

# The Thieves of Time

## The Plan

### Set the Stage

- Give each person 3 wide sticky notes and ask them to draw themselves. Ask for a head on one sticky, a body on another and legs on the next.
- Share the pictures and explain why you drew them.
- **Total time - 15 mins.**

- Give each person 3 wide sticky notes and ask them to draw what a scrum master looks like for them. Again a head, body and feet on each sticky note.
- When everyone is finished add them to section 1 and ask each person to explain them.
- **Total time - 20 mins.**

### Gather Data

- Ask everyone to list on sticky notes how they would like their scrum master to help them (add to section 2) and how they will help their scrum master (add to section 3).
- Discuss as a group and vote the top 3 in each section.
- **Total time - 30 mins**

- Ask the team to build their scrum master from the pictures in section 1. Select a head, body and legs from any available but the team must agree which ones and why. Add to section 4.
- Now add the top 3 from section 2 and 3 to section 4
- **Total time 15 mins.**

### Decide Actions

### Close

- Review the scrum master in section 4 as a team.
- Use this info to create a poster to remind the team and scrum master of their view on how they will work together.
- Rate the retro
- **Total time - 10 mins.**