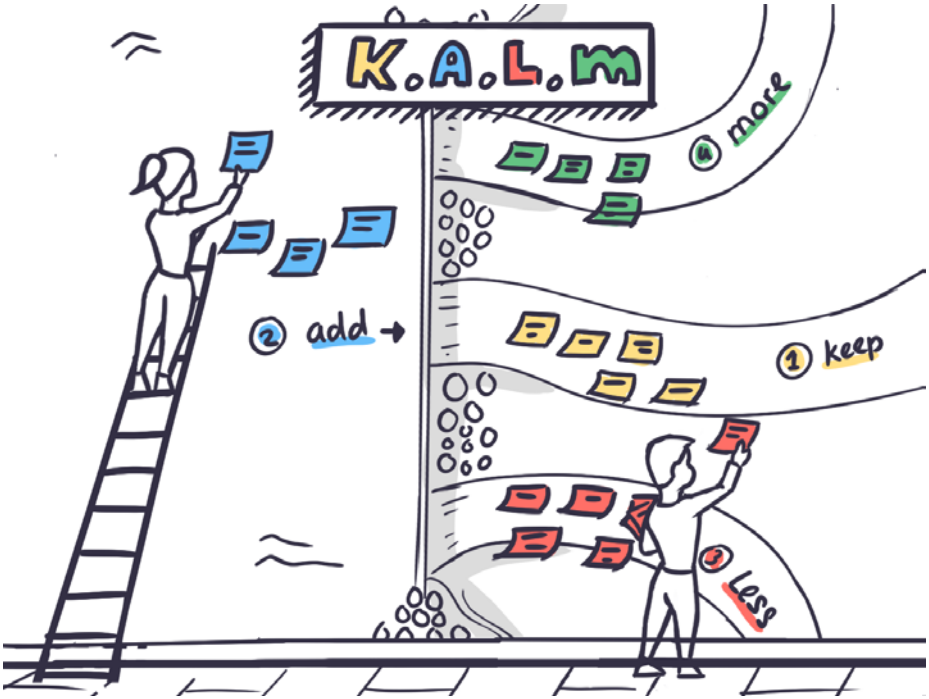
STORYTELLING

Rory's Story Cubes are dice with pictures instead of numbers.

Eacht team member rolls the 9 dices and divides the outcome into three groups (beginning, middle, end). Based on this, they tell a story about the sprint. Then the next person goes.

Storytelling is powerful because it structures the content, makes it more memorable, and allows serious topics to be discussed in a playful way.

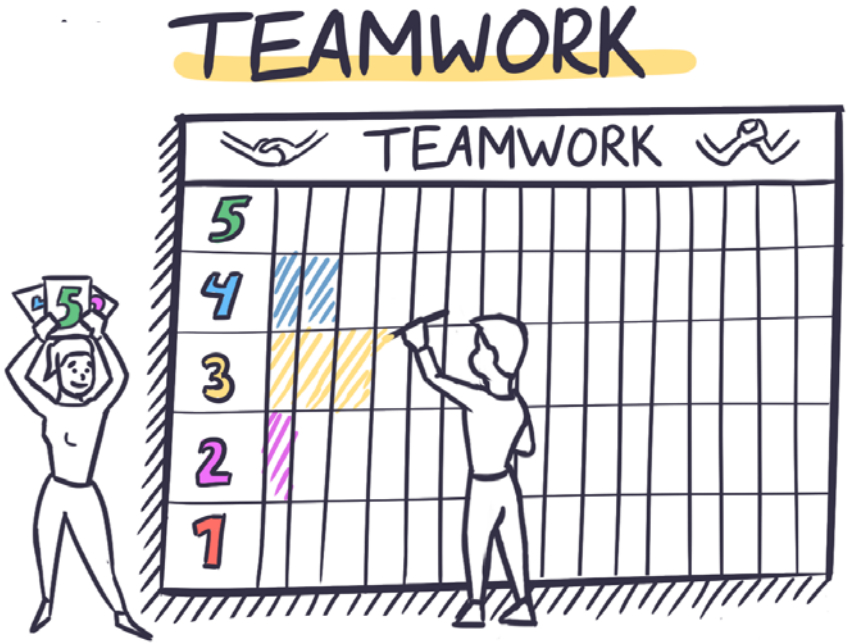


KALM

K.A.L.M. stands for:

- **Keep** – Something the team does well and should continue
- **Add** – A new idea for improvement
- **Less** – Something we currently do but that doesn't contribute
- **More** – Something we currently do but that could contribute more if increased

On the board, write More, Keep, and Less under each other. Add on the left with an arrow pointing at the list. Team members place their sticky notes under the right category, creating a visual overview to start the discussion.



TEAMWORK

A retrospective focused on teamwork

- Create a flip chart to record scores
- Ask team members to rate the teamwork on a scale from 1 to 5:
  - 5 = We're the best team in the world
  - 4 = I'm happy to be in this team and with how we collaborate
  - 3 = I'm reasonably satisfied; most of the time we work well together
  - 2 = There are moments I'm satisfied
  - 1 = I'm unhappy and dissatisfied with our level of teamwork

  teamwork
- Collect the scores anonymously, review the results together and define one improving action.

4 EMOTICONS

A Retrospective based on emotions

- Draw different emoticons on a flip chart
- Ask team members to write down how they felt or how they experienced the sprint
- Let them place their note with the matching emoticon
- Everyone explains their note

Ask how the team can increase the number of "happy" emoticons next sprint

LEGO

A playful format to shape the next step for the team.

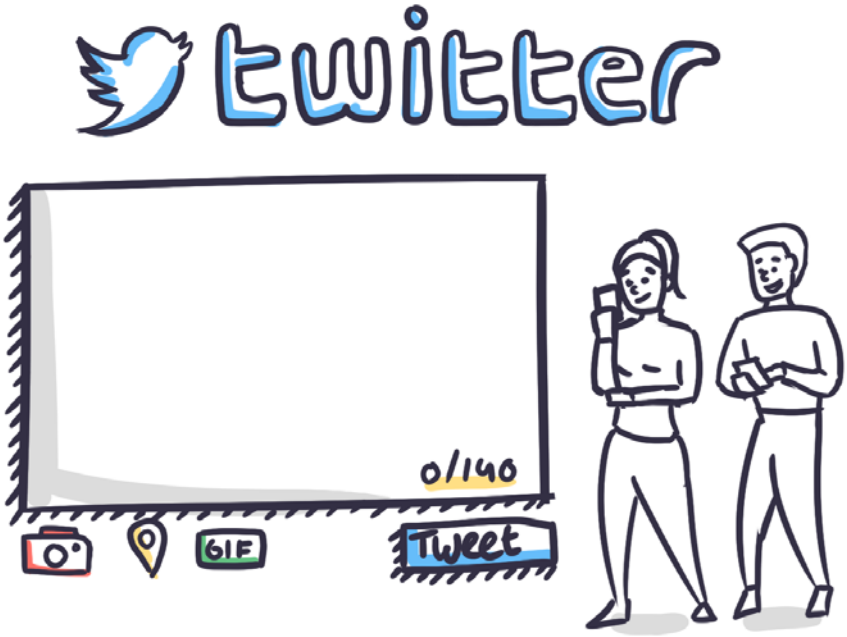
- Ask the participants to build something with LEGO that represents the next step the team should take.
- It triggers solution-focused thinking
- Discuss the creations and let team members explain their builds

LEGO FEEDBACK

Fill your Retrospective with LEGO to collect feedback

- Use three colors:
  - **Green** = you liked something
  - **Yellow / organge** = it was okay
  - **Red** = you didn't like it
  - Tip: adding collors is possible

- Build something that represents your feedback about the sprint in the color of your choice
- Discuss all creations as a team



TWITTER

A convenient format for teams that enjoy writing

- Create your own twitter wall
- Ask team members to write in max 140 characters what they want to say about the past sprint
- You can also choose a specific theme, event, or role
- Discuss the results and decide what the team will do differently next sprint

CHECK IN

A method to get the Retrospective started

- Ask each participant a question they answer one by one, for example:
    - If the sprint were a car, which car would it be?
    - What is your emotional state?
    - Describe in one word what's on your mind
    - What do you need?
- End each answer with "thank you" and continue. Content comes later