

**Agile with Kanban**

**Course Number:** AGL-132
**Duration:** 3 days

**Overview**

Accelebrate's Agile with Kanban training course teaches students to implement Kanban and all of the controls and reporting necessary to monitor the flow of work.

**Prerequisites**

It is recommended that participants have experience working on Agile teams or have prior Agile training. However, we would be delighted to tailor it to any level of prior experience.

**Materials**

All attendees receive comprehensive courseware.

**Software Needed on Each Student PC**

For in-person deliveries, attendees do not need computers for this course. We will provide full classroom setup instructions that will include seating in small groups, with supplies such as flipcharts, sticky notes, markers, and pens for the attendees and a projector and Internet connection for the instructor's laptop.

Online deliveries for this interactive training will use an online meeting platform (such as Zoom, WebEx, GoTo, or Teams) to have face-to-face contact online, including use of breakout rooms for group activities.

**Objectives**

* Understand the origins of Kanban, the theory behind it and how it relates to Agile software development
* Learn how to complete a "Value Stream Mapping" and what to include
* Comprehend throughput and how to organize the work
* Manage the process and the input queue
* Understand options for tuning the Kanban implementation
* Comprehend relevance and implementation of key metrics

**Outline**

* Introduction
* Kanban Overview
	+ House of Lean
	+ Defining Kanban
	+ Motivation for Kanban
	+ Managing Quality
	+ Work In Progress (WIP)
	+ How to Prioritize
	+ Demand vs. Throughput
	+ Sources of Variability
* Value Stream Mapping (seeing the big picture)
	+ The Value Stream
	+ Making Work Visible
	+ Value Stream Lab (Part 1- Defining the Start and the End)
	+ Card Walls
	+ Demand Analysis
	+ Allocating Capacity
	+ The Work Card
	+ Value Stream Lab (Part 2- Designing the Card Wall)
* Throughput
	+ Identifying Work Item Types
	+ Sizing Work Items
	+ Building User Stories
	+ User Story Lab
	+ Story points
	+ Visual Control
	+ Pull vs. Push
	+ Theory of Constraints
	+ Service Levels: Class of Service
	+ Throughput Application Lab (Incorporating Class of Service into the Card Wall)
* Managing The Process
	+ Daily Standup Meetings
	+ After Meetings
	+ Queue Replenishment Meetings
	+ Release Planning Meetings
	+ Triage
	+ Geographically Dispersed Teams
* Improving The Process
	+ The Importance of Cadence
	+ Limiting Work-In-Progress
	+ Identifying Bottlenecks
	+ Removing Waste from the Value Stream
	+ The Dot Game: Sizing Work-In-Progress Lab (Factoring Bottlenecks to determine Queue Sizing and the impact to WIP)
* Key Metrics Review
	+ WIP
	+ Lead Time Throughput and Measuring Flow
	+ Blocked Work
	+ Quality
	+ Failure Load
* Putting It All Together
* Conclusion