Genie in a bottle

The Plan

Set the Stage
- Ask each person if they could wish for anything what would it be (doesn't have to be team related)
- Each person to say what their wish is.
- **Total time - 10 mins.**

Gather Data
- Inform each person they have 3 wishes (1 wish for their team, 1 for an individual (it can be themselves) and 1 for something outside of the team.
- Ask them to add their stickie notes to each column with their wish.
- **Total time - 15 mins.**

Insights
- Discuss all wishes as a team.
- Understand the reason behind the wish and what could be done to make the wish come true.
- Decide which ones the team think they could grant and move them to the grant wishes section.
- **Total time - 40 mins**

Decide Actions
- Break down the wishes into actions to help make them come true
- Assign an owner to each action.
- **Total time 15 mins.**

Close
- Remind the team the purpose of the retro is to continuously improve and by completing the actions they are doing this.
- Rate the retro
- **Total time - 10 mins.**

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