

BETTER *FASTER* HAPPIER

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An overhead, black and white photograph of five athletes on a rowing machine. They are positioned in a line, each on their own machine. The machines are connected by a central rail. The athletes are in various stages of a rowing stroke, with their arms extended forward and back. The background is dark, and the lighting highlights the athletes and the structure of the machines. The brand name 'CROSSER' is visible on the vertical supports of the machines.

# END TO END AGILITY TRAINING OUTLINE

# PART 1

# AGILE: WHAT & WHY?

## Overview

This introductory module seeks to explain the reason for the rise in agile working practices. It also clarifies the goal of agile working and its benefits.



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## LEARNING OUTCOMES

- The rise of agile working is due both to changes in the workplace over the past 100 years and the disruptive effect of technology
- The goal of agile is to work in short feedback loops
- Short feedback loops increase value and reduce wasted investment



## ACTIVITIES

### What is agile?

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

## PART 2

# INTRODUCING **DISCOVERY**

### Overview

This module introduces the concept of “discovery” – the process by which agile teams decide what to build

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## LEARNING OUTCOMES

- Establish the purpose of discovery to maximise return on investment and reduce waste
- Using discovery to validate value, viability, usability and feasibility
- Using qualitative and quantitative data to identify user problems and opportunities
- Formulating hypotheses to test potential solutions



## ACTIVITIES

### Data Mining

Using a simple dataset for a fictitious online retailer, identify an insight to optimise average order value

### Conducting Interviews

Working in pairs, practice interview skills by sourcing entertainment recommendations

### Design an Experiment

Write a hypothesis and design an experiment to test it



## PART 3

# DELIVERING IN SHORT CYCLES

### Overview

This module covers the agile delivery process and the practices which allow for rapid, iterative delivery

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## LEARNING OUTCOMES

- Why smaller is faster
- How to break features into small iterations to realise learning and value sooner
- Why and how to increase focus and increase speed by limiting work in progress



## 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

### The Multi-Tasking Name Game

A simple simulation which demonstrates the the impact of too much work in progress

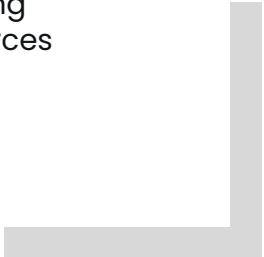


# FORMAT AND DELIVERY

The training consists of 3 modules delivered face to face over 1 day.  
The content can be tailored to your teams and business.

At the end of the training participants will receive:

- PDF copies of the training decks
- A summary of key learnings including follow-up reading and useful resources







# WHAT IT COSTS

£275 per person

Maximum 16 people per session

*The training and workshops can be customised  
to meet the needs of your organisation*



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