The Agile Coaching Company

Kanban Pizza Game

Experience Kanban for yourself

www.agile42.com/training/kanban-pizza-game

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Games give experience

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Three Foundational Kanban Principles

- Start with what you do (k)now—regardless of how ugly it is

  Respect the current process —roles, responsibilities & titles

- Agree to pursue incremental, evolutionary change
- Encourage acts of leadership at any levels

Kanban is not a process!
It's a change management method:
something you DO to a process.

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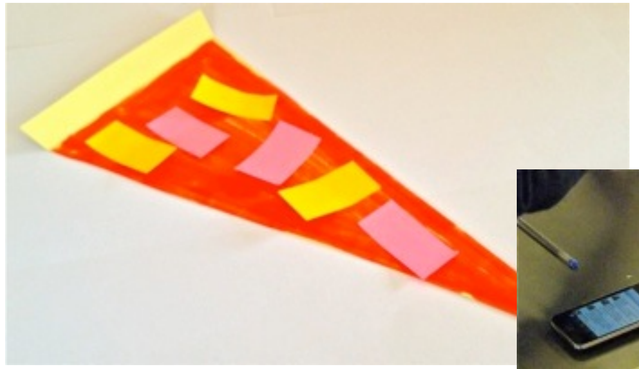
Kanban starts where you are
... normally with an existing process

Produce as many slices as you can



No Fixed iterations
& we play until asked to stop

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Round 1: Make as many slices as you can

Pizza Hawaii recipe

- Crust with outer edge folded upward
- Tomato sauce. Don’t skimp!
- 3 slices of ham cut from pink stickies.
- 3 slices of pineapple cut from yellow stickies.

Rules & constraints

- All cutting must be done with scissors - one per team.
- One red marker per team.
- One oven per team - holds a maximum of 3 slices at once.
- Must bake for 30 sec., burned after 45 sec.
- High quality: lots of sauce with toppings firmly attached.

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Let’s play!

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Stop!!! - Let’s measure

Finished slice
= +10 points

Pizza base
(with or
without sauce)
= -4 points

Toppings
= -1 pt

Each piece
counts
negative
until the slice
is 100% done

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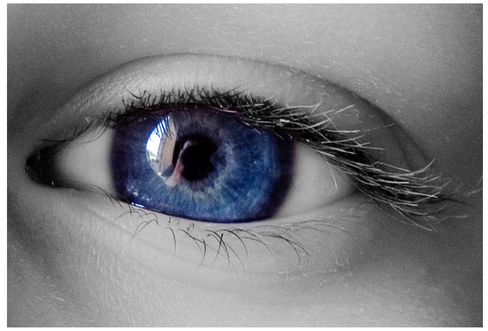
Six Core Kanban Practices

Visualize the workflow



Limit work in progress

Manage the flow

Implement feedback loops

Make process policies explicit

Improve collaboratively, evolve experimentally

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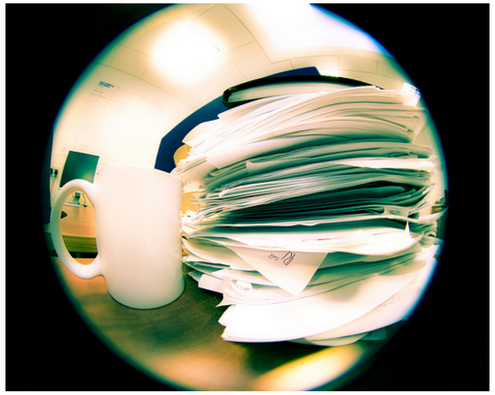
The Core of Kanban - 6 Practices

Visualize the workflow

What steps does your work go through?

Limit work in progress

Don't let work pile up at any step in the Flow.



Manage the flow

Lead time, cycle time, throughput.

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The Core of Kanban - 6 Practices

Implement feedback loops

Are you regularly reviewing your work and processes?

Hold standups and retrospectives

Make process policies explicit

Make it easy for people to do the right things, and to do them right

Improve collaboratively, evolve experimentally

Use metrics and models to continuously improve, collaboratively

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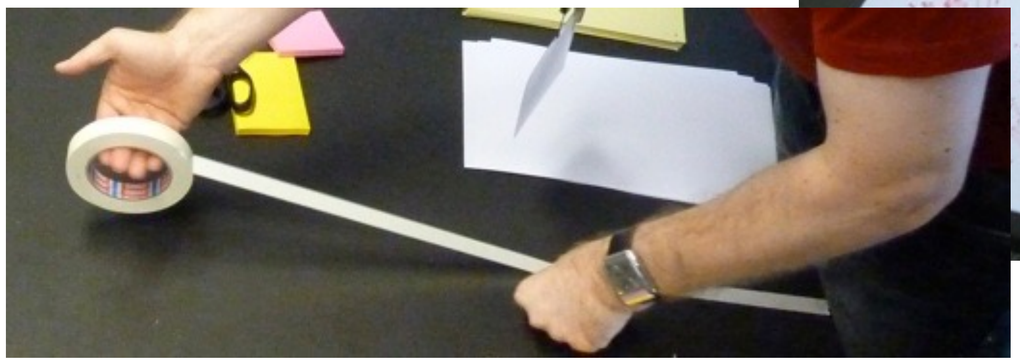
Visualize your workflow
& limit your work in progress

Make your workflow explicit
Limit the WIP For each station

5 min time-box



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OK, let’s play again!

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Stop!!! - Let’s measure

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Toppings
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Now, we produce based on orders

Cash on Delivery: Points are given only for fully delivered orders

Orders can be picked up
from a central defined location

Finished orders must be delivered
to another central location

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Let’s extend the game

Like in the real world,
some things change!

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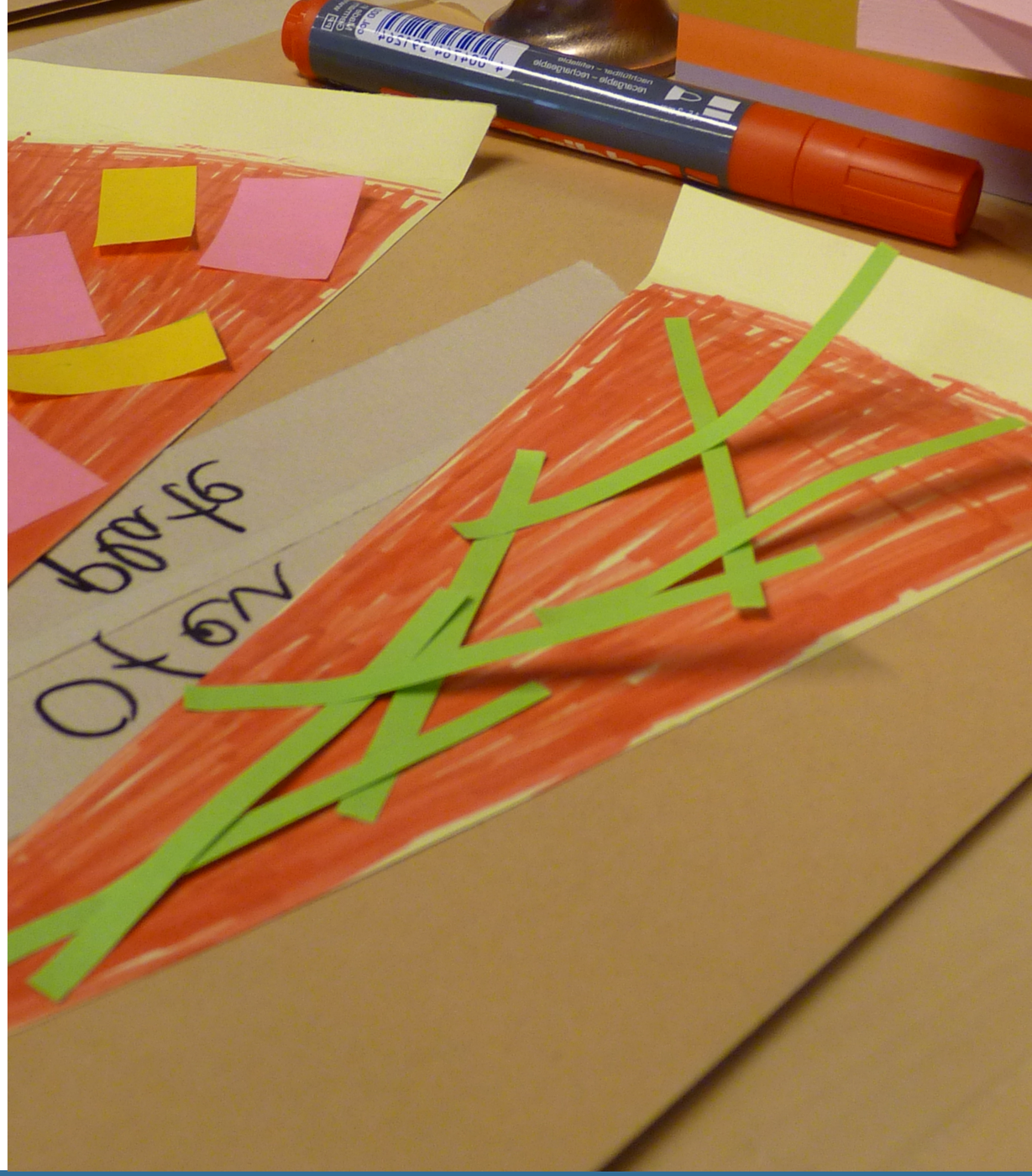
New! New!! New!!! “Pizza Speciale”

Slim green stickies as rucola

Each slice has 7 strips

Rucola burns in the oven: Pieces must be added **after** baking.



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Six Core Kanban Practices

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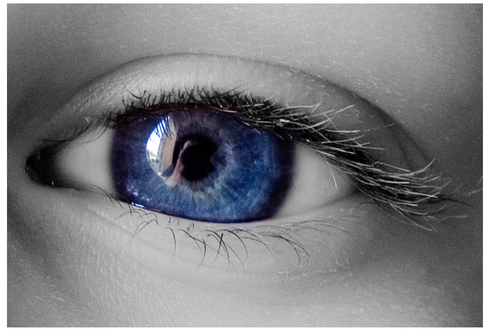

Limit work in progress

Manage the flow

Implement feedback loops

Make process policies explicit

Improve collaboratively, evolve experimentally

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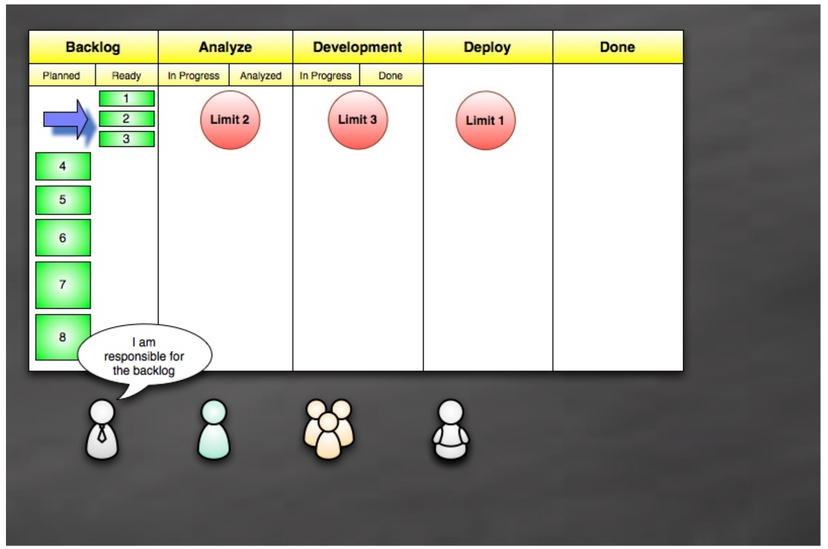
Draw your workflow

Look back
to the game

Draw the flow
including WIP limits



Use your materials
to make it look nice

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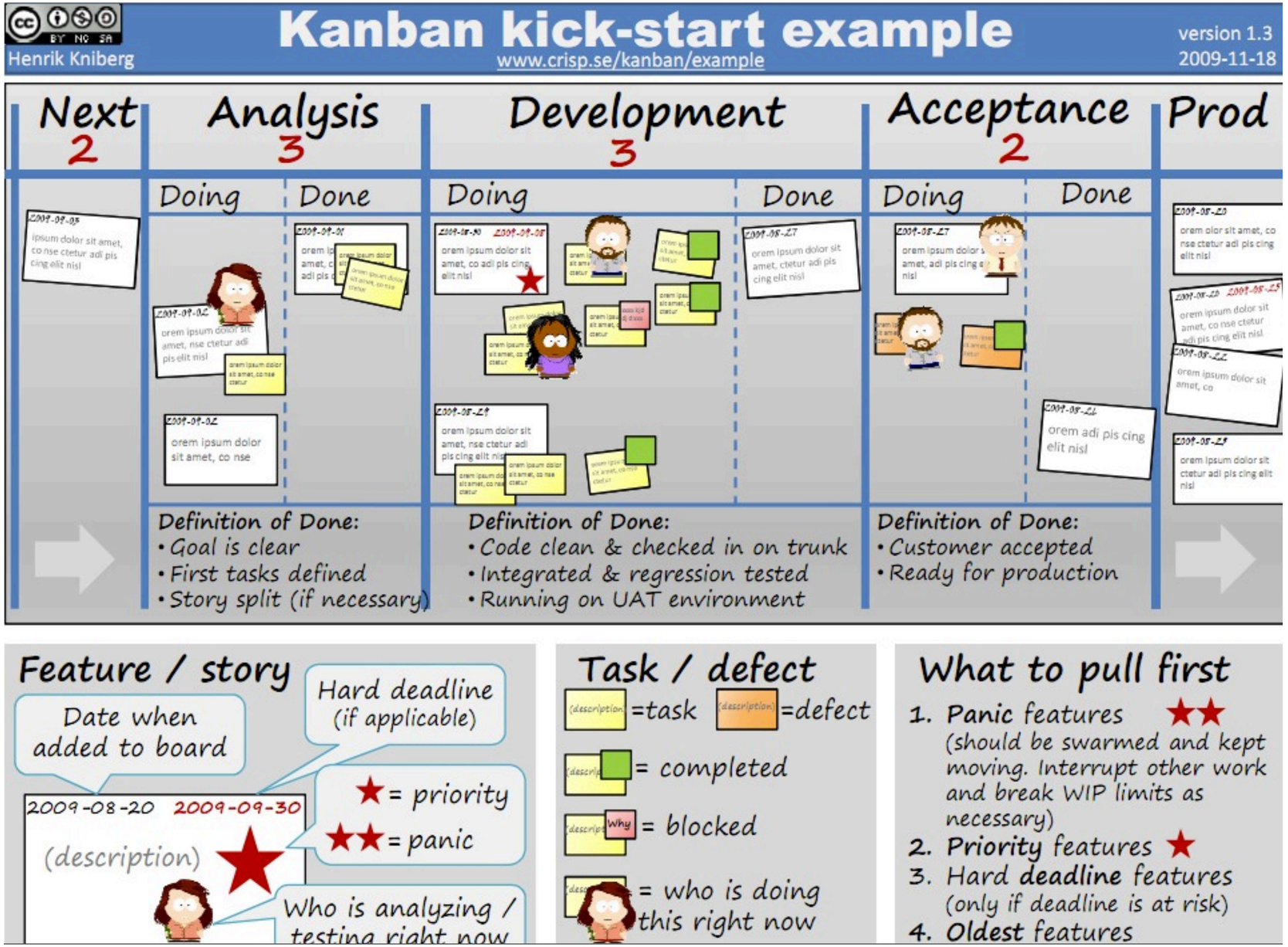

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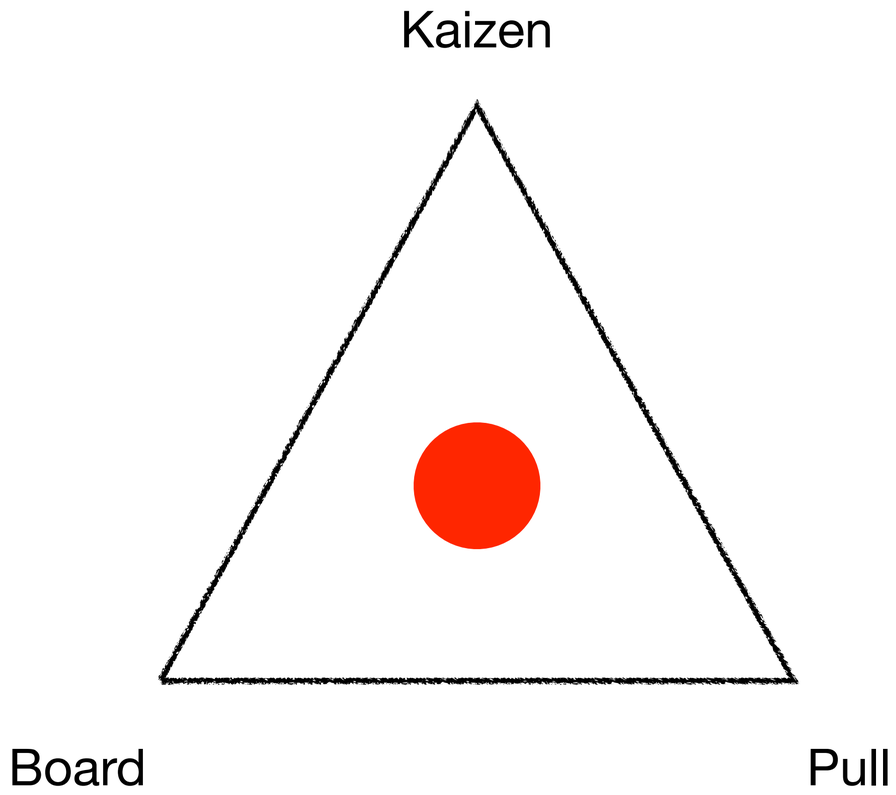
Prerequisites of Kanban as a working system



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There is much more to know about Kanban & Lean...

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Further information:
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