The Coin Game

Join us as we invite guest presenter [Linda Cook](#) for The Coin Game, a modified version of the Agile Penny Game, which highlights value delivery and assessing value. This game delivers lessons about Lean concepts such as batch size, value delivery, making improvements, changing team members, self-management, and more.

https://www.projectcooks.com/

(3 minutes Community Connection)

Setup the game

Roles
- 5 Workers (4-7 workers, should have the same number of timekeepers)
- 1 Customer
- 5 timekeepers
- 3 Observers (could be more)

(10 minutes) Explain the game with a brief Miro demo

Everyone can practice changing the color of the coins and moving the coins in batches. Change the color of coins, one coin at a time.

Once you're in the breakout room:
Identify roles:
- Choose workers (5 workers)
- Choose timekeepers (1 per worker)
- One customer
- Observers

If you're an observer, here's what to keep an eye out for
   What do you notice about the way the group is working?
   What do you notice about how the coins are moving?

(14 minutes) First round - Large Batch
- Set the value of the entire batch
- 1 minute to set roles
   - Members and timekeepers can switch roles if desired
- The team estimates the value they plan to deliver in this round
- 3 min to "work"

- The customer tracks the value delivered
- 5 min to retrospect, each group selects the next experiment and estimates the next delivery

  Debrief
  - Return to the main room: 5 min
  - Share observations/learnings/ideas for improvement
  - Explain next round

(14 minutes) Second round - Improvement?

- 1 minute to set roles
  - Members and timekeepers can switch roles if desired
- Reminder of the improvement to be done
- 3 min to "work"
- The customer tracks the value delivered
- 5 min to retrospect, each group selects the next experiment and estimates the next delivery

  Debrief
  - 5 minutes Return to the main room: 6 min
  - Share observations/learnings/ideas for improvement
  - Explain the next round time permitting

(9 minutes) Third round - time permitting - Improvement?

- 1 minute to set roles
  - Members and timekeepers can switch roles if desired
- Reminder of the improvement to be done
- The team estimates the value to be delivered in this round
- 3 minutes to "work"
- Customer tracks value delivered
- 5 minutes to retrospect, each group selects the next experiment and estimates the next delivery
- Return to the main room for final debrief

(8 Minutes) Debrief
- What did you notice? (same/different)
- What did you sense?
- Any impacts?
- Learning and aha?
- Applications?
- Surprises?
- Patterns?
- Perspectives?