
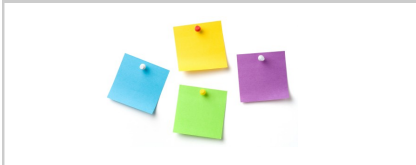
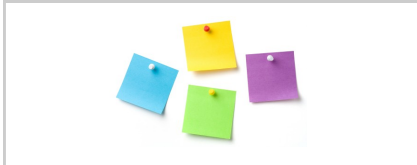


Retrospective

- Retrospectives are for 'tuning' a team and refining how a team works together. They are a fundament of teams 'planning to learn'.
- There are three questions to be answered by a group in retrospective:
 - What worked well?
 - What didn't work so well?
 - What still puzzles me?
- A fourth question, 'what are we going to change' is then discussed as a team and represents what the team agree to optimise and/or change as a result of their experiences together.

What worked well?	What didn't work so well?	What still puzzles me?
		
What are we going to change?		
		

- Retrospectives are usually held at the end of an iteration to identify ways to improve the next iteration. For non-software development teams, a retrospective can be conducted post implementation of a significant event and/or deliverable.
- When conducting a retrospective, the topics raised should ideally be solved within a room and not by 'breaking out'.
- As a way to focus discussion, after team members have shared their feedback the team can then vote on the topics for further discussion to ensure that the team focuses on what is most valuable to the entire team, not a specific set of individuals.