

Agile Evolve Canvas

Awesomeness

1. Fluency Zone

Which zone, (Focussing, Delivering, Optimising or Strengthening,) is most appropriate for you and why?

Insights

3. Challenges + Risks

What are the key challenges and risks for the team to achieve awesomeness in these areas?

Approach

5. Goals

What are appropriate short term goals for the team on the path to awesomeness?

2. Awesomeness

*In which 3 areas do you want to be awesome?
(Check out the cards and select 3 that interest you)*

4. Dynamics

What are the behaviours and dynamics in the team that will help you to be awesome in these areas?

6. Strategies

How will you achieve those goals on the path to awesomeness?