

Scratch OD

ODK-2403

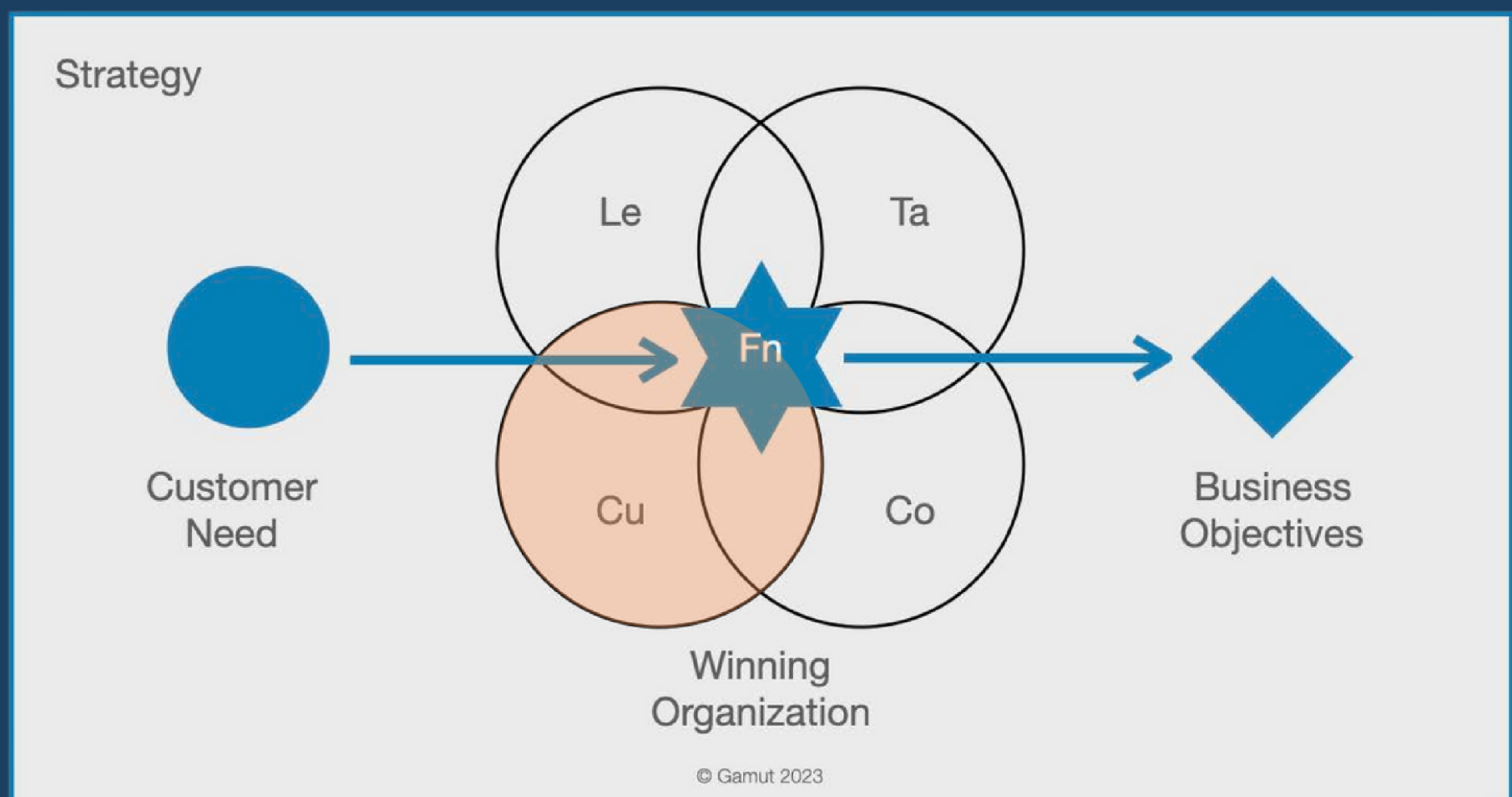
CULTURE IS
A CRAFT

Use this design kit to design and build a culture that carries your company to its objectives.



ELEMENTS OF A WINNING ORGANIZATION™

Culture is one of four human elements you build from scratch to create a winning organization.



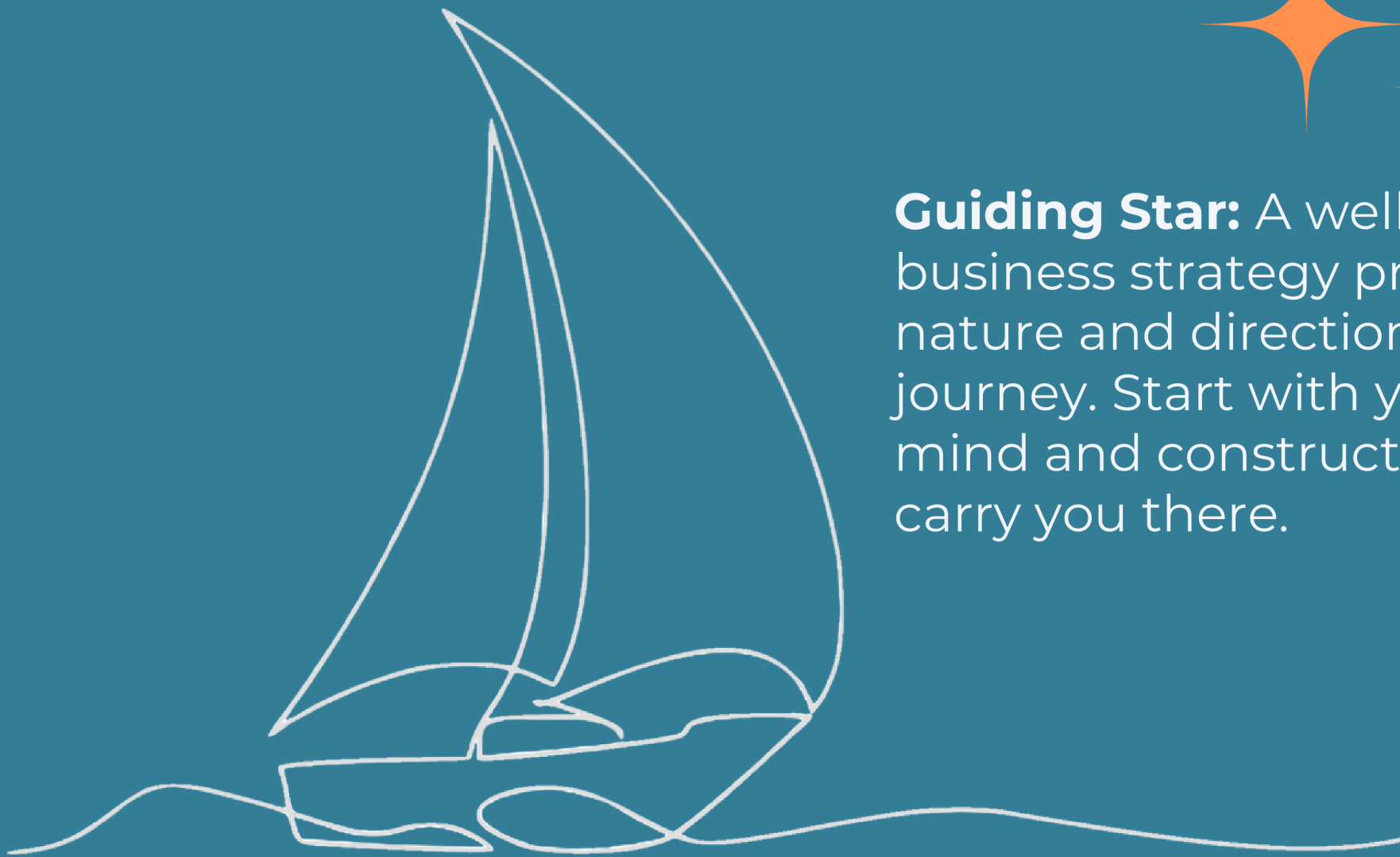
Winning Organization =

1. **Clear Line of Sight** from Strategy to Customer to Objectives
2. **Effective Functional Structure** with the right people in the right place at the right time.
3. **Aligned Human Elements:** Culture, Leadership, Talent, and Communication



CULTURE GETS YOU WHERE YOU ARE GOING

Culture is a vessel that carries you to a chosen destination by design.



Guiding Star: A well-defined business strategy provides the nature and direction of your journey. Start with your end in mind and construct a craft to carry you there.



Courageous Crew: Captains often get the credit, but one heroic leader can't run the ship. It takes "all hands" to make way and keep you on course.



CULTURE IS ART AND SCIENCE

A craft is a skillful hands-on practice, involving both art and science, that produces a beautiful, functional object.



Curating culture requires deep expertise in human behavior and a resonant appreciation of human aesthetics.



CULTURE IS THE SUM TOTAL OF EVERYTHING YOU SAY AND DO

Culture is complex, but it's not mysterious



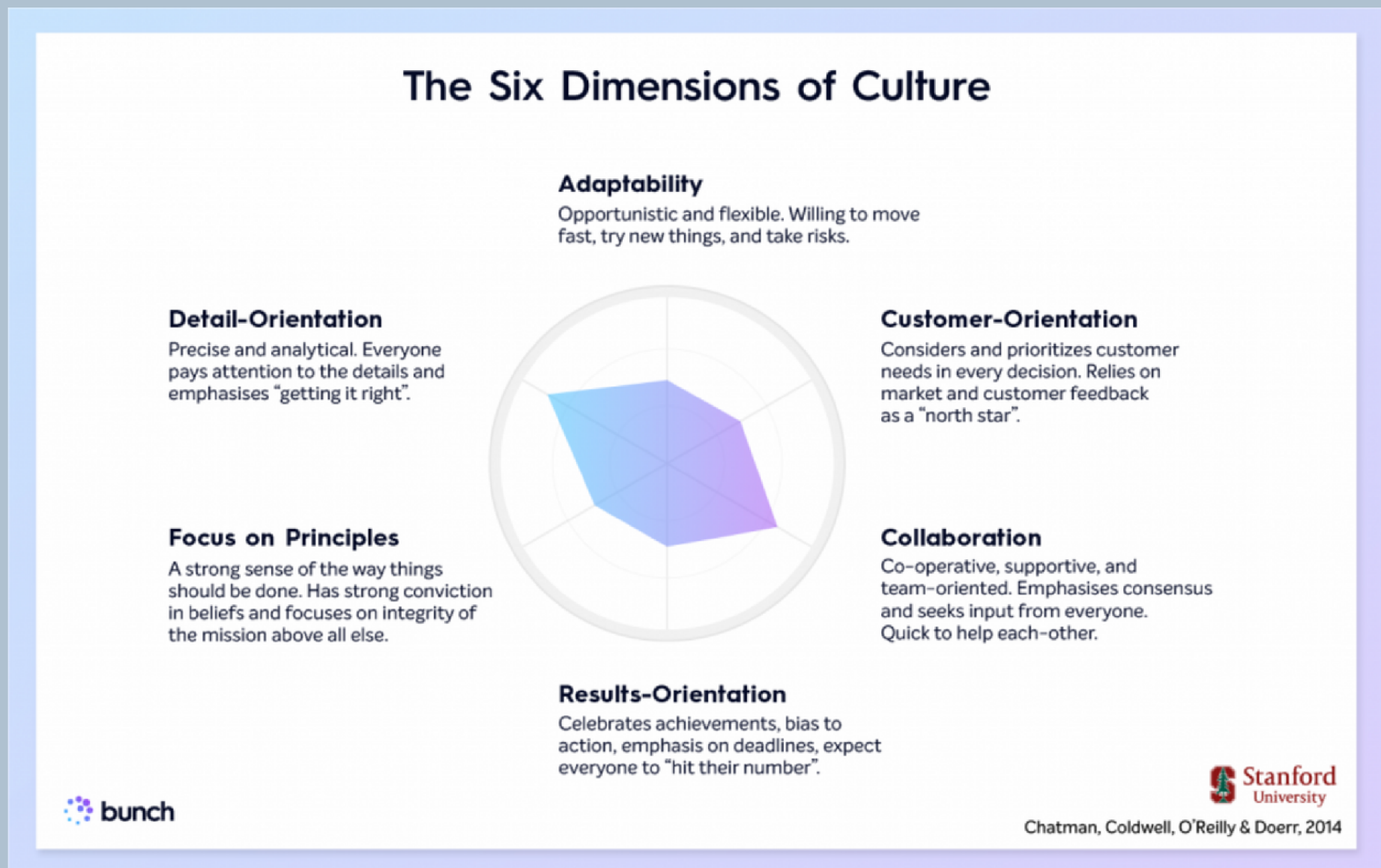
**Cultural leverage comes from intentional design across
the whole spectrum of behavior and language.**

Culture consists of three interrelated layers: (1) underlying assumptions and beliefs (that may be conscious or unconscious), (2) norms and values about appropriate attitudes and behaviors (that may be espoused or real), and (3) artifacts that may reflect these (e.g., symbols and language). Schein, E. H. (2010). Organizational Culture and Leadership.



CULTURE GUIDES BEHAVIOR

Strong cultures focus on a few normative values that are widely shared and strongly held.



Evaluating Culture:

Content (what is deemed important, e.g., teamwork, innovation)

Consensus (how widely shared norms are held across people)

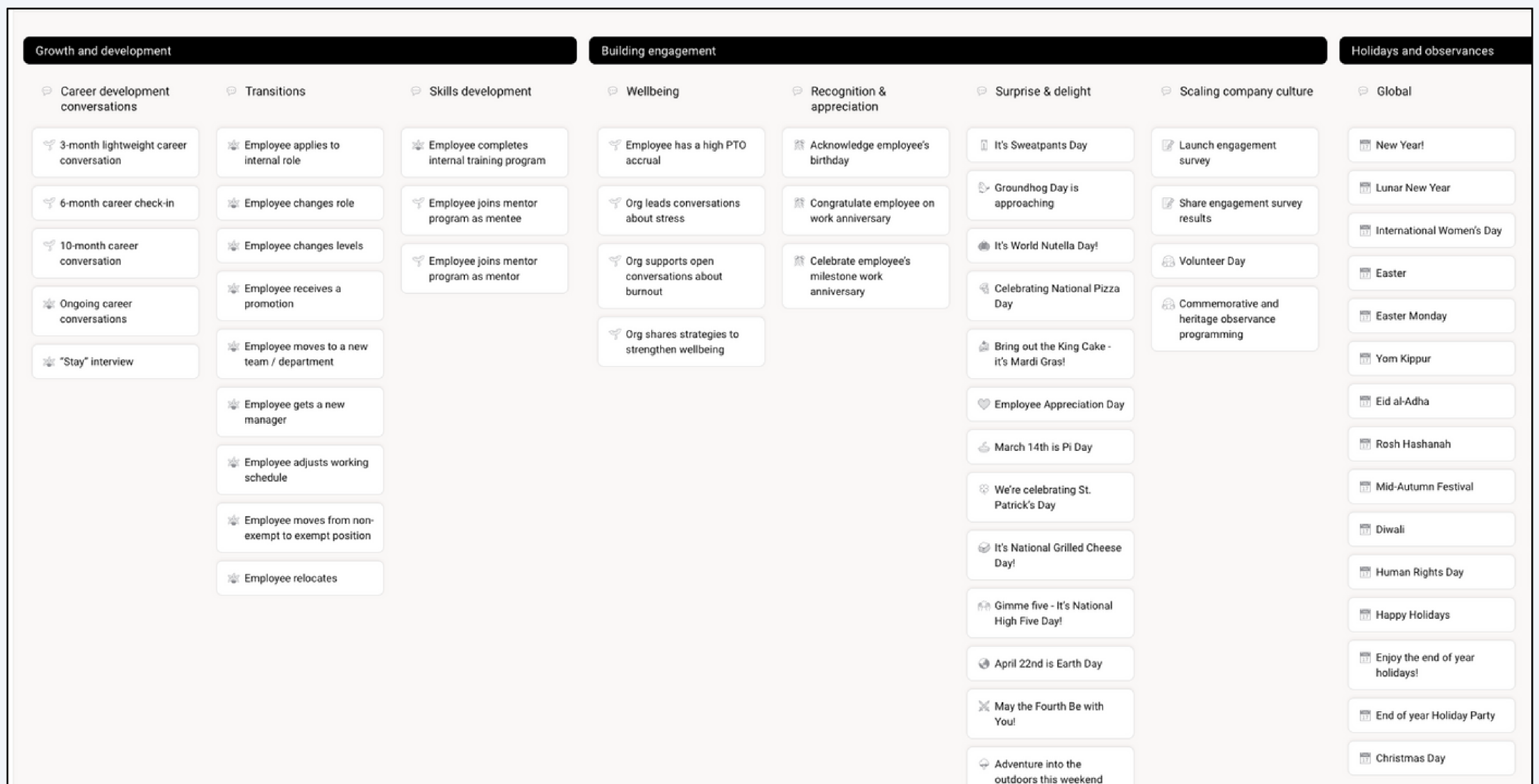
Intensity (how strongly norms are felt and willingness to sanction others)

Further reading: J.A. Chatman and C.A. O'Reilly, "Paradigm Lost: Reinvigorating the Study of Organizational Culture," Research in Organizational Behavior 36 (November 2016).



EMPLOYEE EXPERIENCE (EX) IS A SLICE OF CULTURE

Identify key characters in your organization and use a journey map to chart their experience.



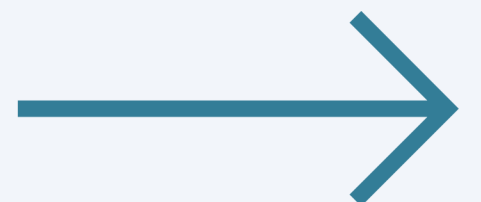
Screenshot taken from the Pyn Journey Designer (www.pynhq.com)

Define and curate moments of truth

Which moments matter the most?
Does the moment demonstrate the desired value?

Amplify key moments to reinforce desired values.
Identify and eliminate contradictory signals.

GAMUT



CURATE CULTURE WITH STORIES

Inspire and instruct by celebrating
characters who do the right thing



Vision, Mission, Values

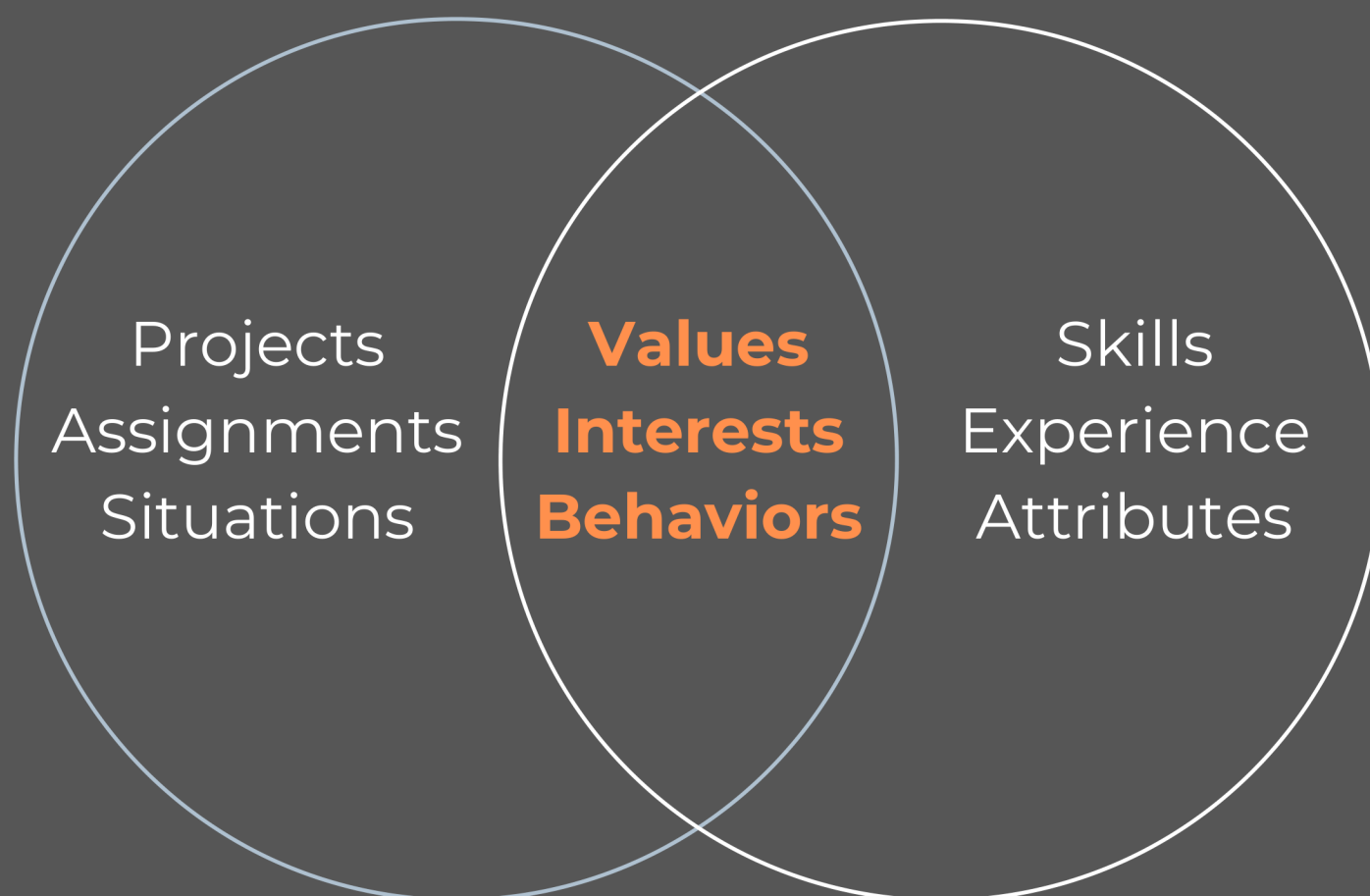
Stories are enduring and accessible representations
of your vision, mission, and values.



CULTURE IS AGREEMENT ABOUT RIGHT AND WRONG

Hire for shared interests not culture fit.

Organization + Individual



Cultural values are **CHOSEN** to provide strategic focus and normalize effective behavior.

Diversity, Inclusion, and Equity are measurable drivers of organizational excellence, not subjective social values.

(Refer to ODK-2401 for the Gamut Standards of Excellence Framework)



#ScratchOD is the best way to
design and build a
#WinningOrganization

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