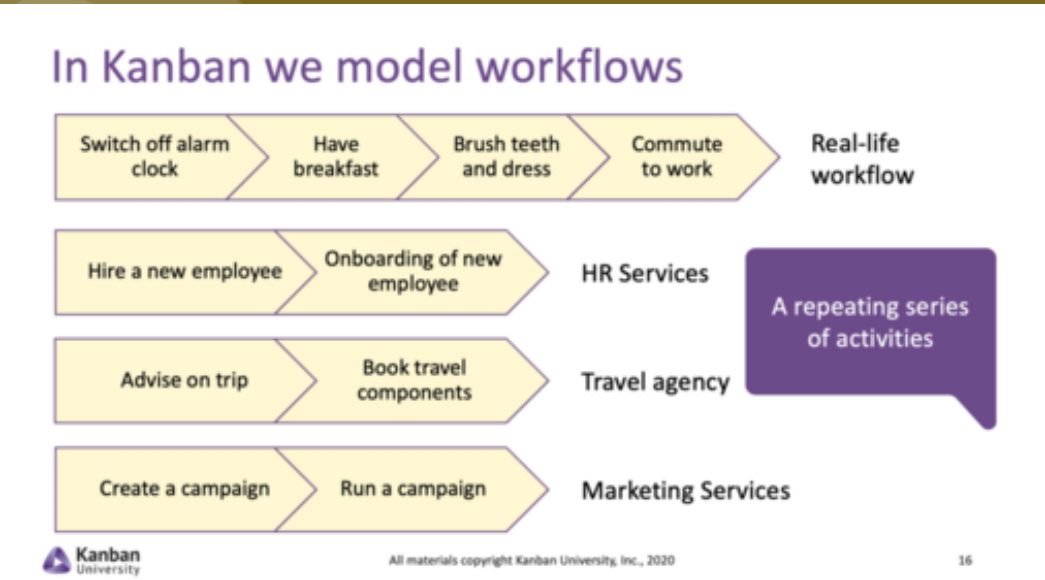


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Let's do a simulation

Based on Featureban Version 3.0, June 2019

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<https://tools.flowfast.io/featureban/>

Intro simulation

Explanation of the rules

Red

Either advance one of your unblocked items one column rightwards.

Or unblock one of your blocked items.

Or start a new item. Add your initials and move it to the first in-progress column.

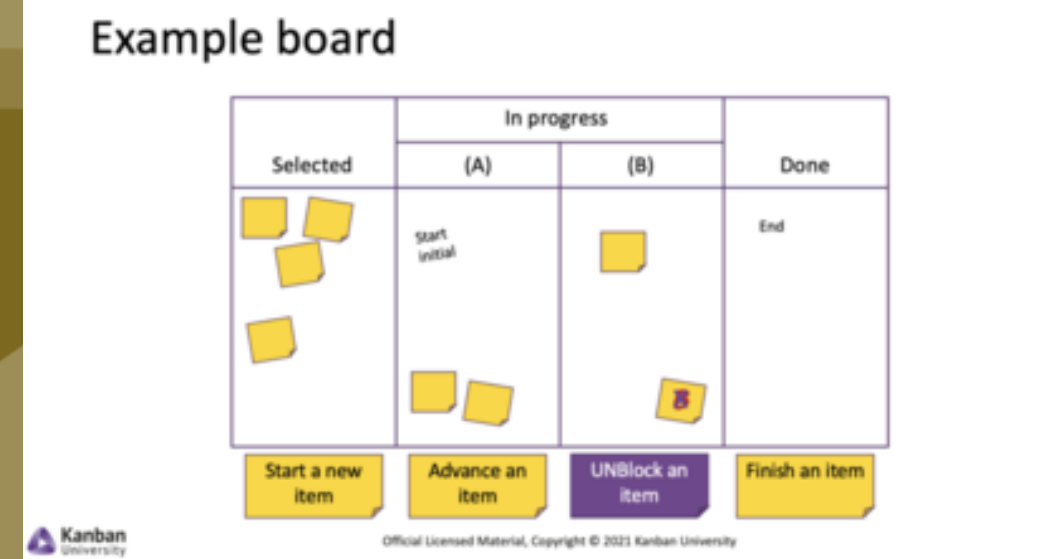
You can only work on your own items. If and only if you can't make one of these moves for yourself, help someone! Advance or unblock another player's item.

Black

Both block one of your currently unblocked items, if you have any. Mark it.

And start a new item - even if you had nothing to block. Add your initials and move it to the first in-progress column.

You can only work on your own items. If and only if you can't start a new item, help someone! Advance or unblock another player's item.



Round 1

Change Management Principles

1 Start where you are!

2 Agree to pursue evolutionary change.

3 Acts of leadership at all levels.

With Kanban, we start by developing and visualizing a joint understanding of the current way of working. Then, improvements are identified and implemented.

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Move an item only if there is capacity in the receiving column!

Red

Either advance one of your unblocked items one column rightwards.

Or unblock one of your blocked items.

Or start a new item. Add your initials and move it to the first in-progress column.

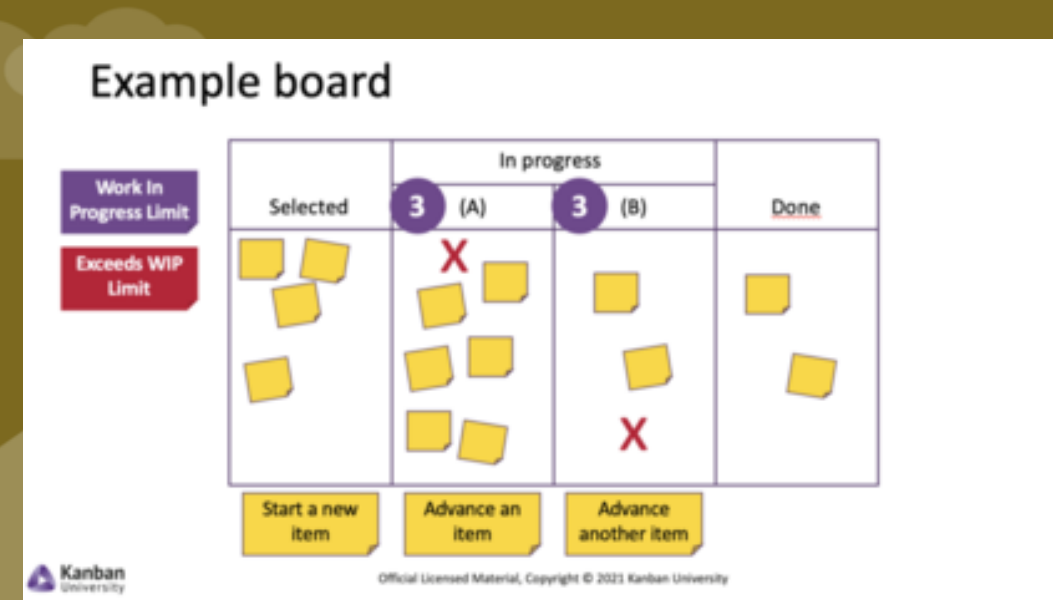
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You can only work on your own items. If and only if you can't start a new item, help someone! Advance or unblock another player's item.



Round 2

Just a better understanding of how we can leverage WIP limits and certain limitations that need to be discussed with the team

WIP limits - when a team works in parallel, they need to have a limit on the number of items they can have in progress at any one time. This is a key principle of Kanban.

A blocked column isn't that useful

Cumulative Flow

rate limit the WIP columns

try to finish WIP tasks before starting new one

help other team members if the task can be done by multiple people efficiently

hard to measure slack team members who is not doing work and waiting people to help them

Communication / collaboration is key

Simulation reflection

• What do you take away from this simulation?

• Make notes in your workbook.

Find a structure eg WIP Limits (if you decide to use them) that work for your team - not just out of the box

Debrief simulation

Your visual organizer

• See page 5 of your workbook with the 2*3 grid.

• Throughout this module, fill the squares with your visuals and words in order to embed them in your memory.

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Introducing Practices

Important to remember to start where we are now and evolve as a team

remind to always follow principles BUT not practices

hands on understanding of how changing policy changes the outcome

understands some issues with poorly designed kanban

align what different people think of the practices

Walk the board from left to right to manage the work and let people self organize around it

Flexibility to use the principles as and when it makes sense and using the

the right policy can enhance teamwork and vise visa

Manage the work not the people

Start where people are at

Not all the tools in the toolbox need to be used at all once - that's why what you need at the time to suit a stage you & your team are at

Managing flow for delivery

Making the hidden visible Whether it's the work, the agreements, reporting to measure improvements, limiting WIP

Module 2 reflection

• What do you take away from module 2?

• Make notes in your workbook.

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Reflection Module 2