



**Spice up your
SCRUM with
Improv!**
(Game Instructions)

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Experience makes the difference.



We recognize that your organization and culture are unique, which implies a unique implementation of any new methods like Scrum or Kanban.

Our effective combination of management consulting, knowledge transfer, team training, coaching on the job and practical tools is the basis for your success as it has been for many other international agile42 customers.

agile42 has helped enterprises such as Nike, HSBC, MGM Resorts and Shelter Insurance *successfully* and *sustainably* transition to agile.

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High Performing Teams

Think about a high performing team that you have been part of, whether in a professional environment or sports team. What attributes made that a high performing team?





Game Instructions

Please note: these games have not been developed by the presenter but formulated through multiple resources and experimentation

Know Your Team (KYT)

- Ask the group to form a circle
- Decide which team member will be the starting point
- The starting point team member states their name, their favorite activity and provide a action for their favorite activity. E.g. My name is Sunny, I like soccer, my action would be a motion of kicking a ball.
- Rotating clock wise, the next team member repeats the name, favorite activity and along with the action of previous team member and then does the same for themselves.
- Repeat until last team member in the circle has participated. The last person will have to repeat the name, favorite activity and actions of all team members!!



Questions Only ?????

- Ask the group to form a circle
- Decide which team member will be the starting point
- The starting point team member starts with asking a question e.g. What time is it? The team member then randomly selects next team member (use a ball or a clap and point)
- The chosen team member must respond with a question only e.g. why do you want to know what time is it?
- Repeat until all team members have participated.
- At a random point, add in a new rule, no why questions can be asked!



Red ball, Green ball and a Yellow Ball!

- Ask the group to form a circle
- Decide which team member will be the starting point
- The starting point team member will hold a small imaginary red ball and throw it to another team member.
- The team member receiving the ball will drop the ball. All team members will clap and say 'yeh'.
- Repeat for a few minutes.
- Now a imaginary big green ball is added. The team member who last had the small red ball continues to throw the red ball but this time the team members will catch the red ball. A team member takes a big green ball and throws to another team member (both red and green balls are being thrown concurrently)
- Repeat for a few minutes.
- Now add a Yellow and repeat, so small red ball, big green ball and a huge yellow ball should be passed concurrently.



Big Booty!

- Ask the group to form a circle
- Decide which team member will be the starting point, they will be Big Booty. Excluding the team member who is Big Booty, going clockwise every one numbers themselves e.g. 1,2, 3 etc.
- The team starts singing 'Big Booty, Big Booty, Big Booty, Aw yeah'
- The team member who is Big Booty will then start by calling a number e.g. 'Big Booty Number 3'
- The team member who is number 3 will call another team member out e.g. Number 6
- If there is any delay or error in the number being called out, they become Big Booty and every one is assigned a new number.

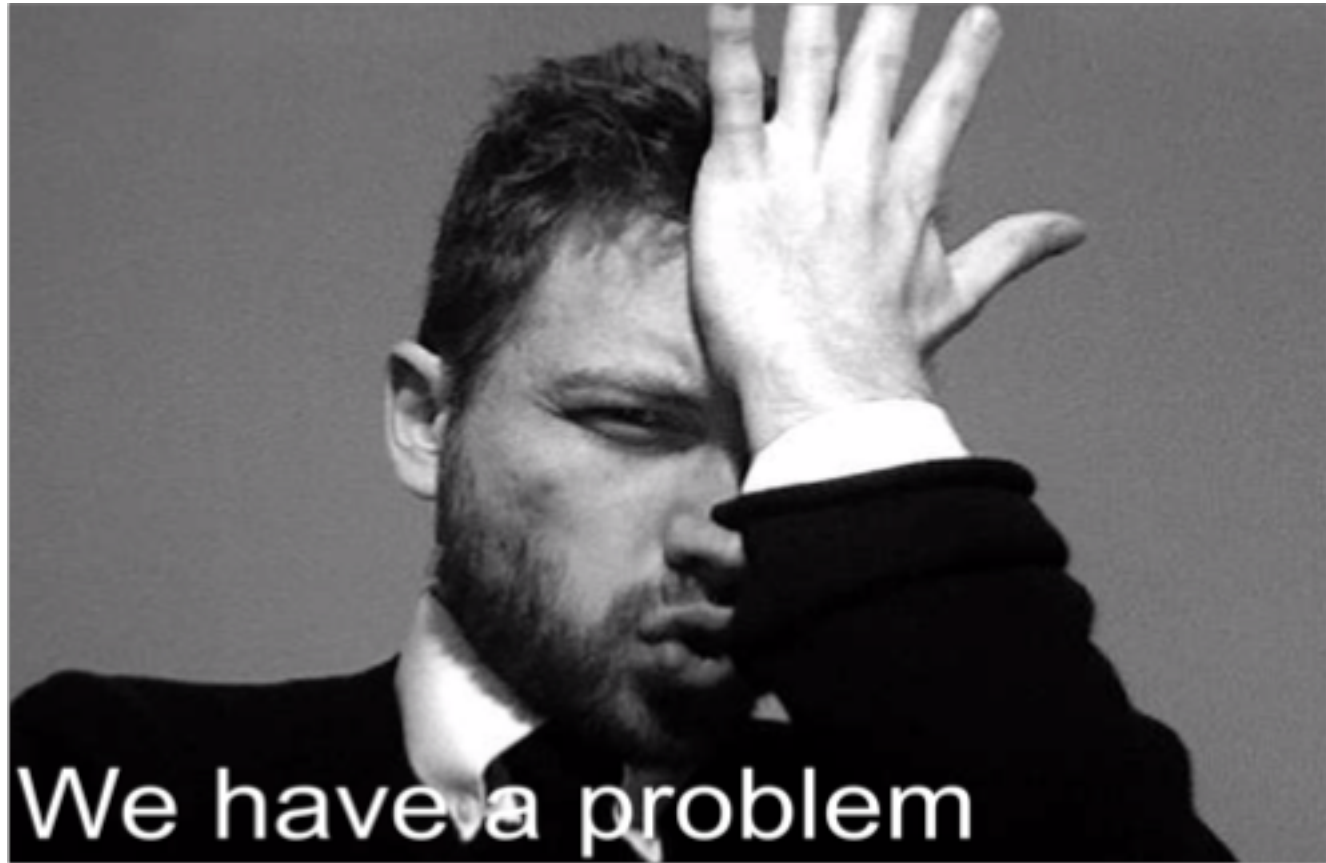
Original instructions - <http://improv.ca/big-booty/>



PowerPoint Karaoke







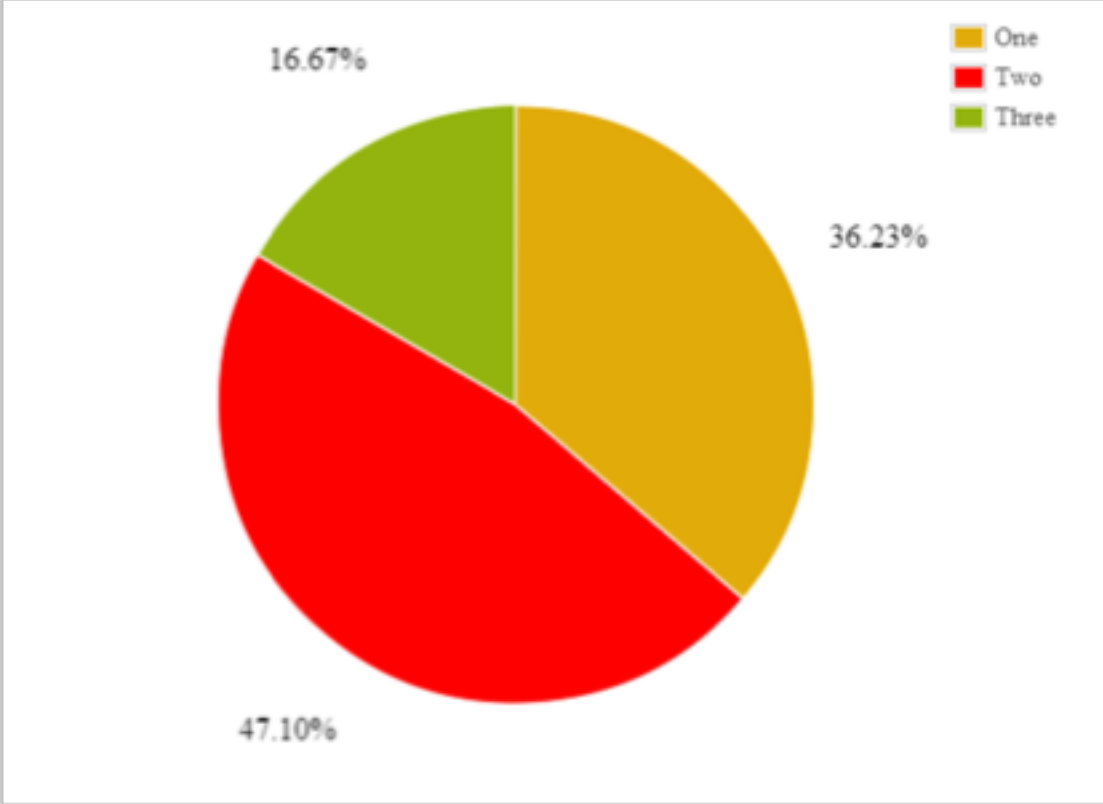
We have a problem



No, No and No









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So, what does it all mean?



CLOWN ATTACKS PER CAPITA















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References



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