## Genie in a bottle

Allowing teams to have fun and focus on the future wishes for the team and each other.

#### **Purpose:**

- · Have fun as a team.
- Helping teams to think about what they would like to change / introduce as a team and individuals.
- Future thinking retro designed to think big and break out the first actions to achieving those goals.
- · Empowers the team to continuously improve.

Can be used face to face or remotely.

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## 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.
- 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.

Gather
Data

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

Decide Actions

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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Set the Stage

If you could make any wish what would it be?



The genie has granted you 3 wishes, 1 for your team, 1 for an individual and 1 for anything outside of your team.

Add stickies to each column with your wish.



Discuss the wishes as a team and agree which ones you think you can grant. Move then to the green area below (Your wish is granted).



Review the wishes as a team and turn them into actions.



Add a dot to the scale to rate the retro.



I wish.....

**Team Wish** 



Individual Wish



**Outside Team Wish** 

Your wish is granted (Actions)



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