

Games Overview

- Don't spend too long on any one game. Each game has a recommended timebox.
- Always start a game with all of the cards face-up (the side with a circle in the bottom right)
- Make sure to shuffle the cards before laying them out

Coaching – using professional coaching skills – Emotional Intelligence, listening, presence, asking questions, and feedback – as part of a coaching conversation based on the coachee's free choice to identify and explore issues and then choose a path forward and commit to it. In this mode, the coach does not use any subject matter expertise, even if they are a subject matter expert in any topics that arise.

Mentoring – providing information, feedback, advice, options, examples, and illustrative experience as part of a mentoring conversation based on the mentee's free choice. Similar to coaching, with the key difference being that the mentee has explicitly asked for mentoring and the mentor is a credible expert in the skill or role. Mentoring applies when a person has already received teaching in a skill or role.

Teaching – providing learners with new knowledge and skills and providing an environment for the learner to confirm that they have acquired the new knowledge or skill.

Facilitation – using specific tools and skills to help an individual or group efficiently discover, explore, and choose options for producing a specific outcome or set of outcomes, without directly contributing or allowing one's own preferences or biases influence the outcomes

Game available at <https://nexxle.com/agile/downloads>

Coaching Game – 5 minutes

Role: you are an Agile Coach

Scenario: A manager that is new to Scrum comes to you and asks for ideas on how to increase team velocity. How do you respond?

See the reference materials for definitions of coaching, mentoring, teaching, and facilitating.

How to: Separate the cards into the categories on the side of this game board. When you are done, turn over the cards to check your answers. Also, decide which response is the best response. You have 5 minutes.

Use with
card set:
C1

Facilitation

Other

Coaching

Mentoring

Teaching

Open-ended, Neutral Questions – 5 minutes

As a coach, whenever possible, lean towards open-ended, neutral questions.

Open ended : an open-ended question is a question that could have many answers, not just a single specific answer like yes, no, 5, red, Susan.

Neutral: non-leading questions that could be asked regardless of circumstances and don't suggest a specific solution.

How to: Separate the cards into the categories on the side of this game board. When you are done, turn over the cards to check your answers. You have 5 minutes.



Use with
card set:



Giving Advice as a Mentor – 5 minutes

Role: you are an Agile Coach

Scenario: a new team says they don't have enough time for manual testing at the end of the sprint. They say they are having a hard time creating stories of 1-2 days of effort. They ask you for your advice.

Guidelines:

- Always leave the decision to the coachee(s)
- The best advice aids the coachee(s) own decision making
 - Best: a small bit of relevant **information**
 - 2nd best: a relevant **resource** or decision making tool
 - 3rd best: **examples** from your experience
- Avoid **advocating** for or against a specific course of action

How to: Separate the cards into the categories on the side of this game board. When you are done, turn over the cards to check your answers. Also, decide which response is the best response. You have 5 minutes.

Use with
card set:
A1



Advocated

Provided Info



Provided a resource



Provided examples

