

Agile adoption programme

A fixed price 3-month programme of workshops and coaching designed to transition teams, of up to 16, to agile working.

Goals

- Team operating regular Scrum like Sprints and delivering potentially releasable products on a regular basis, e.g. every two weeks.
- Team is operating a continuous improvement “Kaizen” cycle.
- Defined Product Owner is established and directing prioritised work to the delivery team.
- Structured approach to work intake and acceptance with the Product Owner using a backlog, or OKR driven, approach to requirements.
- Forward schedule forecasting system using empirical data, in place and identified individuals coaches to maintain.

Programme roll out

Stage 1: The adoption programme starts with an initial **fact finding** during which key roles, e.g. Product Owner, Team Leader/Scrum Master, are identified.

Typical duration: less than 1 week

Stage 2: A two-day **kick-off workshop** designed to start the team on their journey. Based on Agile Software Development for Teams workshop this exercise based workshop introduces the team to working in short cycles, visualising workflow, the importance of quality and the roles of the product owner and backlogs in managing work. The event culminates with team members agreeing what to do.

Duration: 2 days

Stage 3: First sprints

The team begin their sprint cycles almost as soon as the kick-off event completes. During this time they are assisted through the standard ceremonies and shown how to use retrospectives to improve performance.

Teams are guided through the more common agile ceremonies and key roles on the team coached in how to full-fill their positions. Additional instruction is provided for team member(s) who will be charged with collecting data and producing forecasts of work.

Additional short workshops will be included as needed. For example, a half-day workshop on *User Stories* or *Forecasting and Planning*.

Typical duration: 4 weeks

Stage 4: Later sprints

During the three month programme the team will typically complete at six two-week iterations and make multiple software deliveries. After the initial iterations the focus shifts to handing over the ceremonies and process to the team members themselves.

Typical duration: 7-8 weeks

Options and customisation

The programme can be customised as needed. Typical adaptations might include the addition of OKRs or technical aspects such as TDD.

OKRs: Adoption of OKRs can be incorporated as part of this programme so that teams set OKRs and driving work using the *Objectives and Key Results* framework.

TDD: quality enhancement practices such as *Test Driven Development* and behaviour driven development can be adopted as part of this programme with technology specific training and coaching in parallel.

Programme creator

Allan Kelly, BSc, MBA is a keynote speaker and author of several books including “Succeeding with OKRs in Agile” and “Business Patterns for Software Developers”. He has 20 years experience at the code face and 15 years helping companies improve the way they work through agile approaches.

Past clients have included Virgin Atlantic, Reuters, geospatial data experts Fugro, SWIFT payment network and the Grow Cornwall programme where he introduced agile working to many smaller companies in the county.

Contact

Allan Kelly, allan@softwarestrategy.co.uk

Or book a call: <http://www.softwarestrategy.co.uk/contact/>