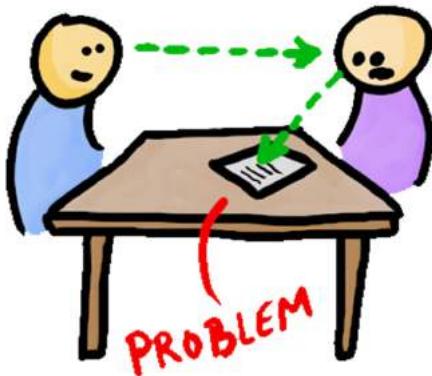


#163

Coaching



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#164

Open Space Unconference



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#165

WSJF



Weighted Shortest Job First

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#166

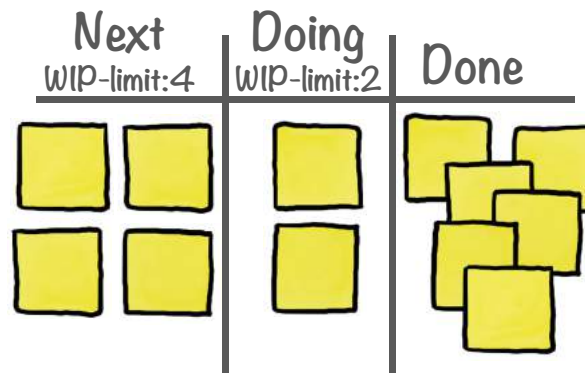
Hack Week/Day



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#167

Limit WIP (Work In Process)



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#168

Scrum Master



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#157

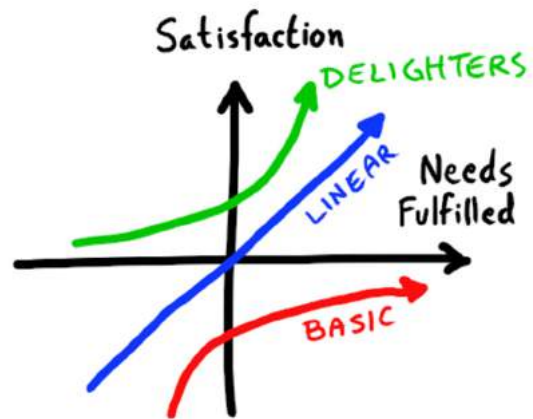
Management 3.0's Delegation Poker

	TELL	SELL	CONSULT	AGREE	ADVISE	INQUIRE	DELEGATE
SELECT FEATURES							
CREATE SCHEDULE							
SELECT TEAM							
MANAGE VENDORS							
DOCUMENT STANDARDS							

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#158

Kano Model



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#159

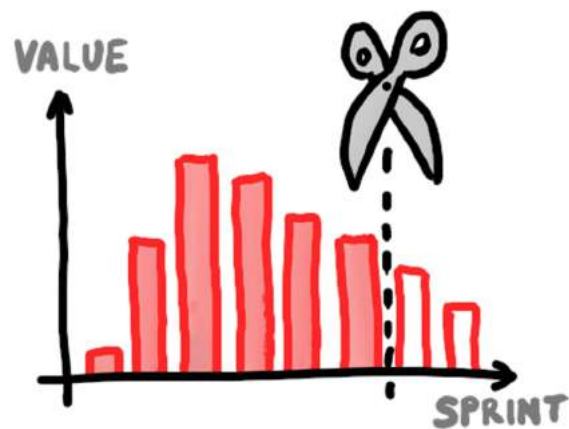
Tools



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#160

Trim the tail



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#161

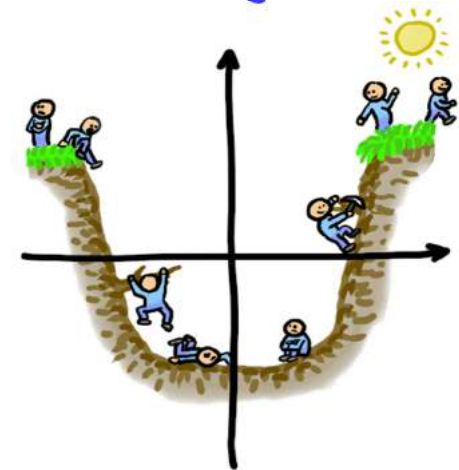
Definition of Ready



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The Change Curve



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#151

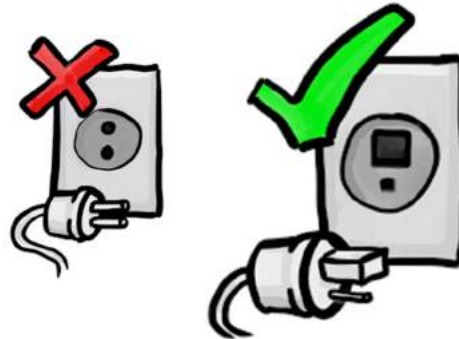
Consent Decision Making



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#152

Poka Yoke

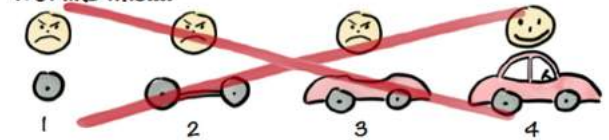


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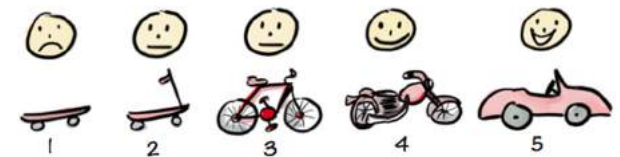
#153

Henrik Kniberg's MVP

Not like this....



Like this!



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#154

INVEST

Independant
Negotiable
Valuable
Estimable
Small
Testable

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#155

Lean Coffee



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#156

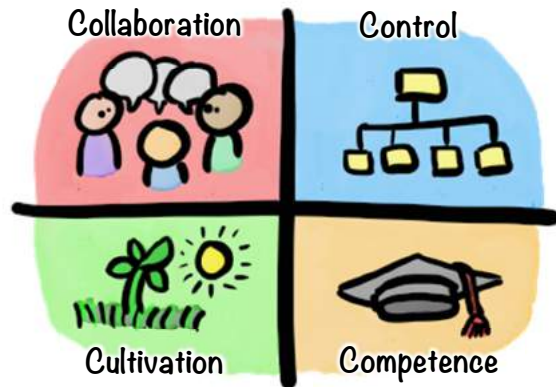
Time boxed technical Spike



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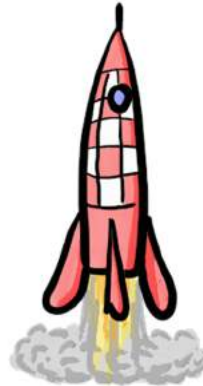
Schneider Culture Model



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#146

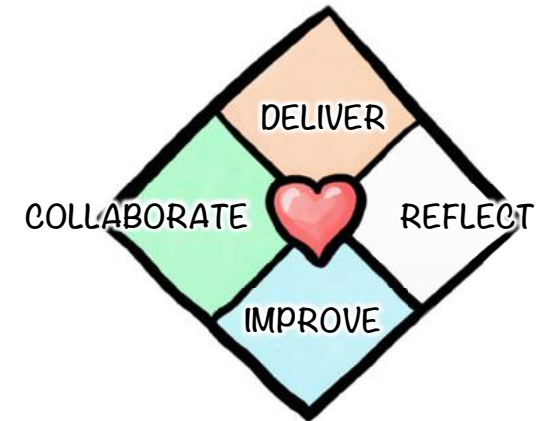
Team Kick-off / Lift-off



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#147

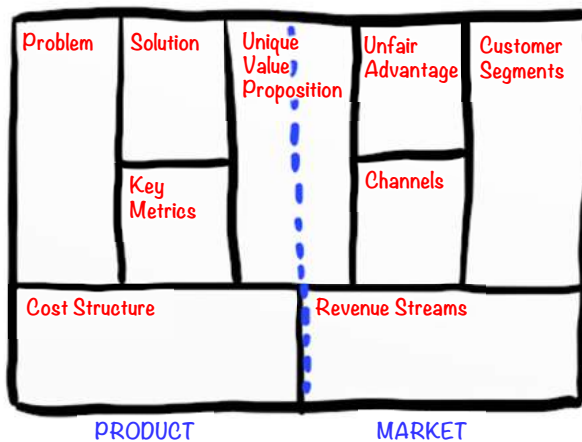
Alistair Cockburn's Heart of Agile



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#148

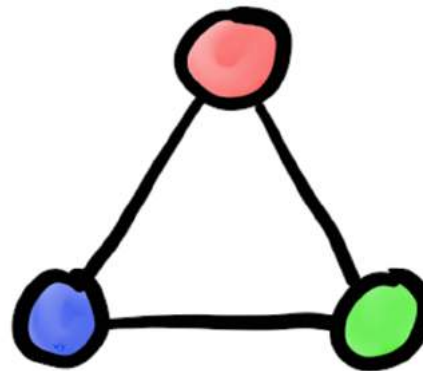
Lean Canvas



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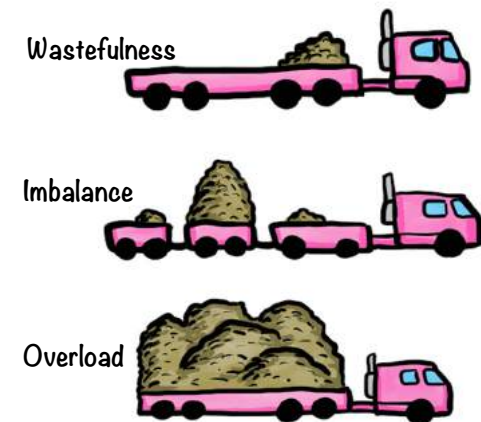
The Project Management Triangle



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#150

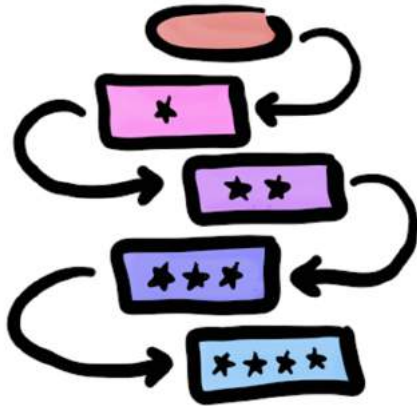
Muda, Mura & Muri



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#139

Agile Fluency™



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#140

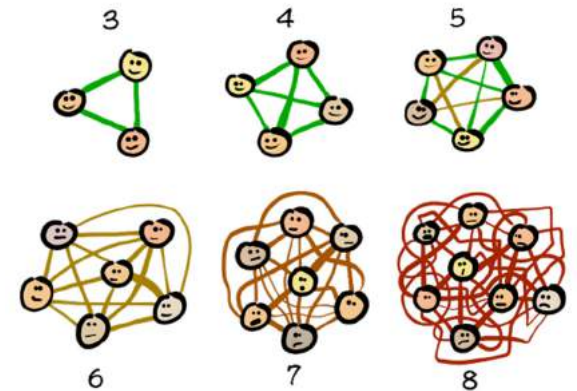
Team area



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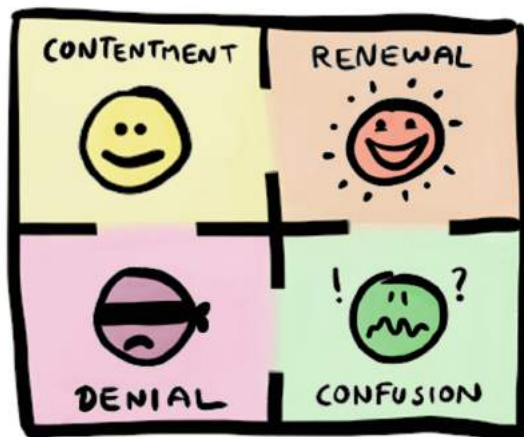
Team size & relationships



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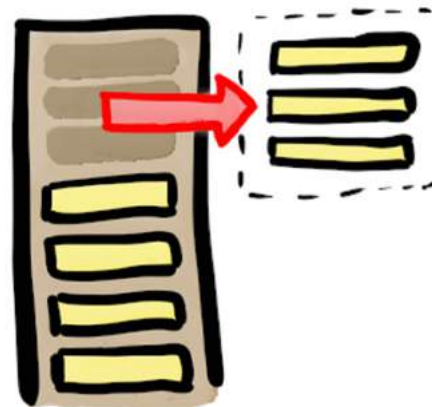
Four Rooms of Change



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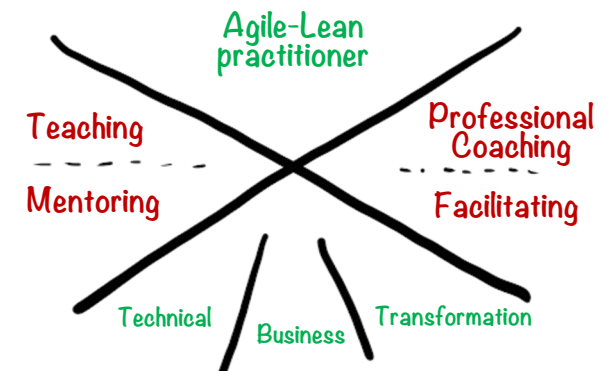
Sprint Backlog



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Agile Coaching Competency Framework



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Extreme Programming



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5 Whys



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Security



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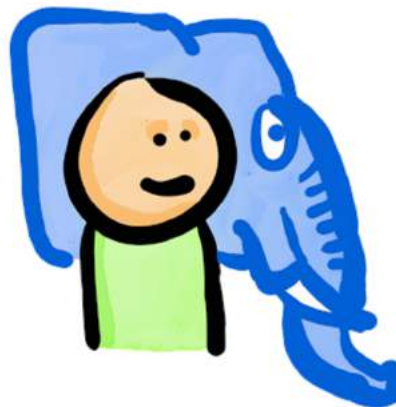
YAGNI



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The Rider and The Elephant



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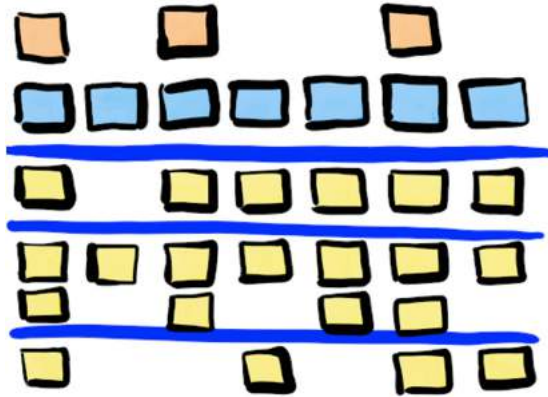
Gemba Walk



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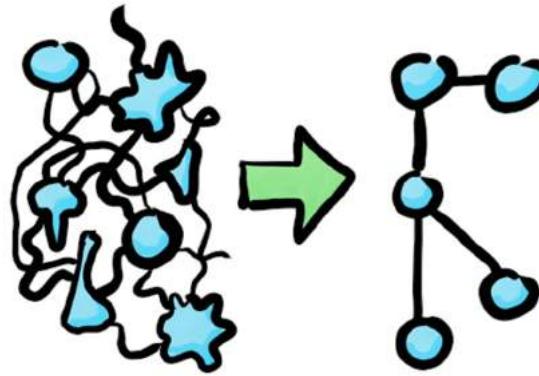
User Story Mapping



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Refactoring



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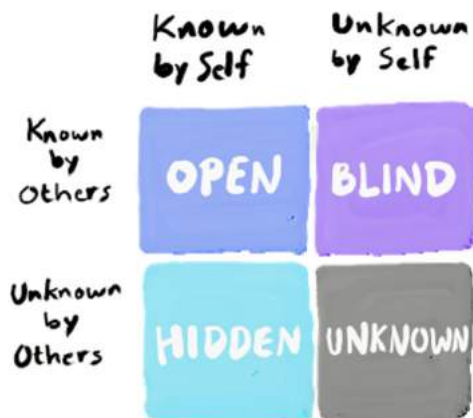
Waste: False Demand



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Juhari Window



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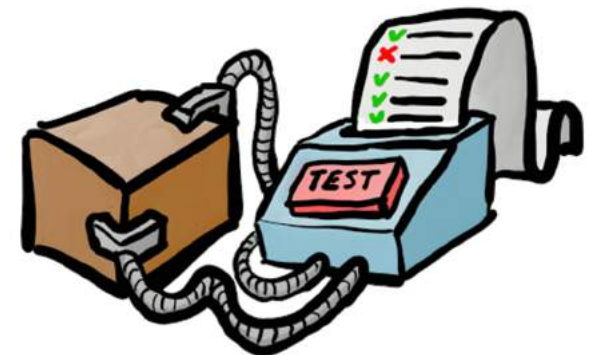
The Mikado Method



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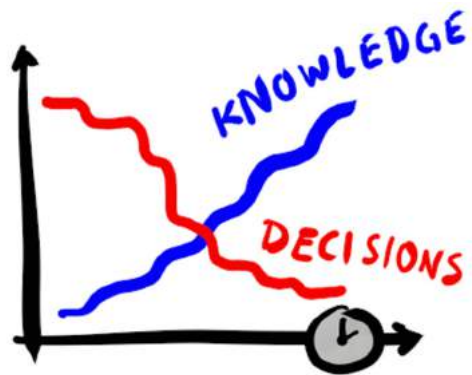
Automated Test Checking



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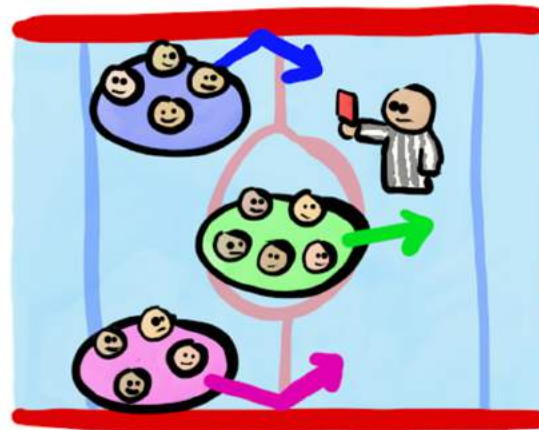
Defer Decisions



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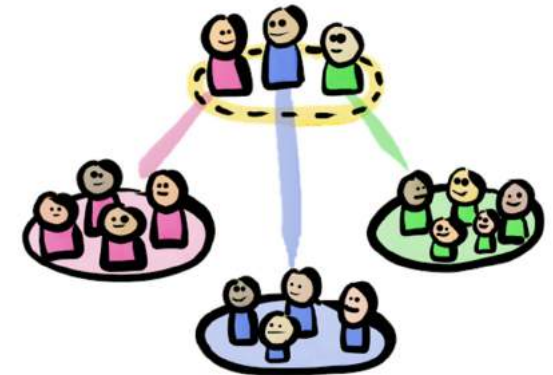
Boundaries



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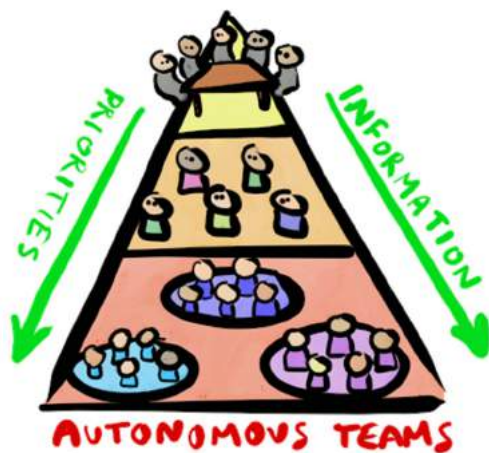
Cross team sync (Scrum of Scrums)



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Information



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#125

Technical Debt



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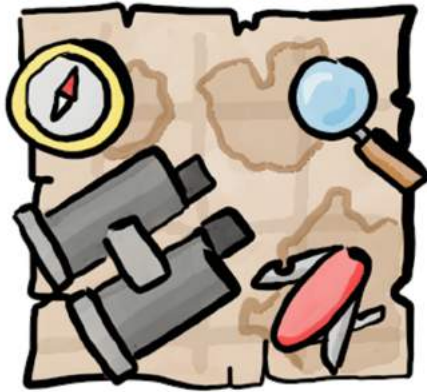
Servant Leadership



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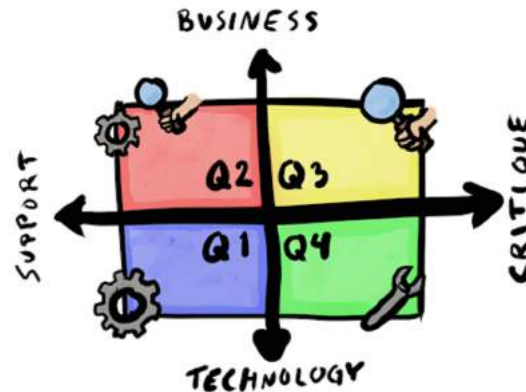
Exploratory Testing



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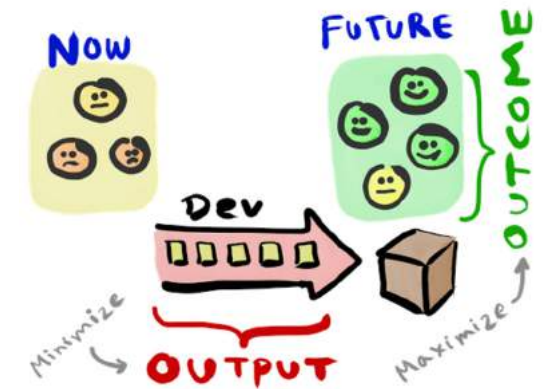
Agile Testing Quadrants



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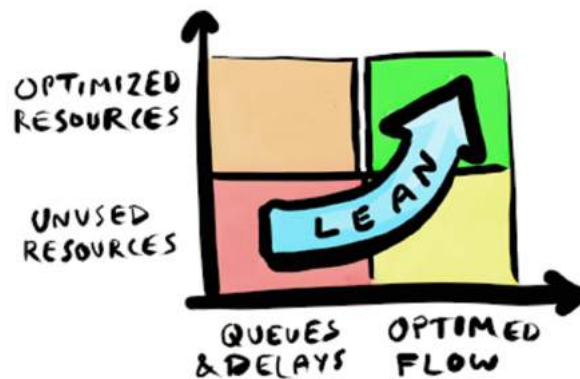
Outcome vs Output



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Lean



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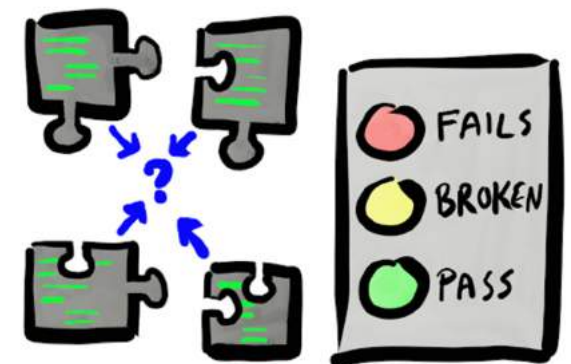
Waste: Relearning



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Continuous Integration



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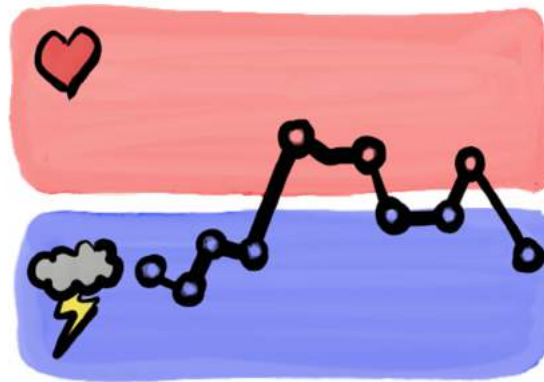
Cadence



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User Journey



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Demo



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Excellence



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Volatile Documentation



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Risks



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DevOps



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Clean Code



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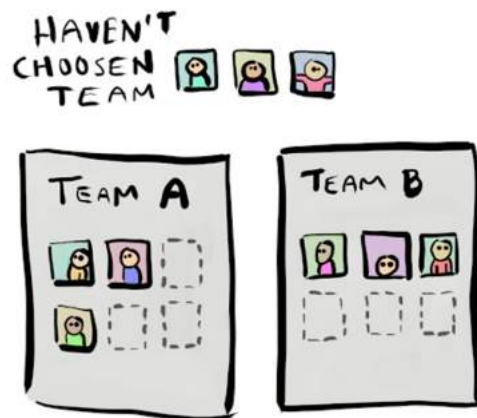
Personas



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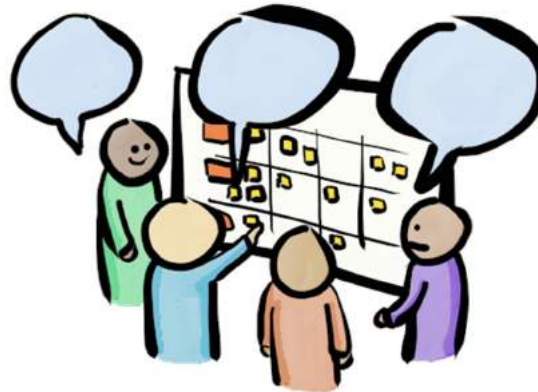
Self-selection



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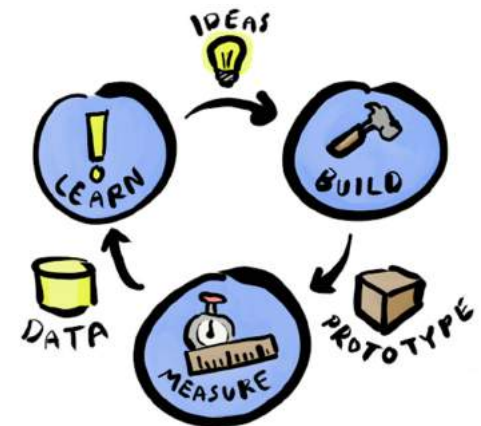
Daily Standup



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Lean Startup



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Iterative



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Incremental



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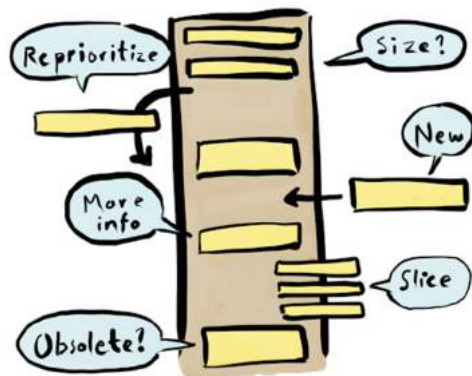
Iterative Incremental



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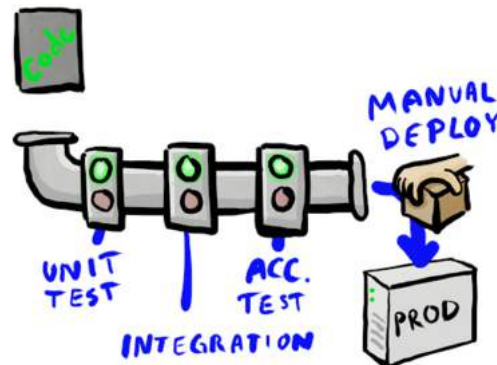
Backlog Grooming



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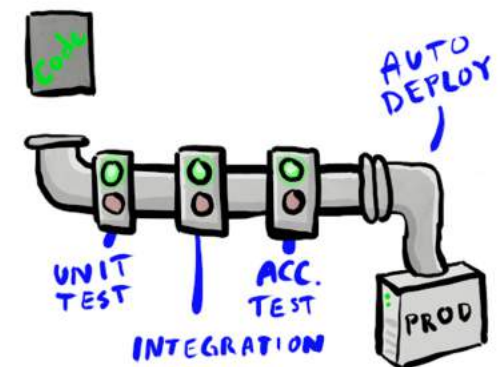
Continuous Delivery



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Continuous Deployment



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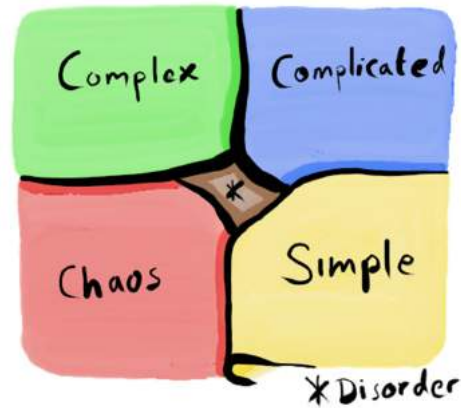
Bottleneck



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Cynefin Framework



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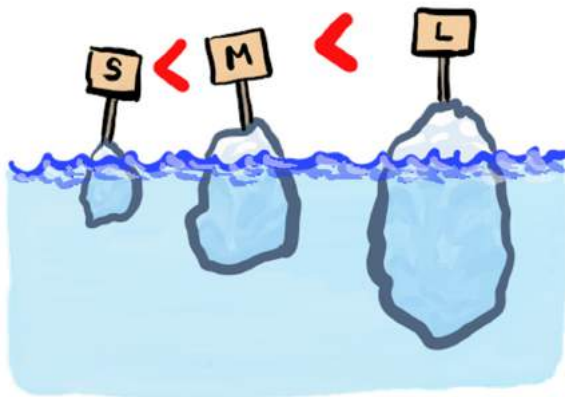
Christopher Avery's Responsibility Process



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Relative Estimation



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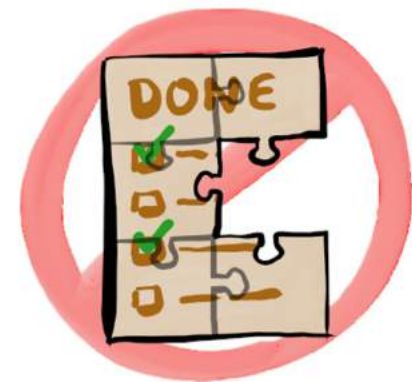
Poker Planning



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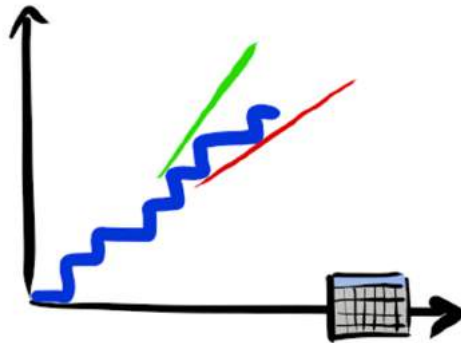
Waste: Partially done work



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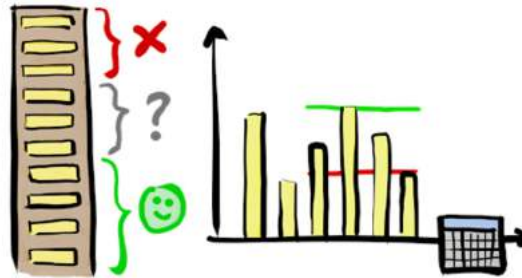
Release Burnup



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Forecasts & Velocity



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Retrospective



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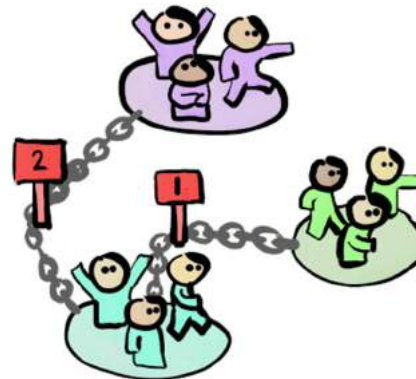
Five Dysfunctions of a Team



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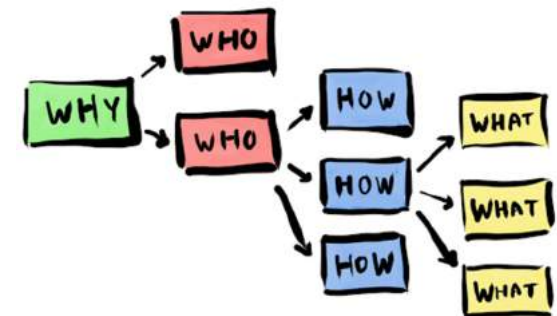
Dependencies



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Impact Mapping



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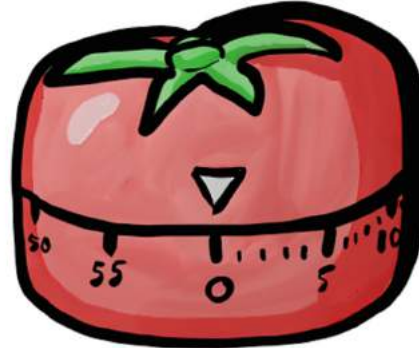
Waste: Fear



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Pomodoro



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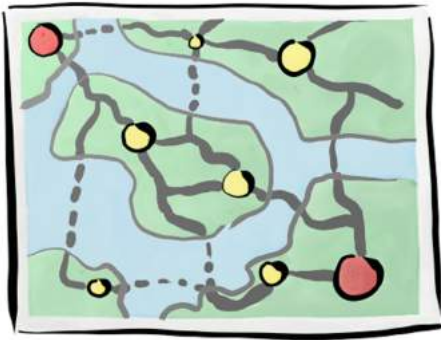
Close Active Leadership



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Roadmap



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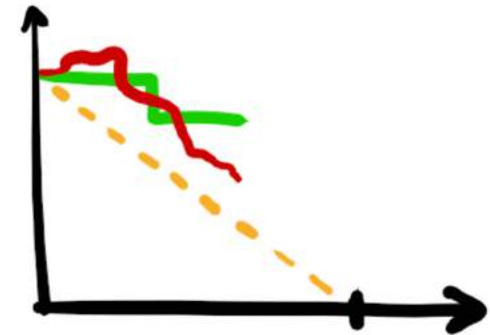
Transparency



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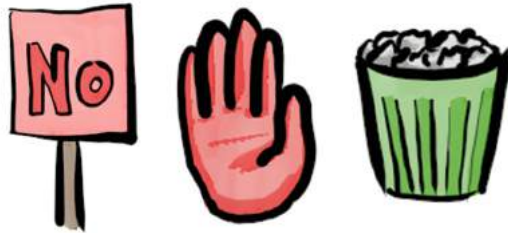
Sprint Burndown



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No.



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Kaizen



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Evolution with
POPCORN



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Kaikaku



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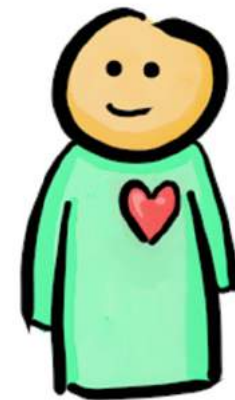
Waste: Hand-offs



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Motivation



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Feedback



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Pair Programming



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Autonomy



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Mob Programming



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Collective Code Ownership



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Visualization

Stories	Planned Tasks	Doing	Code Review	Testing	Completed	

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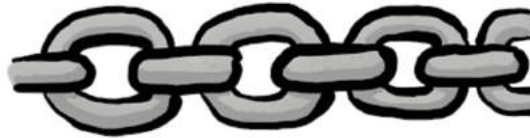
Estimation



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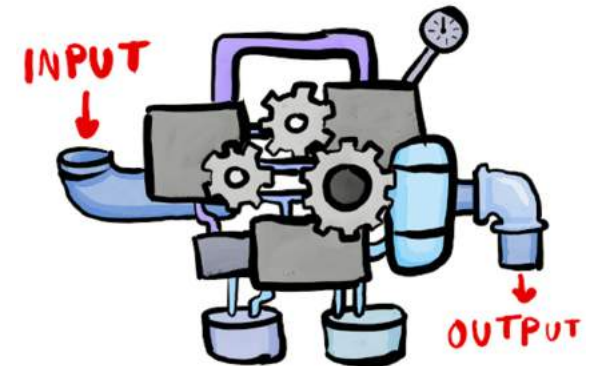
Shared Responsibility



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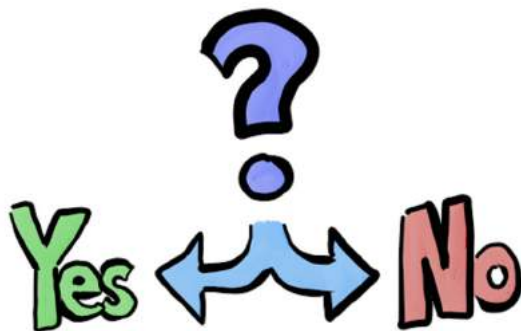
End-to-end integration testing



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Decision Making



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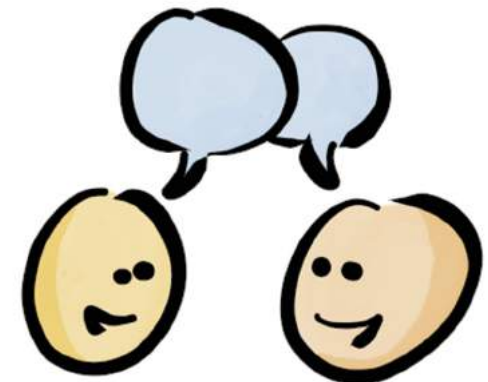
Consensus



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Face-to-face communication



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Process



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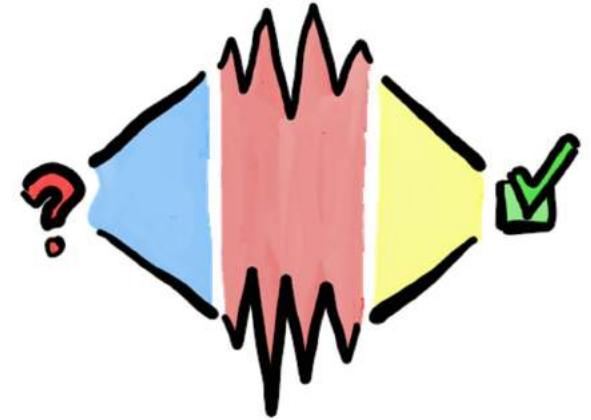
Waste: Defects



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Groan Zone



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Cost of Delay



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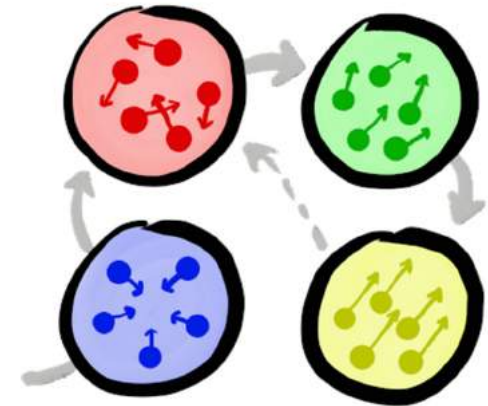
Culture



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Team Development



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Campfire Stories



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Waste: Wishful Thinking



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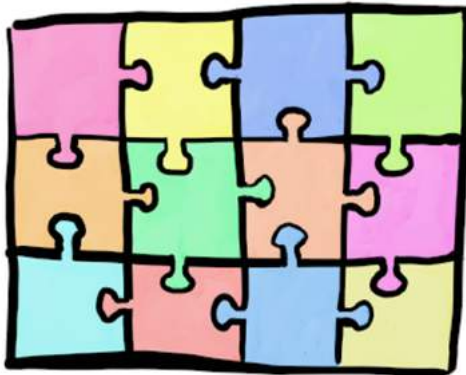
Trust



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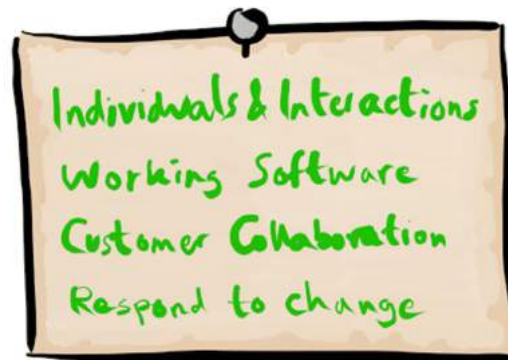
Agile Principles



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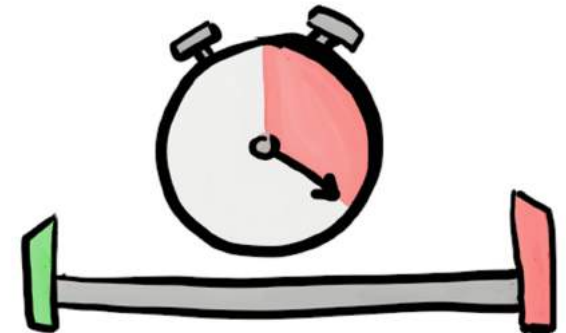
Agile Manifesto



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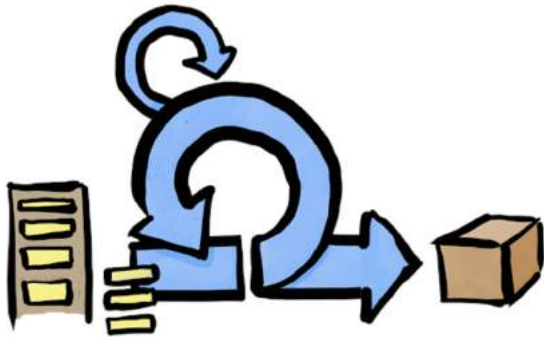
Timebox



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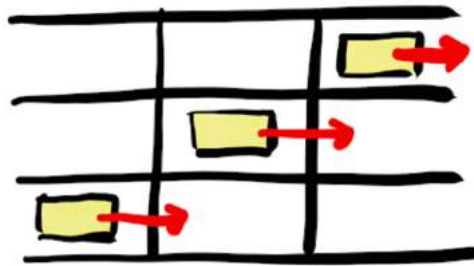
Scrum



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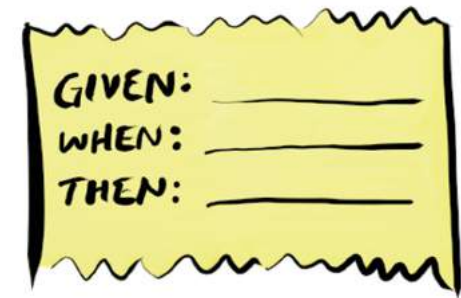
Kanban



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Behavior-driven development



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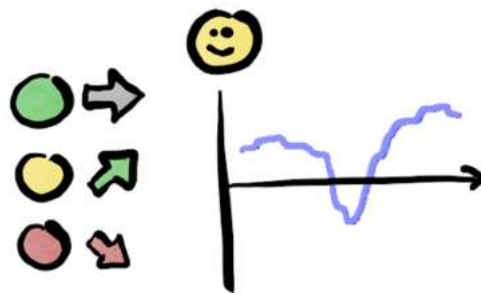
Innovation



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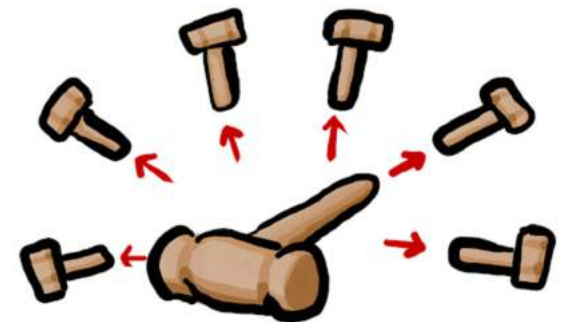
KPI:s



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Distributed Governance



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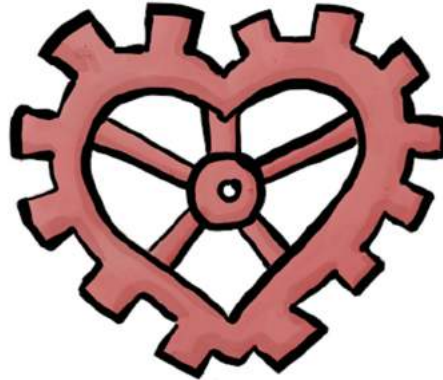
Broken Window Theory



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Values



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Stop the Line



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Code Review



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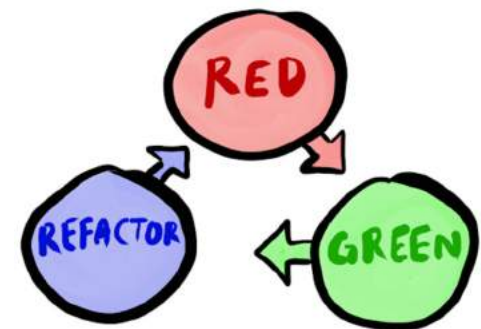
Slicing



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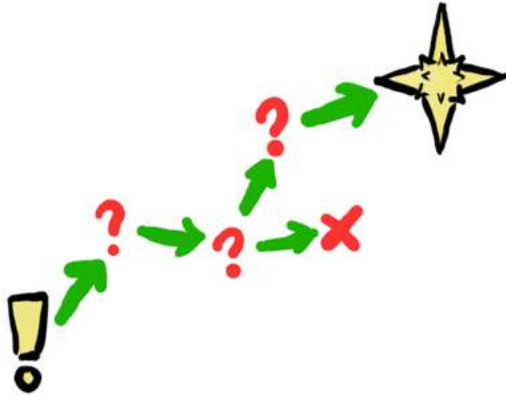
Test Driven Development



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Adaptive Planning



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Education



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Synergy



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One piece flow



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Roles



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Shu Ha Ri

守破離

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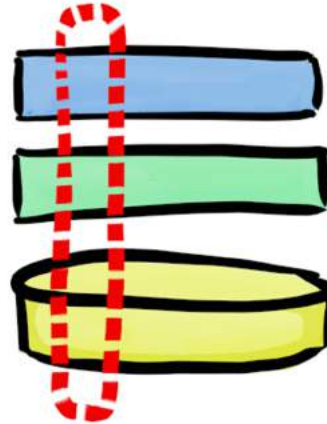
1:1s



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Vertical Slice



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Unifying Goals



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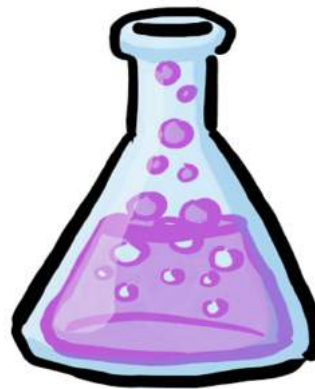
Next Target



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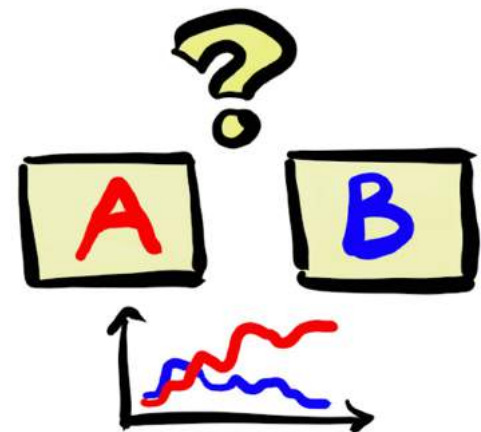
Experiment



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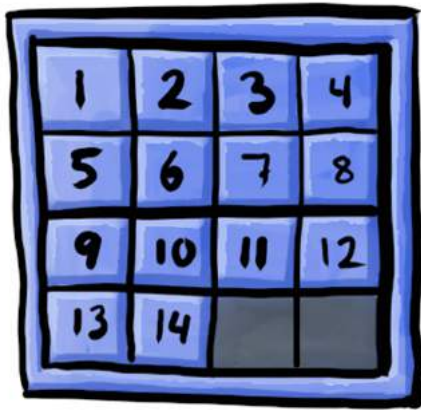
A/B Test



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Slack



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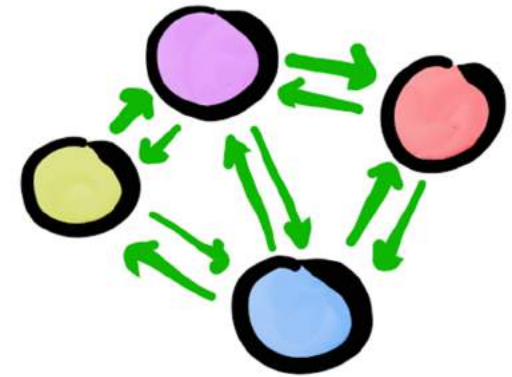
Passion



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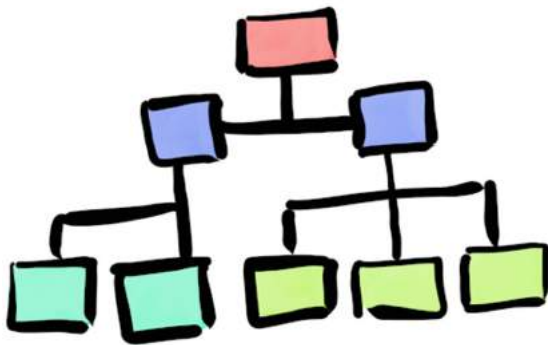
Network of Teams



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Hierarchy



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Waste:
Delays and Motions



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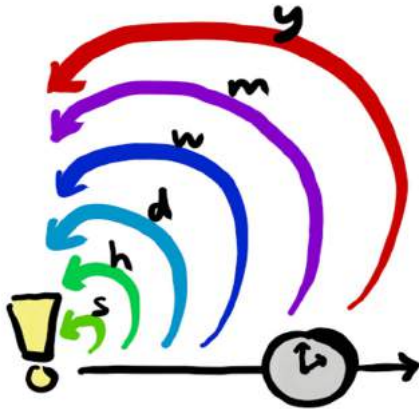
Waste: Extra Features



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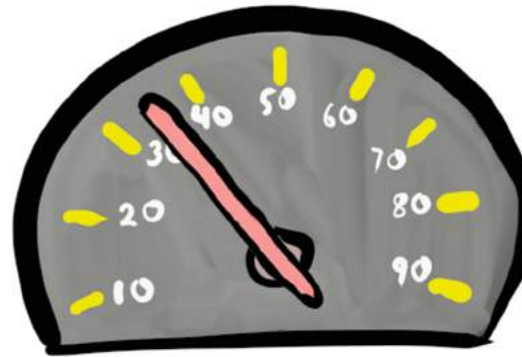
Time to Feedback



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Team Performance



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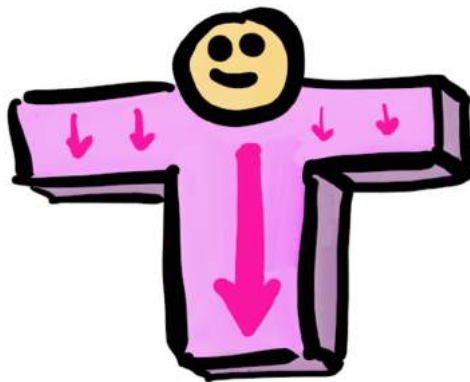
Team



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T-Shaped Competence



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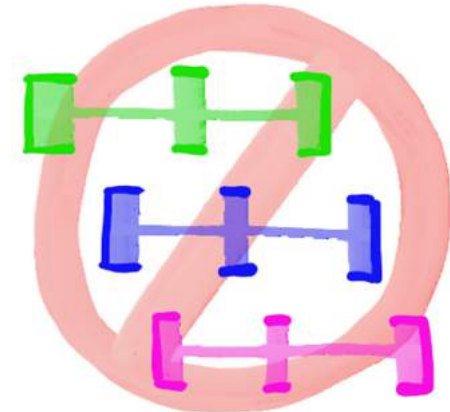
Waste: Task switching



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Waste: Multitasking



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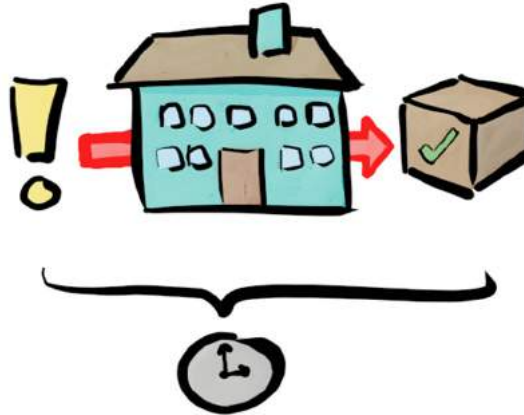
Way of Working



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#8

Lead Time



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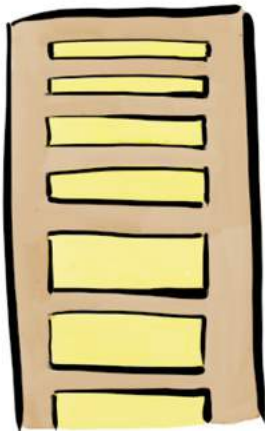
User Story



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#10

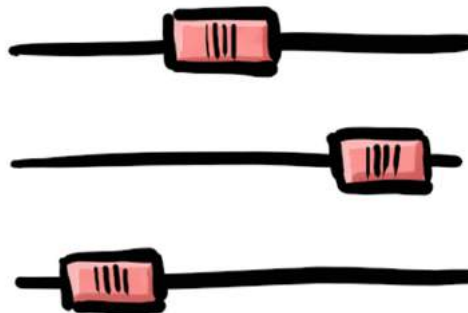
Backlog



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#11

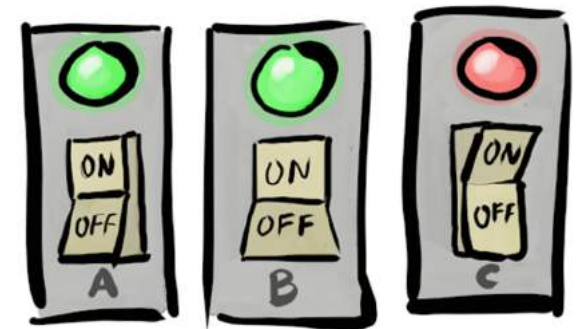
Trade offs



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#12

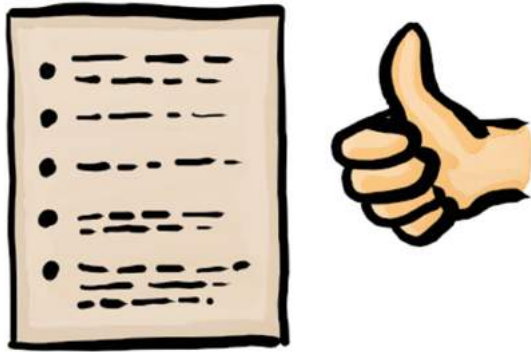
Feature toggles



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#1

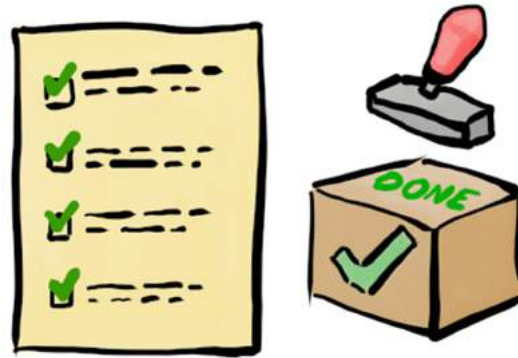
Working Agreement



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#2

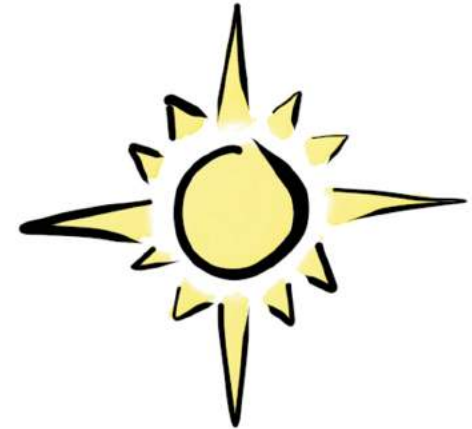
Definition of DONE



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#3

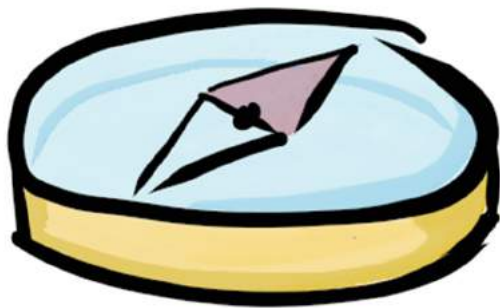
Vision



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#4

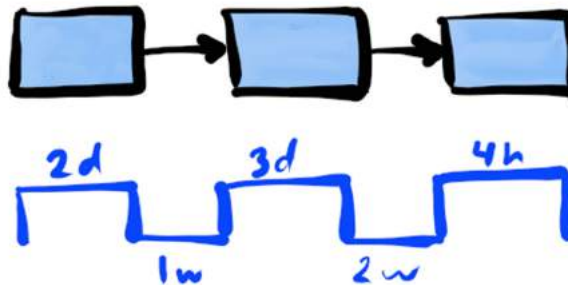
Alignment



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#5

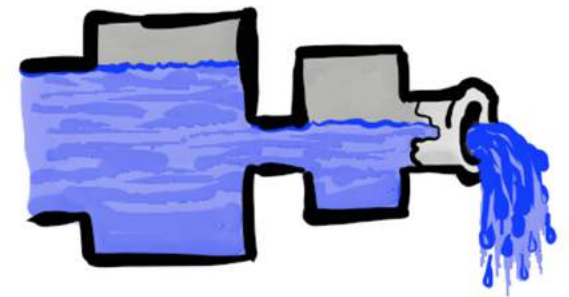
Value Stream Map



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#6

Theory of Constraints



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AGILE
TOPICS



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TOPICS



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TOPICS



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TOPICS



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TOPICS



Lean Coffee

Shuffle. Give each person 3 cards. Every one selects one topic. Dot vote. Run Lean Coffee with those topics.

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Blog inspiration

Shuffle. Draw three cards. Write a blog about the topic that inspires you. Remove that card from the deck.

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1:1 Conversation

Shuffle. Draw five cards each. Each person selects two of those (for them selves) as topics to the next one-on-one.

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Retrospective

Shuffle. Give each person 5 cards. They choose one and brings that card to the retro. At the retro, the team votes on which topic to start with.

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Personal Development

Shuffle. Draw one card. Google the topic and see how many new things you can learn about the topic within 20 minutes. Remove that card from the deck.

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Organisational Evaluation

Pre-select 30 cards. For each card, grade how knowledgeable you are about the topic, and if you are doing it “right”, “wrong” or not at all. Then discuss what to you wish to improve.

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The theme of the week

Shuffle. Draw one card. (Or take turn selecting a card.) Put it on your team's wall. That card is the "Theme of the week".

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Storytelling

Draw four cards. Construct a story out of those four cards. Either something that has happened, or something you wish to happen.

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Lunch and Learn

Draw five cards. Someone volunteers do a short lunch seminar on one of the topics for the following week. Repeat.

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Draw a card.

What is challenging with ____?

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Draw a card.

What if ____ is part of the solution?

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Draw a card.

How do we know that we are good at ____?

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Draw a card.

Regarding ____, how would you like it to be?

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Draw a card.

What is the most important thing about ____?

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Draw a card.

What is your personal experience with ____?

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TOPICS



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TOPICS



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