## Setting the Scene

**5 minutes**

*FACILITATOR*

Our journey so far has been eventful. Today, let's step back, evaluate, and see how we can better sail together in our upcoming sprint.

## The Sailboat Exercise

**20 minutes**

*FACILITATOR*

Picture our project as a sailboat. What's propelling us forward? What obstacles are in our path?

- Use sticky notes to pen down the winds (positives) and anchors (challenges). Place them around our sailboat illustration.

*Team members jot down their thoughts and pin them.*

## Reflecting on Roles and Contributions

**15 minutes**

*FACILITATOR*

Let's discuss each member's contribution and role.

Are there roles we wish to switch in the next sprint? Maybe some of us want to experience the SCRUM master role?

*Open discussion about roles, strengths, and learning areas.*

## Revisiting SCREAM Rituals

**15 minutes**

*FACILITATOR*

How are we upholding our SCREAM rituals?

Are we consistent with our daily stand-ups, check-outs, and kanban board updates?

*Team discusses adherence to rituals and the effects on the project.*

## Action Points and Adjustments

**10 minutes**

*FACILITATOR*

Based on today's reflections, what are our action items?

Do we need to adjust our team canvas or collaboration agreements?

*Team collaboratively defines actions and adjustments.*

## Closing Remarks and Commitment

**5 minutes**

*FACILITATOR*

Each retrospective is a step towards our project's success. By learning and growing together, we're not only making project progress but personal growth as well.

Let's commit to our action points and embrace our next sprint with renewed vigor!

### NOTE

The retrospective is a sanctum of trust, openness, and growth. It's a moment to celebrate successes, address challenges, and fortify teamwork. With every retrospective, the team doesn't just enhance project dynamics, but also personal relationships and professional development.

### SETTING

A cozy, private room with space for collaborative activities like the sailboat exercise. Ensure a whiteboard or large paper, markers, sticky notes, and the team canvas are present.

### WHO

SCREAM team and Transformation Owner

# TYPICAL SCRIPT FOR RETROSPECTIVE SESSIONS IN SCREAM