

DfG

TEAMWORK PLAN

12.03.2019

TEAMWORK PLAN

1

MOTIVATIONS

15 min.

2

TEAM ROLES & SKILLS

15 min.

3

**TIMETABLE
& COMMUNICATION**

15 min.

4

GROUND RULES

15 min.

GROUND RULES

- Everyone's experience and opinion counts
- Feel free to interrupt (not too much)
- Be on time or bake a cake
- Build on the ideas of others (AND not but)
- Respect other people's time

TEAMWORK PLAN

**will be discussed on
Tuesday 19th tutorials**

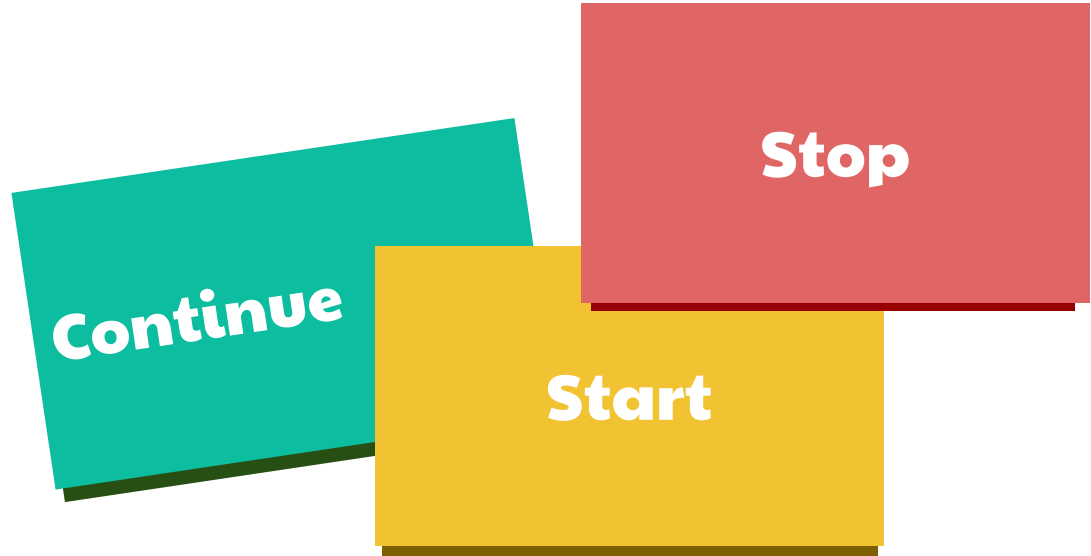
Bring the template filled in

TEAMWORK TECHNIQUES

START, STOP, CONTINUE

Start, Stop, Continue is an action-oriented retrospective technique that encourages participants to come up with practical ideas for team-based improvement.

Commonly used in Design sprints and agile scrum meetings as a way to kick-start each cycle on a weekly or daily basis.

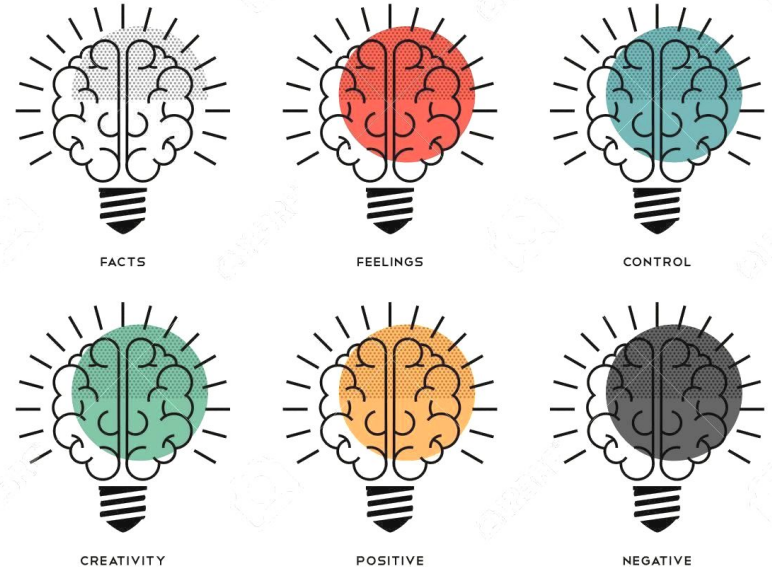


Source: www.retrium.com/resources/techniques/start-stop-continue

SIX THINKING HATS

The premise of the method is that the human brain thinks in a number of distinct ways which can be deliberately challenged, and hence planned for use in a structured way allowing one to develop tactics for thinking about particular issues.

De Bono identifies six distinct 'hats' that can be used as angels or lenses from which to evaluate ideas. It can be used as a way to give structured and constructive feedback.



'Six thinking hats' by Edward de Bono (1985)

TIME SESSIONS



Image: <https://www.timetimer.eu/products/time-timer-mod-sprint-edition/>

PROJECT SPACE



Images by Livework studio

**INDIVIDUAL
& COLLECTIVE
WORK**

**IDEAS
PARKING LOT**