

1


3


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2


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Rule of Three
"If you can't come up with at least three solutions to a problem, you don't understand the problem well enough".

Jerry Weinberg


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Initial exercise (1)

- Take a spreadsheet or table (2-dimensional)

- Store it in 1 dimension

-What are three ways?
- (4 minutes)

Power of Three

- Three perspectives
- Three ideas
- Three forces

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## Warmup exercise

-Why do you not currently get to three options? E.g., lack of time

We'll gather results via shout-out with explanation

- Transparency
- Use a flipchart to show exercise scribblings
- Scribblings are feedback on timing
- (4 minutes / 1 minute shout-out)

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Retro - How did you find the three ways?

- How did you go about discovery?
- (4 minutes)


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| 1-2-4-All Model |
| :--- |
| - Work Individually |
| - Then Pairs |
| - Then Fours |
| - Then All |
|  |

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## Initial exercise (2)

- What are the forces that would suggest selecting one solution over the others?
- Suggestion: start with contextual, then consequential, then implementation
- (4 minutes / 2 minute shout-out)

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## Second exercise

- Determine three ways that responsibilities could be allocated for developing a software product
- If spare time, what are the forces?
- Individual (2 minutes)
- Pairs (2 minutes)
- Fours (2 minutes)
- All (5 minutes) - optional
- Retro (3 minutes)

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Second exercise (2)
-What are the driving and restraining forces?

- (4 minutes / 2 minute shout-out)


## Third Exercise

- Pick an area:
- New Scrum Team first sprint - how to estimate and for how many sprints?
- Transformation of non-agile company - how to go agile?
- Backlog flow - who fills it and how?
- Pick a means:
- 1-2-4
- Facilitator-led
- Your own
- Outcome
- Three options, some forces, and how you got there
-(20 minutes)

|  | Recap |
| :---: | :---: |
| - Rule of Three in a different contexts |  |
| - Multiple perspectives |  |
| - Forces <br> - Contextual, implementation, consequential <br> - Driving, restraining |  |
|  |  |
|  |  |
| - Ken Pugh (ken@ kenpugh.com, https://kenpugh.com ) |  |
|  |  |

## Retrospective

- You're Ken and Bob
- What are three ways we could run a retrospective?
- How should we choose?
- Who would like to run the retrospective?


## Bonus Exercise

- Determine three ways alternative designs for a software application - User interface or internal architecture

