#### Games Overview

- Don't spend too long on any one game. Each game has a recommended timebox.
- Always start a game with all of the cards face-up (the side with a circle in the bottom right)
- Make sure to shuffle the cards before laying them out

**Coaching** – using professional coaching skills – Emotional Intelligence, listening, presence, asking questions, and feedback – as part of a coaching conversation based on the coachee's free choice to identify and explore issues and then choose a path forward and commit to it. In this mode, the coach does not use any subject matter expertise, even if they are a subject matter expert in any topics that arise.

**Mentoring** – providing information, feedback, advice, options, examples, and illustrative experience as part of a mentoring conversation based on the mentee's free choice. Similar to coaching, with the key difference being that the mentee has explicitly asked for mentoring and the mentor is a credible expert in the skill or role. Mentoring applies when a person has already received teaching in a skill or role.

**Teaching** – providing learners with new knowledge and skills and providing an environment for the learner to confirm that they have acquired the new knowledge or skill.

**Facilitation** – using specific tools and skills to help an individual or group efficiently discover, explore, and choose options for producing a specific outcome or set of outcomes, without directly contributing or allowing one's own preferences or biases influence the outcomes

Game available at https://nexxle.com/agile/downloads

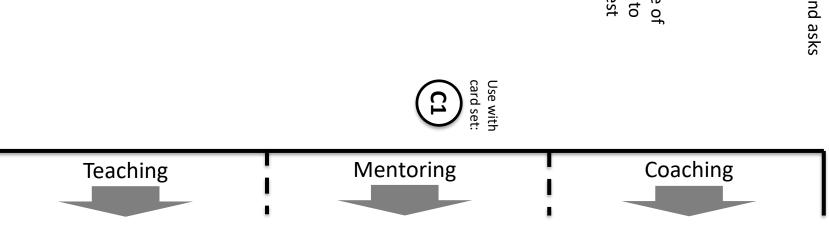
# Coaching Game – 5 minutes

Role: you are an Agile Coach

for ideas on how to increase team velocity. How do you Scenario: A manager that is new to Scrum comes to you and asks respond?

See the reference materials for definitions of coaching, mentoring, teaching, and facilitating

check your answers. Also, decide which response is the best this game board. When you are done, turn over the cards to How to: Separate the cards into the categories on the side of response. You have 5 minutes



Facilitation

Other

#### Closed

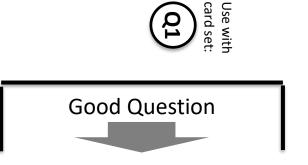
## Open-ended, Neutral Questions 5 minutes

neutral questions As a coach, whenever possible, lean towards open-ended,

Neutral: non-leading questions that could be asked regardless of 5, red, Susan. have many answers, not just a single specific answer like yes, no, Open ended: an open-ended question is a question that could

check your answers. You have 5 minutes. How to: Separate the cards into the categories on the side of game board. When you are done, turn over the cards to

circumstances and don't suggest a specific solution.





#### Giving Advice SB മ Mentor 5 minutes

Role: you are an Agile Coach

a hard time creating stories of 1-2 days of effort. They ask you manual testing at the end of the sprint. They say they are having Scenario: a new team says they don't have enough time for tor your advice.

### **Guidelines:**

- Always leave the decision to the coachee(s)
- The best advice aids the coachee(s) own decision making
- Best: a small bit of relevant information
- 2<sup>nd</sup> best: a relevant **resource** or decision making tool
- Avoid advocating for or against a specific course of action 3<sup>rd</sup> best: **examples** from your experience
- this game board. When you are done, turn over the cards to **How to**: Separate the cards into the categories on the side of

check your answers. Also, decide which response is the best

You have 5 minutes

card set:

Use with

**Provided Info** 

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