

# Build Your Own Scrum Master

Allowing teams to align the role of Scrum Master with their team.

## Purpose:

- Helping teams to define their need from a Scrum Master.
- Ensuring teams think about how they help a Scrum Master.
- Creating self-organisation for roles within teams.
- Empowers the team to shape their roles.

Can be used face to face or remotely.

Head



Body



Legs



## Set the Stage

Draw a picture of yourself on three sticky notes.

## Gather Data

Individually draw what a scrum master looks like to you on three sticky notes.

Ideas to help get you started



Helmet to protect



Hero for leader



Skates for balanced



Telescope for vision



Shield to protect



Big shoes to lead the way

Add drawings to section 1 and discuss each drawing and why you drew this.

## Insights

Add stickies to area 2 & 3 to answer the questions.

Discuss area's 2 and 3 as a team.

## Decide Actions

Build your own scrum master from your drawings (A head, body and feet) and explain why you chose these.

List also how the team and Scrum Master will work together.

## Close

Add a dot to the scale to rate the retro.

## 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.**

#### Gather Data

- 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.**

#### Insights

- 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**

#### Decide Actions

- 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.**

#### 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.**

