MASTERCLASS WEMANITY



Agile transformations

THE PROGRAM

- Introduction and (exercise) first assessment
- Agnostic Agile, essence and needed paradigm shift
- The paradigms hindering working really in an Agile way and (exercise) the
- second step in your assessment
- The overall process of IATM and (exercise) identification of your biggest hurdles
- Roles and responsibilities in a transformation and (exercise) composing a successful team
- How should the team work and (exercise) what do they have too work on (Transformation Foundations)
- Agile coaches, skills, knowledge and profile and (exercise) who could be your internal coaches
- Identification of steps to take next ((exercise) in your organization

TAKE-AWAYS

- A hands-on process
- Assessment of your own situation
- Identification of stakeholders in your organization
- The skills set the transformation needs
- The success factors
- The pitfalls
- References
- Identified next steps for your own organization

Facilitation for agilists



THE PROGRAM

- Positioning the facilitator and preparing a workshop. All organized around the 6 IAF competences
- The facilitator's dashboard based on the 6 Axis of Facilitation. To be used both in preparation and during the delivery of a workshop
- The various angles of group dynamics including intervention techniques based on the 6 Axis, group development models communication styles.
- The facilitator's toolbox: facilitation methods and approaches suitable into agile processes

TAKE-AWAYS

- Practice the facilitation of Agile rituals getting a structured feedback
- Expand their own knowledge of facilitation techniques approaches;
- Understand and practice the basics of collaborative leadership and selforganization;
- Become aware of their personal facilitation competencies and reflect on how to improve them.
- Have gained knowledge and skills to be used in roles such as Agile coach, Agile PM and Scrum master.

Coaching skills

THE PROGRAM

- Providing people insights in what is needed from a coach in terms of skills
- Learnings about about models for coaching for teams in various stages of group development
- Understand the day to day work of a coach (observe, analyse, define, do)
- Understand the role of coaching in a Solution focused approach
- How to overcome resistance, cross Agile myths and dogma's
- How to create a safe environment for to make change/transformation

TAKE-AWAYS

- Understand the role of a coach
- Understand solution focus as an approach
- Understand and practiced creating a safe environment
- Understand and practiced the daily work as a coach
- Being able to start as a shadow coach right after the Academy

Agile Mastery

THE PROGRAM

- Part 1: The **Why & How** of Agile, the rituals, people make the difference (roles, responsibilities in rituals)
- Part 2: The **project cycle** & Foundations, Agile techniques, planning, estimates, etc.
- Part 3: The **integration** of Agile, corporate Integrated Agile, budgets, portfolio management
- Part 4: The **practice** in Agile, a full-length game in Agile where all techniques and theoretical knowledge will be combined in a complete and integrated Agile experience
- Part 5 optional: the Agile Foundation exam

 Created draft Agile Foundations (not included in the pricing)

TAKE-AWAYS

- Understand why (agnostic) Agile is needed in projects
- Be introduced to the different flavors of Agile for projects
- Understand how Agile can be applied in projects in the Agile project cycle
- Know the roles and responsibilities in an Agile project
- Understand the need for project Foundations and how to create them in an Agile way
- for their correct project
- Have experienced a number of games and exercises which can be re-used in an Agile environment

Agile Project Management

THE PROGRAM

- Part 1, The Why & How of Agile, the rituals, how people make the difference (roles, responsibilities in rituals)
- Part 2, The project cycle & Foundations, delivery, fixed price, conditions, Agile techniques to support this, planning, estimates, etc.
- Part 3, The **integration** of Agile regarding projects, programs and corporate Integrated Agile, budgets and portfolio
- Part 4, The **practice** in Agile, a full length game in Agile where all project techniques and theoretical knowledge will be combined in a complete and integrated Agile Project experience
- Part 5 (optional), the Agile Foundation

TAKE-AWAYS

- Understand why Agile is needed in projects
- Be introduced to the different flavors of Agile for projects
- Understand how Agile can be applied in projects in the Agile project cycle
- Know the roles and responsibilities in an Agile project
- Understand the need for project Foundations and how to create them in an Agile way
- Have created draft Agile Foundations for their correct project and the combination with operations
- Have experienced a number of games and exercises which can be re-used in an Agile environment

Business Agility

THE PROGRAM

- Explain the WHY of the agile way of working (value thinking);
- Explain and understand the HOW of the agile way of working (the rituals);
- Use and explain the project cycle (preparations, project, operations);
- The importance and positioning of requirements (flow, details);
- Establish project foundations (preparations in detail):
- Explain project roles (project and
- Explain the positioning of testing in the agile way of working;
- Focus on continuous learning and continuous improvement;

Facilitate the agile way of working.



TAKE-AWAYS

- The fundamentals of the agile way of working;
- The importance of interaction and the agile rituals;
- The role of the business;
- The essence of Agile Project Management;
- The essence of agile projects and their preparation;
- The roles in an agile environment;
- The concept of corporate integrated

For more info please contact Loes Verheijen, lverheijen@wemanity.com or Arie van Bennekum, arie@wemanity.com, +31616535445