

Tangram Sprint Simulation - Instructions

1. Choose a bookkeeper. They operate the timer (on their cellphone) to help the team timebox. They also note the estimated and actual velocity (development speed) for each sprint in the table below.
2. Study the Product Backlog together and estimate how many Tangram-puzzles you can solve in the next three-minute sprint. The bookkeeper notes the result as Estimated Velocity.
3. The bookkeeper starts the timer for a three-minute sprint. Collaboratively, solve as many tangram puzzles as you can. You can only work on ONE puzzle at a time! Ask your Product Owner for approval on ANY completed solution. The bookkeeper may stop the timer while waiting for approval.
4. The bookkeeper records the number of puzzles solved to the Product Owner's satisfaction as Actual Velocity.
5. Choose how much time you want to take for a retrospective. The bookkeeper starts the timer. Discuss how you can improve the outcome of the next sprint? Use the improvement experiments on the back if desired. Choose one improvement experiment per sprint to try out.
6. Repeat steps 2 through 5 until you have completed five sprints.

Sprint	1	2	3	4	5
Estimated Velocity					
Actual Velocity					

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Improvement experiments

1. Make working agreements.
2. Agree to take turns making one change.
3. If one of you calls "ho," agree to jointly stand up for 20 sec to look at the puzzle in silence, without changing anything.
4. After solving each puzzle, see if there is overlap with the next puzzle before starting to solve it.
5. Each person tells briefly what they want to try out before making any changes to the puzzle.
6. Ask (more) questions to the product owner before giving an estimate.
7. Ask your product owner for interim approval of partial solutions, even before a puzzle is finished.
8. Capture any reusable components in each solved puzzle. Discuss how you will retrieve these partial solutions later.
9. At the start of each new puzzle, take a moment to discuss your strategy.
10. Ask for help if you get stuck.



Created by Remi-Armand Collaris, based on Tangram, an ancient Chinese puzzle form.

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