

Treasure Map

The Plan

Set the Stage

- You are stuck on an island, describe the last sprint as a message in a bottle.
- Write down your message
- Each person to read their message
- **Total time - 15 mins.**

- Introduce the treasure map
- Explain each area.(Rocks, Change, Treasure)
- Ask everyone to add sticky notes to each area without discussion.
- Group sticky notes into common data.
- **Total time - 20 mins.**

Gather Data

Insights

- Discuss what happened and why in pairs.
- Each pair feedback to the group and discuss.
- Ensure everyone gets time to speak and people listen to each other.
- **Total time - 30 mins - (10 mins each column).**

- Dot voting on the areas to action.
- Create dots for voting (3 votes per person).
- Take the top 3 areas and create actions.
- Ensure each action has an owner.
- **Total time 20 mins.**

Decide Actions

Close

- Ask did you enjoy the retro?
- Rate the retro - weak to poor rating.
- Line chart left to right.
- Place an X on the line for your vote.
- **Total time - 5 mins.**