Agile for Families

Iterating with Children



Session Overview

- The Cast and the Stage
- The List
- Incentives
- Artifacts
- Ceremonies
- Interviews with the Kids
- Our Conclusions



Mom "Keep your work at work."

The Starr Family



Bowman, 8 "The Provoker"



Mason, 12 Lacrosse Apprentice



Cutter, 11 D&D Journeyman



Dad and Butters Can't leave well enough alone



Isabelle, 9 Loves Animals



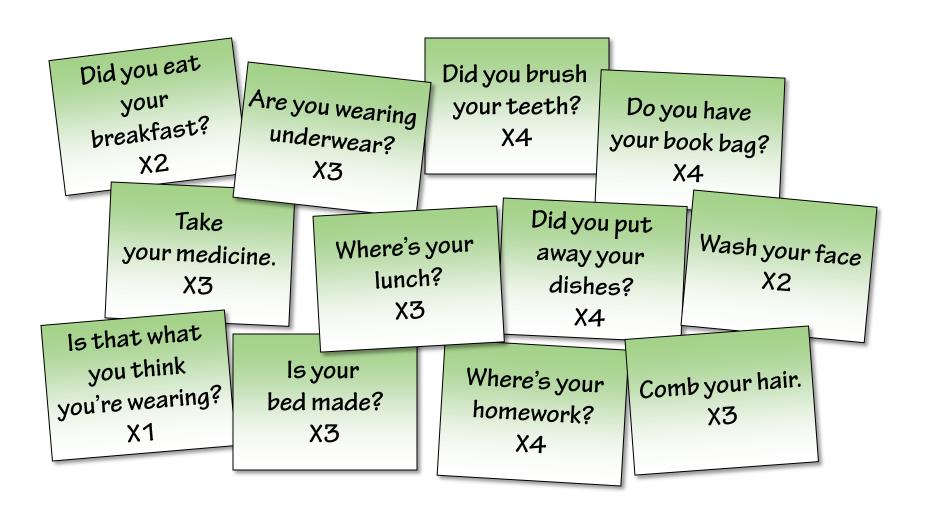
Pre-Conditions

- Individuals were assigned ad-hoc chores
- No standards for "a job well-done"
- Inconsistent follow-up from parents promoted apathy
- "Not my job" was frequently heard
- The noise level was HIGH





Mornings Were Particularly Bad





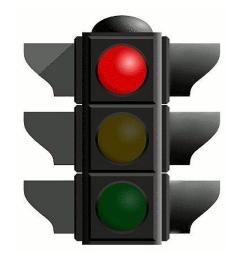
The List

The first inflection point



Genesis of the List

- Information radiators were successful at work
 - Build lights
 - Defect tolerance lights



If defects go out of tolerance light goes on until tolerance is met again

Accompany them with standards and things change

- If the defect light comes on, stop new work until the light goes off
- If the build light comes on, the person who caused it ensures it goes off before leaving



The Self Directed Morning Checklist

- 1. Take vitamins or medicine
- 2. Eat breakfast
- 3. Shower or wash face and neck
- 4. Take care of your hair
- 5. Do morning chores
- 6. Brush your teeth (2 minutes)
- 7. Backpack, shoes, and socks
- 8. Update information boards

What are you having for lunch?
What are you taking to school today?
What are you forgetting?





Results of the List

- Fewer prompts needed from parents
- Children began to self-regulate
- Children preferred sequential execution
- Some even began to focus!
- Noise level significantly reduced

Elle thought maybe Dave wasn't such a crazy fanatic

Dave thought it was safe to push it to the next level



Work and Home are Different

Professional Life	Home Life	
Team members are volunteers	Team members are trapped on the team	
You can get fired	No one gets voted off the island	
The work is often creative Software development is about solving cool problems	The work is often repetitive No one get excited because the bathroom is clean	
I can get a raise!	I can not get punished!	



Work and Home Have Similarities

Professional Life	Home Life	
When the team has work, the usual suspects tend to slack or carry the weight		
Natural tensions exist within the organization		
Some tasks repeat, others are unique		
No one wakes up thinking, "Today, I plan to screw up royally"		



Incentives

Kids don't care about raises



Incentive Models Considerations

Group accountability is ideal

And all but impossible with kids

Individual development is paramount

Individual incentive is key

Daily Points

Cotchas

The goal is create healthy adults

By stewarding a cohesive family



Incentive – Daily Points

- Possible to get one per day
 - Awarded each night
- Awarded by consensus of the entire family
 - With a possible mom / dad override
- 30 points earn a \$10 book coupon
 - Trips to the bookstore are a big deal
 - This reward fosters a respect for reading
- Book coupons
 - Are cumulative
 - May be saved for more expensive books
 - Are sometimes bartered amongst the kids

Who thinks _____ deserves a point today?

Did you meet your commitments today?

Were you well behaved?

Did you cause promote peace or turmoil today?



Incentive – Cotchas

Tool for immediate feedback

- Cotchas may be earned or lost
- At any time
- For anything deemed good or bad behavior

Anyone may award or penalize

- Mom or Dad
- □ Kids with a vote of 2 or more

20 Cotchas earn a family activity

- Sometimes activities are singular due to busy schedules
- Older kids means fewer times when all are present

Cotcha

Caught Ya Doing Something Good

Typical Activities

- Skate rink
- Go fishing
- Picnic or hike
- Family D&D night
- Kid/parent date
 - Breakfast out
 - Movie
 - Motorcycle ride



The Family Methodology

Artifacts

- Task Cards
- Task Boards
- Checklists
- Cotchas
- Point Cards

Ceremonies

- Weekly Family Meeting
- DailyStandup

Roles

- Parents
- Kids

Everyone learns to facilitate

Mom and Dad can award/penalize autonomously



Methodology Vocabulary

Agile Term	Family Term	
Iteration	A week	
Acceptance Criteria	Can pass inspection (peer)	
Task	Chore	
Daily Scrum	Family Standup	
Review and Retrospective	Weekly Family Meeting	
In Process (workflow state)	Promised	



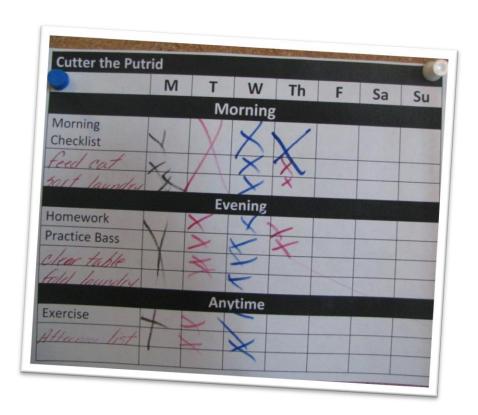
Artifacts

Tools of the process



Check Lists

- For repeated tasks
- Actually marking the box
 - Shows historical performance over the course of the week
 - Is fun and feels like I got something done
- Refreshed every week
- Everyone can see how I am doing





Index Cards

 For weekly deliverables to be done when I choose

For one time or ad-hoc reminders

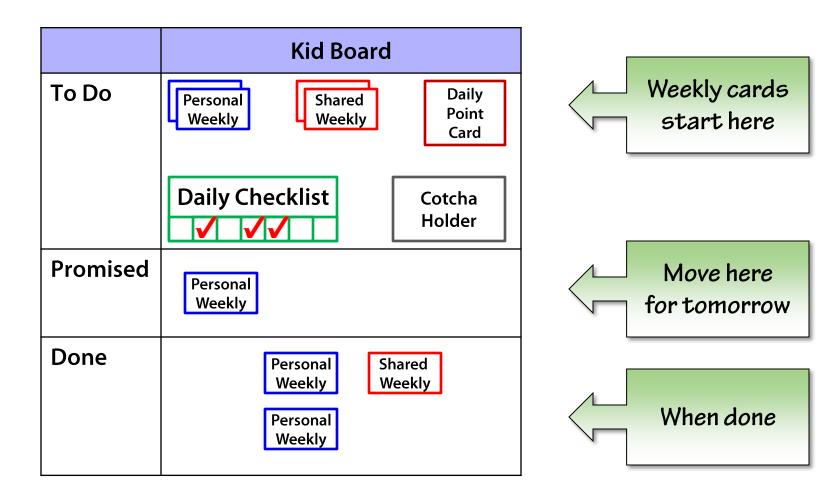
- Write my report
- Produce my podcast
- For my personal responsibilities
 - Clean my room
 - Clean my pet's cage
- For family responsibilities
 - Sweep the porch
 - Clean the shared bathroom

- These are white
- I have them again next week

- These are pink
- Rotate to someone else next week

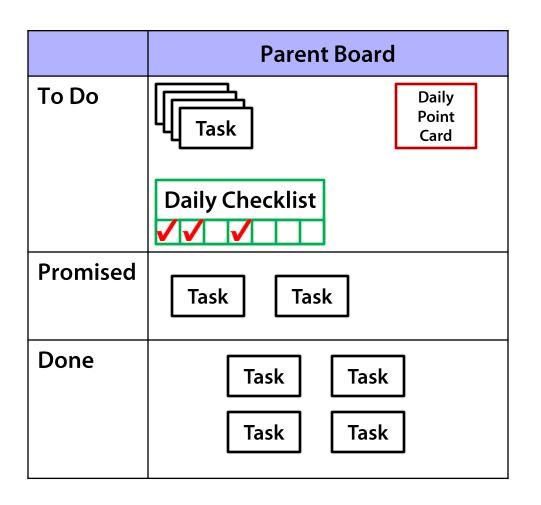


Kid Information Boards





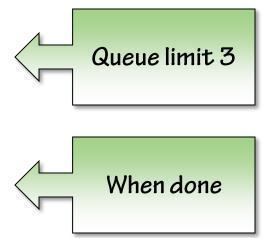
Parent Information Boards



All cards are ad-hoc work

Parents use a continuous flow model

This is great for real life!





Some Task Cards Some Daily Tasks • Produce that podcast Feed the dog • Go to the grocery store Exercise • Water the plants Send that invoice Deliver that course module This is really just a public Get the car oil changed And the kids TODO list get to hold us accountable



It All Looks Like This

	Parent	Kid Board	
To Do	Task Daily Point Card	Personal Shared Weekly Point Card	Personal Shared Weekly Point Card
	Daily Checklist	Daily Checklist Cotcha Holder	Daily Checklist Cotcha Holder
Promise	Task Task	Personal Weekly	Shared Weekly
Done	Task Task	Personal Shared Weekly Weekly	Shared Weekly
	Task	Personal Weekly	Personal Weekly



It All Looks Like This







Ceremonies

Because it is a better word than Meetings



Daily Family Standup



Each night before bed.

Kids even do this when mom and dad are out for the night.

- 1. How did you do today?
- 2. What will you promise for tomorrow?
 - Should you move a promise card?
- 3. Do you need any help?
- 4. Who thinks _____ deserves a point?



Weekly Family Meeting

- Monday night
- Everyone participates

3 distinct phases

- 1. The Week in Review
- 2. Allowance
- 3. Next Week Planning



The Week in Review

- Everyone gets a chance to talk
- Parents go last
- 1. What went well this week?
- 2. What could be better next week?
- 3. What changes would help?

- Any topic is open for discussion
- This helps put the kids in control of the process
- Answers are posted for all to see

The issues brought up are often personal.

"Mason hit me."

"Bowman annoyed me when..."



Allowance

- \$ 1 per week for each year old
- 10% minimum to charity jar
- 10% minimum to savings account

- Nothing to do with the methodology
- Provides a break point in the meeting
- Can be useful to change the mood ©
- Takes about 10 minutes

Children pay for their own lives

- 20% of all sports activities
- 100% of all holiday and birthday gifts
- 100% of all hobbies
 - D&D supplies
 - Magic cards



Next Week Planning

- What commitments do you have for the calendar?
- What ad-hoc tasks do you need to track for next week?
- What changes will we commit to for next week?
 - Personal behavior
 - Process change
- Rotate the share chore cards
- Queue up the new check lists





The Summer Responsibility Experiment

- Each child owns a room for the week
- Each room is kept intact at all times
- Daily points are based on effective stewardship

Results

- Mixed. Some kids like it, some don't.
- Kids express more feeling of accountability with lists and tasks.
- Kids struggle without checklists or cards

Ownership over obligation



Results

- Mornings aren't awful
- Family members work together to improve
 - How I like being in the family
 - How the family experience can be better
- Less noise, more communication
- Kids develop their own improvements
- Performance transparency drives individual improvement





Interviews with the Kids

What does the team think?



How has the process changed things?

People actually do their stuff that they need to do. The parents don't yell at us because we're not taking good care of the house. - |sabe||e



The house is more organized, and it's easier than mom always telling me to do stuff.

I have more responsibility than I used to have. - Mason

We work more as a team in the kitchen.

I don't like stand up, or chores. - Bowman

The house is a lot cleaner, and the cat isn't starving. - Isabelle



What do you like about it?

If we didn't have the boards we pretty much wouldn't get anything done.

- Bowman

I also really like earning new books and going on family activities. I like that things are easier to clean, and people don't fight over chores, because it's written out on the board. - Isabelle

Helps me be more organized with my chores. It also helps me with school when I put school projects on the board. - Mason



I like that it helps me get stuff done without mom having to tell me. It keeps me on track and let's me know what I have to do every day. - Cutter



What should change? What don't you like?

Less work on the boards, and the chores would be smaller. - Isabelle

I don't like that mom doesn't forget my chores, because they're on the board, and I have to do them. - Mason

Standing is unnecessary, we could pay perfectly fine attention when we're sitting. I don't like all the cards, and wish everything were on a list.

I'd rather have a check list for every day. - Cutter

I don't like it when mom and dad forget to reset boards. - Bowman

I would take away the "promise" slot, because either it's finished or it's not. - Cutter



Conclusions

- Big Visible Charts change fundamental human behaviors
 - Kids crave predictability
 - From parents and each other
 - □ It feels safer
- Changing artifacts frequently keeps interest alive
 - The color of cards
 - The routine of the standup

Many Agile practices
are simply
effective behavior
modification
techniques



Conclusions

Without discipline, any process will trend toward entropy.

With discipline, even a poor process can be more effective than not having one.

- For our kids, ownership is not as powerful as security
 - Kids want to be approved of
 - Ownership is scary

- Personal accountability improves with group inspection
- Kids and adults have very different motivations

