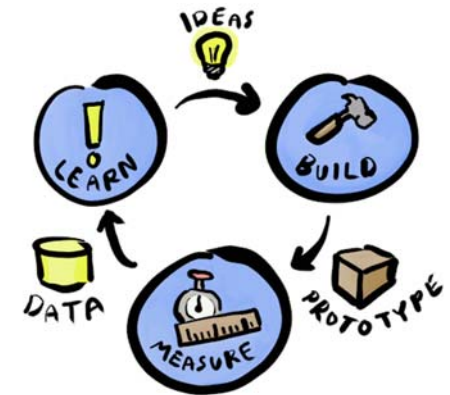
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Daily Standup



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Lean Startup



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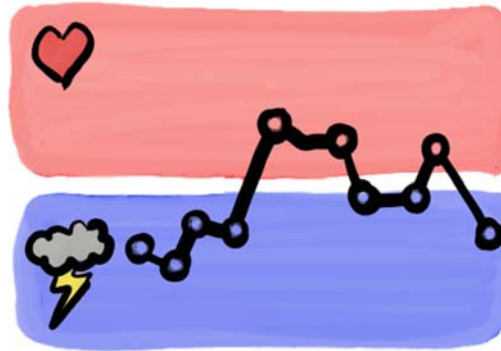


Cadence



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User Journey



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Demo



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Excellence



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Volatile Documentation



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Risks



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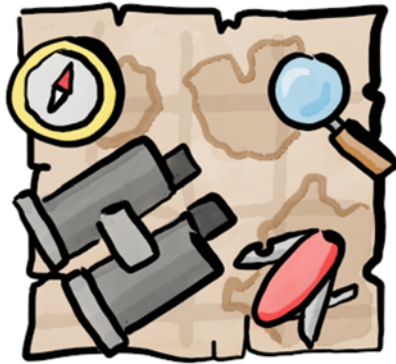
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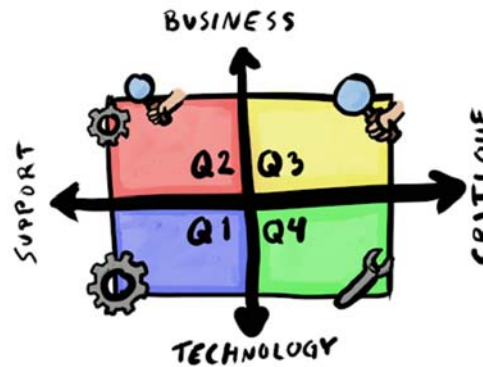


Exploratory Testing



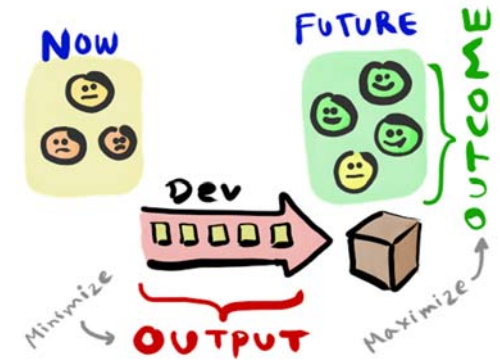
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Agile Testing Quadrants



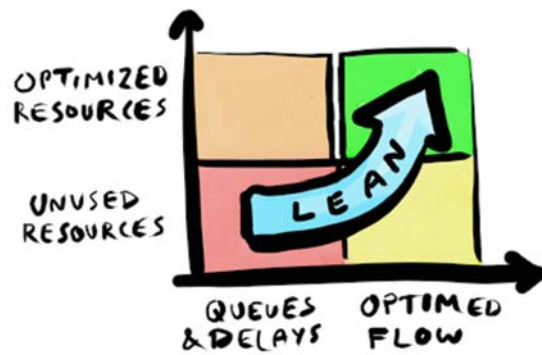
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Outcome vs Output



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Lean



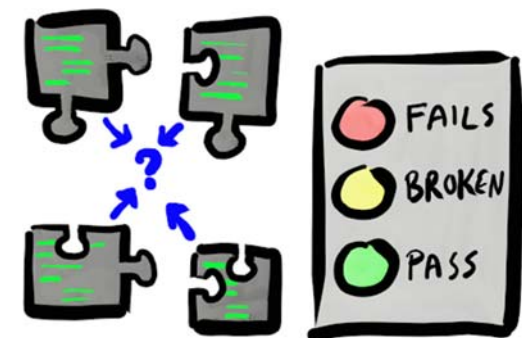
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Waste: Relearning



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Continuous Integration



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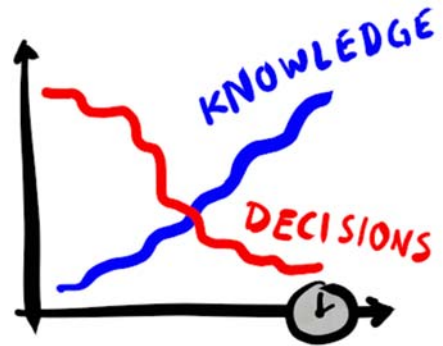
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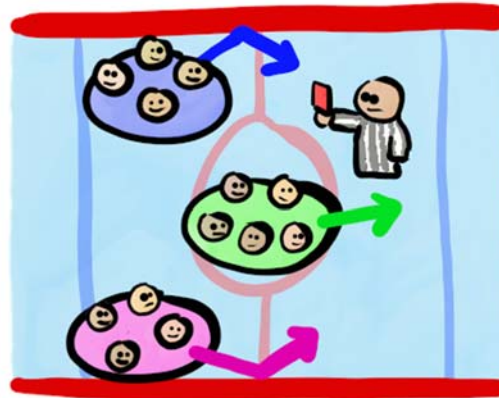


Defer Decisions



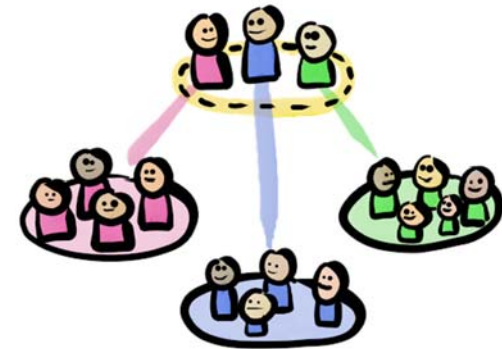
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Boundaries



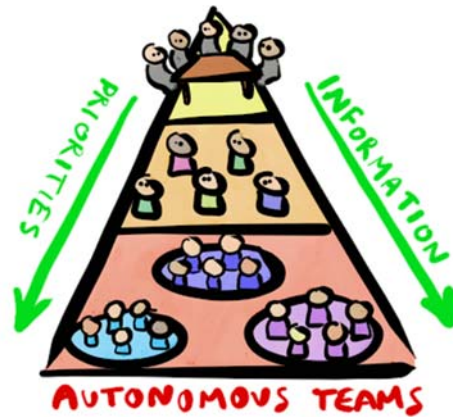
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Cross team sync (Scrum of Scrums)



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Information



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Technical Debt



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Servant Leadership



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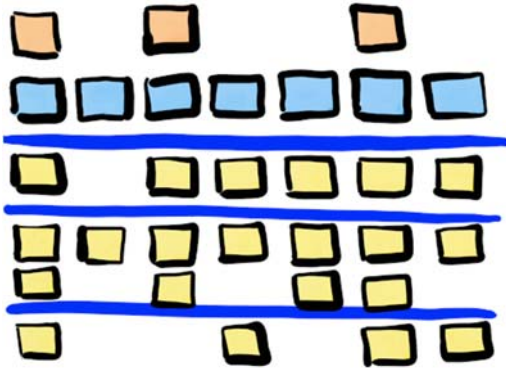
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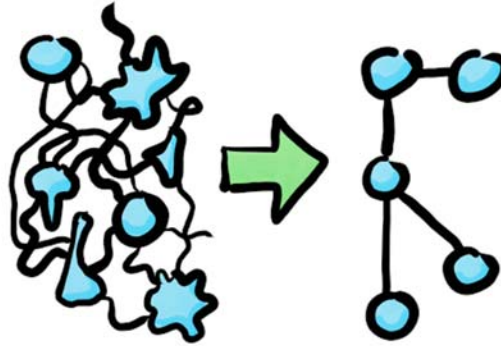


User Story Mapping



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Refactoring



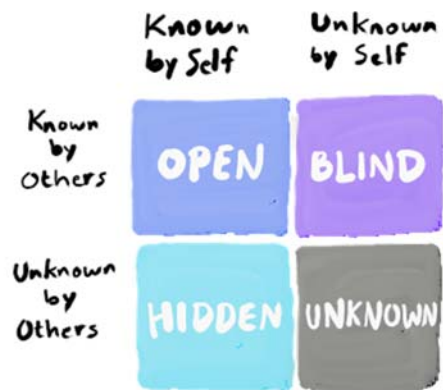
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Waste: False Demand



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Juhari Window



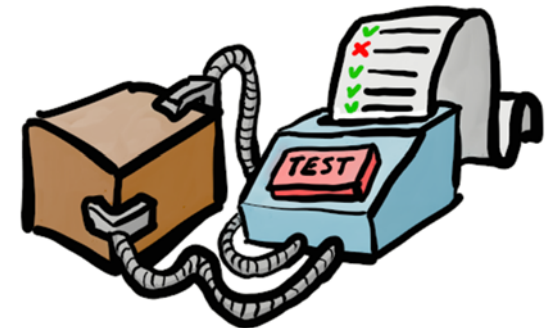
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The Mikado Method



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Automated Test Checking



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Lean Coffee

Shuffle. Give each person 3 cards. Every one selects one topic. Dot vote. Run Lean Coffee with those topics.

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Blog inspiration

Shuffle. Draw three cards. Write a blog about the topic that inspires you. Remove that card from the deck.

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1:1 Conversation

Shuffle. Draw five cards each. Each person selects two of those (for them selves) as topics to the next one-on-one.

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Retrospective

Shuffle. Give each person 5 cards. They choose one and brings that card to the retro. At the retro, the team votes on which topic to start with.

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Personal Development

Shuffle. Draw one card. Google the topic and see how many new things you can learn about the topic within 20 minutes. Remove that card from the deck.

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Organisational Evaluation

Pre-select 30 cards. For each card, grade how knowledgeable you are about the topic, and if you are doing it "right", "wrong" or not at all. Then discuss what to you wish to improve.

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The theme of the week

Shuffle. Draw one card. (Or take turn selecting a card.) Put it on your team's wall. That card is the "Theme of the week".

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Storytelling

Draw four cards. Construct a story out of those four cards. Either something that has happened, or something you wish to happen.

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Lunch and Learn

Draw five cards. Someone volunteers do a short lunch seminar on one of the topics for the following week. Repeat.

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Draw a card.

What is challenging with ___?

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Draw a card.

What if ___ is part of the solution?

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Draw a card.

How do we know that we are good at ___?

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Draw a card.

Regarding ___, how would you like it to be?

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Draw a card.

What is the most important thing about ___?

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Draw a card.

What is your personal experience with ___?

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