

Tangram Sprint Simulation - Instructions for the Trainer/facilitator

Purpose

In the Tangram Sprint Simulation, participants explore the effect of short cyclical collaboration while experimenting, learning, and improving. This lays the foundation for applying/improving the (Scrum) way of working in a team.

Steps

As a trainer/facilitator, play the role of Product Owner/Customer for the participants. In doing so, go through the following steps.

1. Divide participants into teams of 2 to 3. Give each team one set of Tangram puzzle pieces, a pen, an instruction sheet with score table and improvement experiments, and a backlog of Tangram figures. If necessary, provide a cooking timer to keep track of time (can also be done with one participant's cellphone).
2. Make sure that ONLY you have this instruction for the trainer/facilitator and the sheet with the solutions at hand!
3. Read aloud the description of Tangram - Origin and Rule on the back of this instruction to the participants.
4. Have participants read through the Instruction for Participants with score table. Answer any questions and start the simulation.
5. In the interim, keep a scoreboard with the estimated and realized velocities for each team. Only include the number of solutions verified by you in the realized velocity.
6. After the simulation, collect insights and let the participants examine what these mean for their (daily) way of working (and application of Scrum).

During the simulation

During the game, pay attention to the following:

- Provide help and tips only when participants ask for them.
- Make sure that all puzzle pieces are used in each solution. If not, say you think the solution is too small (it must be at least 40 cm high).
- When accepting, apply tight additional requirements such as:
 - I want to have the darkest large triangle at the bottom of all puzzles as much as possible, it looks more stable!
 - I want the ribbed/colored side on top in all puzzle pieces!
 - I want the puzzle pieces to lie tightly together, we need quality!
 - I want all the corners to line up as exactly as possible, this is too messy!
 - The solution must lie nice and straight, like in the picture!
 - You may make up additional requirements as a Product Owner.

We hope you enjoy and gain useful insights from this simulation.

Tangram - Origins and Rules of Play

The classic Tangram game for 1 or more people ages 8 and up is not a game in the tightest sense of the word, it is a philosophy, an attitude of life. With only 7 puzzle pieces - one square, one parallelogram and 5 triangles - you can depict simple, contiguous, shapes and figures in thousands of combinations. The game provides an entrance into the world of mosaic. Your imagination and ideas will show you the way.

Tangram originated in China. Books with figure examples of this game were printed there as early as the early 19th century. But the game is certainly much older. The "Wisdom Board" as Tangram is called in China, is now also very popular in the rest of the world.

The first manuals appeared as early as 1818. Under the name "Chinese Puzzle," these were initially copies of the original editions from the Far East. Soon, however, new forms began to appear here as well.

Tangram has simple rules:

- Valid solutions are always created from all 7 pieces. No one piece may be left over.
- The pieces are never placed on top of each other, but side by side.
- Of course, the sample image must be reproduced exactly, otherwise the "problem" is not solved.

Soon you will notice that the smallest changes in piece composition clearly change the appearance of the laid figure. Therein lies the appeal of this game. If you have difficulty solving one example figure or another, don't give up too quickly. Tangram is meant to encourage patience.