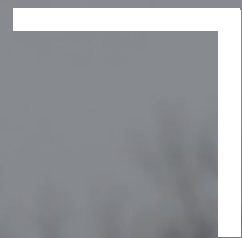


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# MINIMUM VIABLE AGILITY

## TRAINING OUTLINE



# CONTENTS

Introduction

Module 1: Agile - What & Why?

Module 2: Small Batches - Iterations

Module 3: Small Batches - Stories

Module 4: Limiting Work in Progress

Module 5: Continuous Improvement

Workshop: Design Your Ways of Working

Format & Delivery

Price

Additional Services

Contact

# INTRODUCTION

Minimum Viable Agility is **agnostic of methodology**. Instead it focuses on:

- Developing an understanding of agile working and it's benefits – **what is agile and why is it effective**
- Teaching **holistic agile practices** that increase the value, quality and speed of product delivery

It is **highly interactive** with hands on exercises used to practice new techniques throughout.

There is an emphasis on **increasing engagement** with agile working by sharing **case studies** throughout which bring the benefits to life in an interesting way.

# MODULE 1

# AGILE: WHAT & WHY?

## Overview

This module clarifies the goal of agile working, its benefits and how to achieve it.

It provides the foundation for the remaining modules.



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## LEARNING OUTCOMES

- The goal of agile is to work in short feedback loops
- Short feedback loops increase value and improve quality
- Define outcomes and success measures in order to validate and learn from feedback loops
- Deliver in short feedback loops by reducing batch size and limiting work in progress



## ACTIVITIES

### What is agile?

Capture definitions and ideas on post-its and sort into themes

### Validating the Destination

A simple analogy for defining outcomes and success measures before defining output

## MODULE 2

# AGILE THINKING

### Overview

This module focuses on agile mindset. It encourages people to remain open minded to the ideas they will encounter in the following modules.

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## LEARNING OUTCOMES

- Agile is full of “dumb ideas” because it’s highly counter-intuitive
- Adopting agile requires an open mind and willingness to change
- Product and software delivery are team sports, not isolated pursuits
- Agile working optimises for value over volume, team outcomes over individual productivity and team success over individual success



## ACTIVITIES

### Epic Fails

Participants are asked to share a time when they really screwed up  
*This is not a learning activity, but it helps increase humility and create open-mindedness in preparation for subsequent modules*

### Exploring Mindset

Evaluate a range of statements to decide whether or not they represent an agile mindset



## MODULE 3

# SMALL BATCHES: ITERATIONS

### Overview

In this module the focus shifts to **how** to work in an agile way, starting with how to break large scale work into iterations.

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## LEARNING OUTCOMES

- Why smaller is faster
- How to deliver working software sooner by slicing work vertically
- How to slice features into vertical iterations with Story Mapping
- The qualities of a vertical iteration
- Scoping, managing and tracking iterations



## ACTIVITIES

### The Coin Game

A fun game that involves flipping coins to understand the impact of reducing batch size

### Story Mapping Introduction

An introduction to the concept of Story Mapping by applying it to your morning routine

### Story Mapping Practice

Practice Story Mapping by creating a story map for a hotel booking site

A background pattern of numerous baseballs arranged in a grid, viewed from various angles, creating a sense of depth and texture. The baseballs are light-colored with dark stitching, set against a dark background.

## MODULE 4

# SMALL BATCHES: STORIES

### Overview

This module continues with the theme of breaking work down, and focuses on breaking iterations down into very small stories.

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## LEARNING OUTCOMES

- How to slice iterations into vertical stories
- Defining requirements with user stories
- Defining test cases using the Gherkin syntax
- The qualities of a vertical story
- Scoping and refining stories
- Using definitions of ready and done
- Estimation techniques for different contexts
- How to plan sprints accurately



## ACTIVITIES

### Hotels.com

A hands on coding exercise split into 3 parts:

- Break a simple iteration into 3 vertical stories with test cases
- Break the 3 stories down into at least 8 very small vertical stories with test cases
- Deliver the stories test first in three 10 minute sprints

A grayscale photograph of two athletes in motion, running and holding hands. The image is overlaid with a dark gray semi-transparent layer. In the top right corner, there is a white L-shaped graphic element.

## MODULE 5

# LIMITING WORK IN PROGRESS

### Overview

This module continues with the focus on **how** to work in an agile way, this time through limiting work in progress.

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## LEARNING OUTCOMES

- Why delays increase feedback loops
- How WIP limits reduce delays and shorten feedback loops
- How to use pairing, mobbing and swarming to reduce WIP
- How to use standups to limit WIP and focus on finishing



## ACTIVITIES

### The Multi-Tasking Name Game

A simple simulation which demonstrates the the impact of high WIP

### Pairing Patterns

Explore different pairing approaches by mapping different scenarios and patterns

### Let's Make Stand-Ups Great Again

Review a stand-up plan and improve it to get more work finished



# MODULE 6

# CONTINUOUS IMPROVEMENT

## Overview

This module focuses on why and how to continuously evolve and improve ways of working.

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## LEARNING OUTCOMES

- Retrospectives are a feedback loop to improve ways of working and avoid making the same mistake twice
- How to use data as a tool to learn and improve
- How to root cause problems with 5 Whys
- How to use agile guardrails to continuously improve ways of working
- The importance of accountability for team ways of working - with freedom comes responsibility



## ACTIVITIES

### Data driven Improvement

Review a set of delivery metrics to identify opportunities to improve



# WORKSHOP

# DESIGN YOUR WAY OF WORKING

## Overview

This workshop is run after the final training module. It is intended to ensure training is translated into positive action and results. Participants will leave with a new way of working ready to put into practice.

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## PART ONE EVOLVE WORKFLOW

Translate learning into action by defining the new end-to-end workflow



## PART TWO AGREE OWNERSHIP

Agree who will be **involved** in each stage of the workflow and who will be **accountable**



## PART THREE CREATE DEFINITIONS

Create a Definition of Ready and a Definition of Done

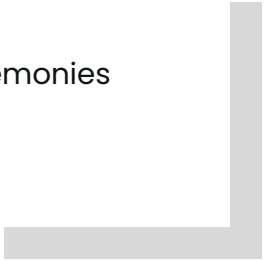


# FORMAT AND DELIVERY

The training consists of 6 modules and a workshop delivered face to face over 3 days.

At the end of the training participants will receive:

- PDF copies of the training decks
- A summary of key learnings, resources and further reading
- A set of guides to running agile ceremonies effectively





# WHAT IT COSTS

£750 per person

Maximum 16 people per session

*Training can be customised to meet the needs of your organisation*

*Discounts are available for large groups and multiple teams*

## ADDITIONAL SERVICES



### COACHING & TROUBLESHOOTING

Provide additional follow-up support to your teams as they adopt their new ways of working

2 hours per team per month for a 3 month period is usually sufficient

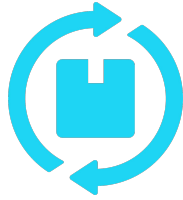


### DELIVERY METRICS

Surface objective delivery data to empower your teams and leadership to identify and debug process problems

A sample is available on request

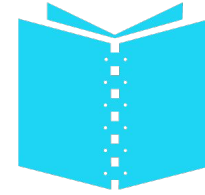
## ADDITIONAL SERVICES



### AGILE ONBOARDING WORKSHOP

Get new people up to speed with your ways of working with an agile onboarding workshop

This includes the workshop design and training for your team to run it



### AGILE KNOWLEDGE BASE

Provide on-demand support for your teams with a comprehensive agile library located in Confluence or your equivalent

A sample is available on request



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