



Agile Simulation With Lego

An Immersive, Fun and Practical Learning Experience

3.5 Hours, 4 Sprints, 1 Super Villain And Lots of Lego

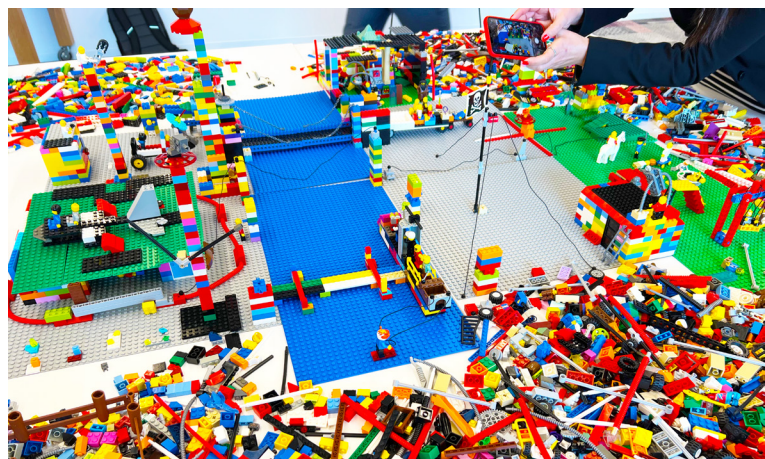
A fun activity for all abilities and a great way to complete your first Agile project and build confidence in your teams.

The activity involves:

- A highly engaging team building activity
- The practical application of Scrum
- A fixed cost project of 4 Sprints
- Suitable for up to 25 attendees
- A structured debrief to reflect on the experience

Benefits for attendees:

- Complete your first Agile project
- Learn by doing and experience Agile in action
- Use the activity as a reference example for how to handle real projects
- Build confidence in Agile to hit the ground running



Benefits for organisations:

- Observe how your teams respond in an Agile context
- Apply and experience Agile with no risk
- Experience how multiple Agile teams work together towards a common project
- Understand how self-managing teams work and how to support them

Requirements:

- A room large enough to accommodate the attendees to move around freely
- Some wall space for posters and a backlog of work
- A large central table on which to build our Lego creations

Agile Coach, Researcher & Facilitator - Dave Bales



Passionate about organisational culture, Dave is one of Australia's leading Agile coaches and is researching Agile at UTS.

He has led multiple Agile evolutions in large enterprises, secretive innovation programs and startups across the AU/NZ region working with over 50 teams over the past 15 years.

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