projectcooks

Agile Penny Game — Modified

The Agile Penny Game has been around for about 10 years. I'm not certain who created the game. I've modified it to include lessons about value delivery and assessing value. The game results in learning some lean concepts including batch size, value delivery, making improvements, changing team members, and self-management. This document will outline the rules to play the game, supplies needed, and instructions for facilitating the game.

To play the game you will need 10-12 players and a facilitator who understands how the game is played. Multiple teams can play concurrently when you have larger groups. Phones can be used for timers. Sets of coins that include 20 pennies, 5 nickels, 3 dimes, 1 quarter, and a foreign coin. Note, the size, currency, and real value does not have to be known for the foreign coin. You will also need flipcharts and markers.

Create 4 or 5 pairs of workers/managers. Workers flip coins, managers record times. The workers should stand at the table with the managers behind them where they can observe the work and record times. Select someone to be the Customer at each table. The customer stands next to the last team member. Teams will complete 5 or 6 rounds of coin flipping and recording times. Refer to the sample table below:

Round	First Value	Times Worked	Total Value
1			
2			
3			
4			
5			
6			

Create a flipchart to capture learning's from each round.

Each round lasts 2 minutes. Facilitator should keep the round timer.

Sample Rounds:

Round 1: Baseline

Using left hand only, use entire set of coins, each team member flips each coin over one time, when all coins are flipped, pass the pile of coins to the next team member. Last team member passes the batch of coins to the customer when flipping is complete. Capture times and allow for a 2-minute retrospective.

Round 2: Limit Batch Size

Using left hand only, use 10 coins (random), each team member flips each coin over one time, when all coins are flipped, pass the pile of coins to the next team member. Last team member passes the batch of coins to the customer when flipping is complete. Capture times and allow for a 2 minute retrospective.

Round 3: Remove Impediment

Team decides which impediment to remove based on previous retrospective. Team passes the same batch of 10 coins used in Round 2, repeat process with the impediment removed. Capture times and allow for a 2-minute retrospective.

Round 4: Deliver Highest Value

Customer decides the value of the non-US coin and requests that the team deliver highest value batches, repeat flipping process including the change made in Round 3. Capture times and allow for a 2-minute retrospective.

Round 5: Switch Team Members

Move managers and team member switch roles. Repeat flipping process including changes made so far. Capture times and allow for a 2-minute retrospective.

Round 6: Remove another impediment (if time allows)

Team decides which impediment to remove based on previous retrospective. Repeat flipping process including changes made so far. Capture times and allow for a 2-minute retrospective.

Review learning's.

First examine the data that what collected and discuss findings. Discuss what the teams learned overall using the game and how the learning can be applied to the day-to-day work.

You can vary what happens in the rounds, for example if everyone is standing to flip the coins, you could do a round where the only change is for the team members to sit while flipping the coins. Another change might be to move the faster person to the end of the line or beginning of the line. Vary the batch sizes in an effort to optimize value delivered. Remember to have fun with the game!