

Instructions for the crafting templates

Here you will find a short introduction and instructions for the ScrumpliCity crafting templates!

Materials required

- ScrumpliCity crafting templates (black and white: no color printing required)
- Scissors
- Colored pencils

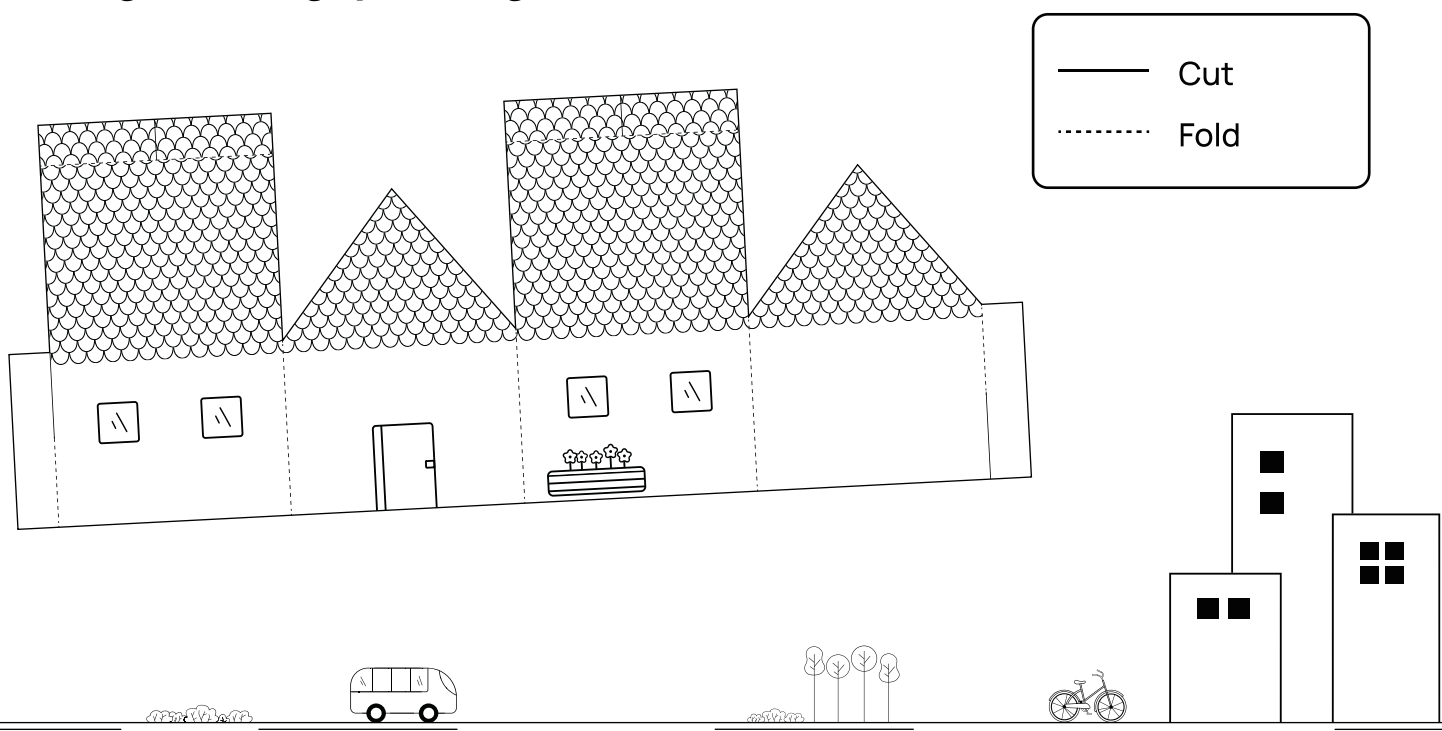
The crafting templates are designed to be completed using only the printed templates and scissors. Glue or other tools are not required.

How many crafting templates?

The required number of craft sheets depends on the number of teams and team sizes – i.e. how many learners are playing.

As a **reference**: A ScrumpliCity team member takes about three minutes to cut, fold, and stick together a house. However, additional time is needed for coloring.

Cutting, folding, pinning



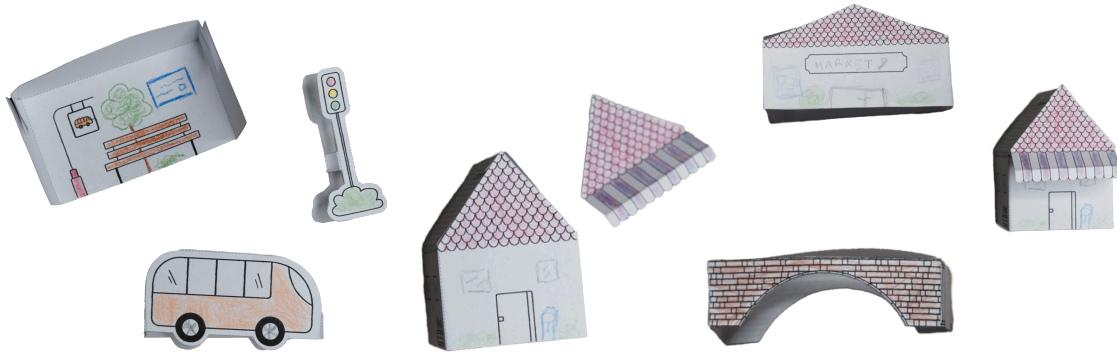
Inspirations for coloring

Small house: detached house, market stall (with additional awning), café, restaurant

High-rise building: apartment building, post office

Wide house: supermarket, school, hospital, fire station, museum, warehouse

→ Tip: the sign above the door is a good place to name the building!



Tip:

To see the crafting templates in action, check out our Instagram account!

 [scrumplicity.app](https://www.instagram.com/scrumplicity.app)

Planning poker cards

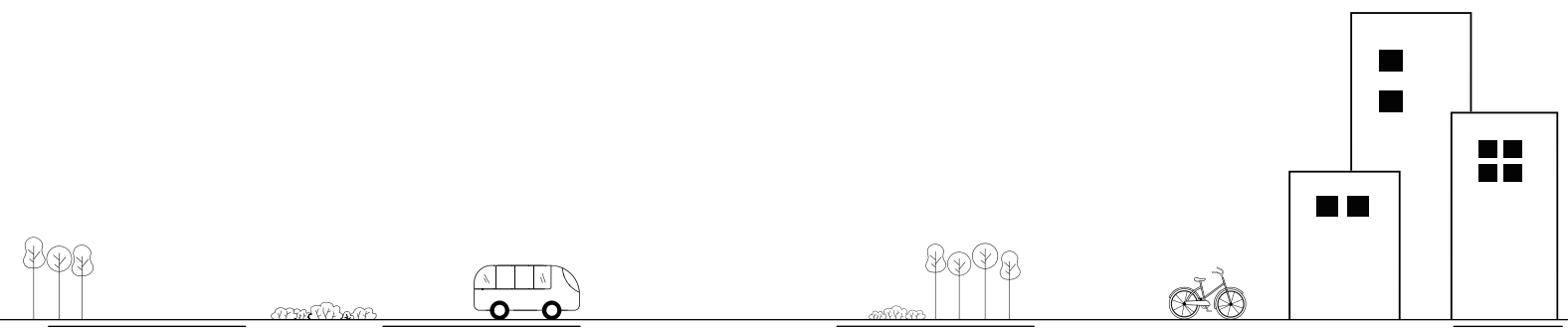
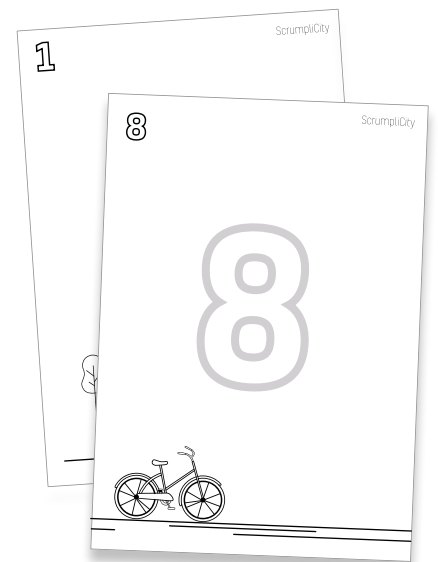
Our Planning Poker cards work just as easily as the crafting templates - simply print out one card per team member! Before the game starts, learners can then cut out their 7 Fibonacci number cards and estimate their user stories in the Sprint Planning.

How to: Planning Poker

First Sprint Planning: Choose a reference User Story with a complexity of 1. This will serve as a baseline for future estimations!

The estimation of user stories is the same in every sprint planning:

1. **Select estimate:** Each team member selects a card with their complexity of the User Story in secret
2. **Reveal the cards:** All cards are revealed at the same time
3. **Discussion:** If the estimates vary significantly, the team discusses the reasons for the differences
4. **New estimation (if needed):** After the discussion, all team members choose a new card until an agreement is reached
5. **Finalize the estimation:** The final score is written down



Burndown Chart

Each team needs a printed burndown chart template. Another prerequisite is that the entire story points of the project are known (e.g. in the external backlog). This way, the teams can fill in the chart at the end of each sprint and have an overview of the completed story points at the end of the project!

How to: Burndown Chart

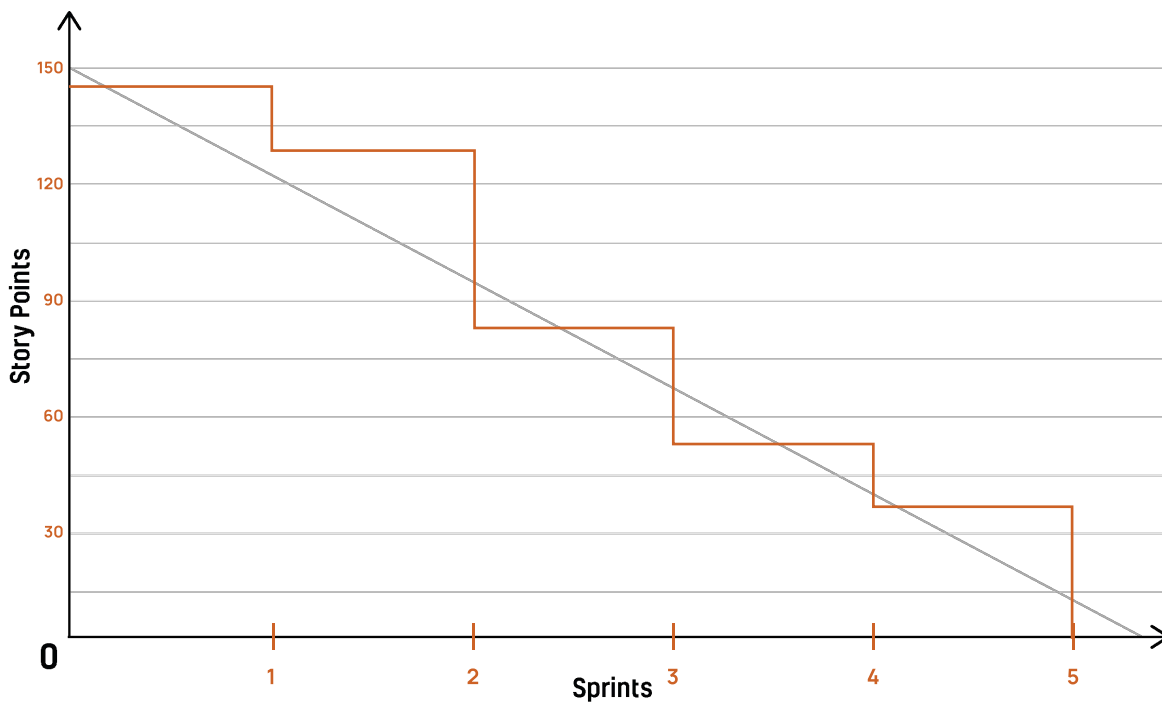
First Sprint Review:

Plot the planned number of sprints on the X-axis. Label the Y-axis at the top with the total planned Story Points for the entire project. This is the starting value.

The entry in the burndown chart is the same in every sprint review:

1. Enter remaining Story Points: Record the number of remaining Story Points on the Y-axis
2. Plot a point: Mark a point where the current sprint (X-axis) intersects with the remaining Story Points (Y-axis)
3. Visualize progress: Connect the points after each Sprint to track the trend of remaining Story Points until the project is completed
4. Ideal trend: The trend should decrease after each Sprint, ideally reaching zero Story Points by the final Sprint. The gray descending line serves as a reference for an optimal progress

Example of a filled-in burndown chart:



Have fun with ScrumpliCity!

