

# Welcome to Common Sense Scrum

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**8562 0938**

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## About the speaker

Eric Tucker

Certified Scrum Trainer, Agile Coach



# Pair Up

Discuss your most memorable dysfunctional Scrum moment.

6 minutes



# Word Cloud Time!

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# What is Scrum?

- Lightweight framework for building products and services
- Short development cycles
- Defined roles
- Specific events & artifacts
- Cross functional, self-managing, dedicated teams
- Inspect & adapt

# Potential Benefits of Scrum

Motivated teams

Higher quality delivery

Continuous improvement

Better customer engagement

Quicker feedback loops

# Real-World Pitfalls Where Common Sense Could Help...

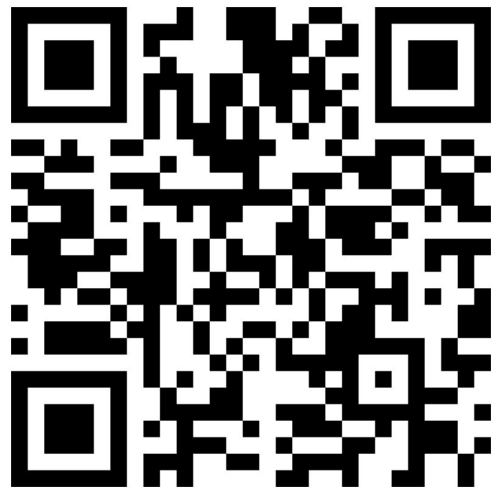
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- Unrealistic Deadlines
- Inter-Team Dependencies
- Multitasking
- Micromanagement



# Poll Question Time!

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# Breakout Discussion

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What are the most  
"common-sense" aspects of  
Scrum?

8 minutes



# Scenario Cards

Choose a scenario from below. In your teams discuss how applying Scrum, in its entirety, could lead to a solution. No cutting corners!

## Sprint Shake-Up

- *Scenario:* Mid-Sprint, a key stakeholder demands a feature that could potentially derail the current Sprint Goal. The Product Owner is considering adding it to the Sprint Backlog.
- *Prompt:* How should the Scrum Team respond to ensure adherence to Scrum values and maintain productivity?

## Daily Drag

- *Scenario:* The Daily Scrum has consistently been running over the 15-minute timebox, with team members reporting it feels more like a status update than a planning meeting.
- *Prompt:* What steps can the Scrum Master take to bring the Daily Scrum back to its intended purpose?

## Retrospective Rut

- *Scenario:* During the last three Retrospectives, the team has identified several action items. However, there's little evidence of implementation or impact post-Retrospective.
- *Prompt:* What approach might the team adopt to translate Retrospective outcomes into real change?

## Backlog Balancing Act

- *Scenario:* The Product Backlog is becoming increasingly cumbersome, with a mix of outdated, new, and partially completed items. Prioritization has become a challenge.
- *Prompt:* How can the Product Owner effectively refine the Product Backlog to maximize value and maintain a clear direction for the team?



# Role Play

- From your discussed solutions, how would you handle the situation using Scrum?

# Reflection

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- Reflect on:
  - what you've practiced
  - benefits you've observed
  - how these practices resonate with common sense

Use shared digital boards or physical charts for noting down reflections.



# Feedback

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- What did you find valuable?
- What did you find surprising?
- What did you find confusing?



# Commitments

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- What is one action you plan to take based on the learning in this session?



# Thank you!



## Stay in touch!

<https://www.linkedin.com/in/ericptucker/>

Sustainedagility.com

etucker@sustainedagility.com



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Online Mini Course:

***Last to First: Reversing Agile Mistakes***

Go to [sustainedagility.com/goodscrum](https://sustainedagility.com/goodscrum) for FREE access

Q & A

The image features three large, white, three-dimensional characters: a capital letter 'Q', an ampersand '&', and a capital letter 'A'. They are arranged horizontally on a light-colored wooden plank floor. The background is a solid, dark teal wall. The lighting is soft, casting subtle shadows on the floor beneath the characters.

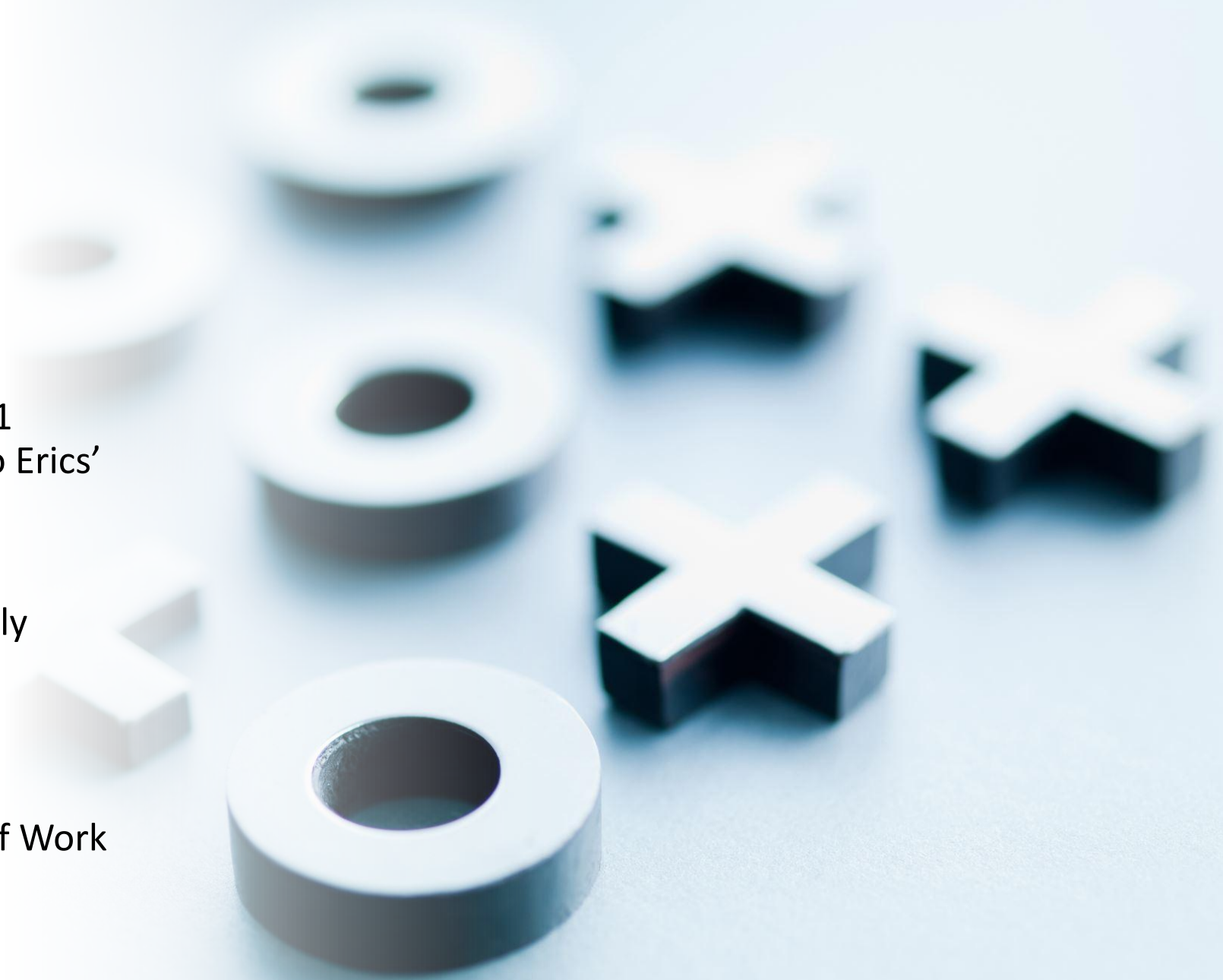




# Common Pitfalls – Multi-taskin g

# Why Is Multi-Tasking Expected?

- **Theory:** If we put Eric on 1 teams, we are getting two Eric's' for the price of one Eric.
- **Facts:**
  - Lose Focus More Easily
  - Slows You Down
  - Leads to Mistakes
  - Bad for Your Brain
  - Interrupts the Flow of Work



A close-up photograph of a board game. The board is green with a pattern of black and white circles. Several colorful wooden and plastic pieces are scattered across the board, including a green piece, a yellow piece, a black piece, and a light-colored wooden piece. A red die is visible on the right side of the board. The background is blurred, showing more of the board and pieces.

# The Multi-tasking Game

- [Multitasking Game \(prochain.com\)](http://prochain.com)



## Common Pitfalls – Component Teams



Remedy –  
Cross-functional  
Teams

# Why Component Teams?

Everyone on the team works for the same boss

Makes the team easier to control / manage



# What Can Be Done?

Empathize with  
leaders who will  
need to surrender  
control

Track the data and  
make a case

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## Common Pitfalls - Skipping Scrum Events



## Scrum's Superpower? *Exposing your problems*

- Skipping events = less insight into what you're doing wrong
- Doing events incorrectly = lowering your chances of success





## Common Sense - The Sprint

- Keep duration consistent
- Workflow becomes habitual
- Schedule recurring events
- Become predictable

Planned

Exploratory  
testing of  
finance mod

In Progress

Coding  
Finance  
module

Exploratory  
testing  
"open"

Coding  
error handling  
of printers

Done

## Common Sense - Sprint Planning

- Why (Sprint Goal)
- What (The PBIs coming in)
- How (The plan to get PBIs to meet Definition of Done)



## Common Sense - Daily Scrum

- Event is owned by.... DEVELOPERS!
- Observers allowed, only if DEVELOPERS approve
- Not a status meeting, not a solutioning meeting
- Product Owner and Scrum Master are optional attendees



## Common Sense - Product Backlog Refinement

- Whole Scrum team participates
- Better chance of building the right thing (eliminate waste)
- Reduce implementation risk
- Get better at estimating



## Common Sense - Sprint Review

- Don't just invite managers!
- All feedback is good feedback
- Be prepared to pivot

Keep doing

Improvements

Exploratory  
testing

Frequent  
checking

Code coverage  
in Finance  
module

Switch  
Pairs when  
Pair program.

## Common Sense - Sprint Retrospective

- What is working?
- What isn't working?
- What can be changed to get a better outcome?



## Common Sense - Definition of Done

- Done from WHOLE TEAM's perspective
- Hyper-focus on quality (why does that matter?)
- There are 2 possible status's, DONE or NOT DONE



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