

# Improvement Kata Exercise with Playing Cards

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Time: 45 - 60 minutes

## Materials

- One deck of regular playing cards per team/table (can keep Jokers in the deck)
- Timer (can be a cellphone)
- Baseline/experiment Timesheet (available at [www.katatogrow.com](http://www.katatogrow.com)).
- Abridged Reflection Card (available at [www.katatogrow.com](http://www.katatogrow.com)).

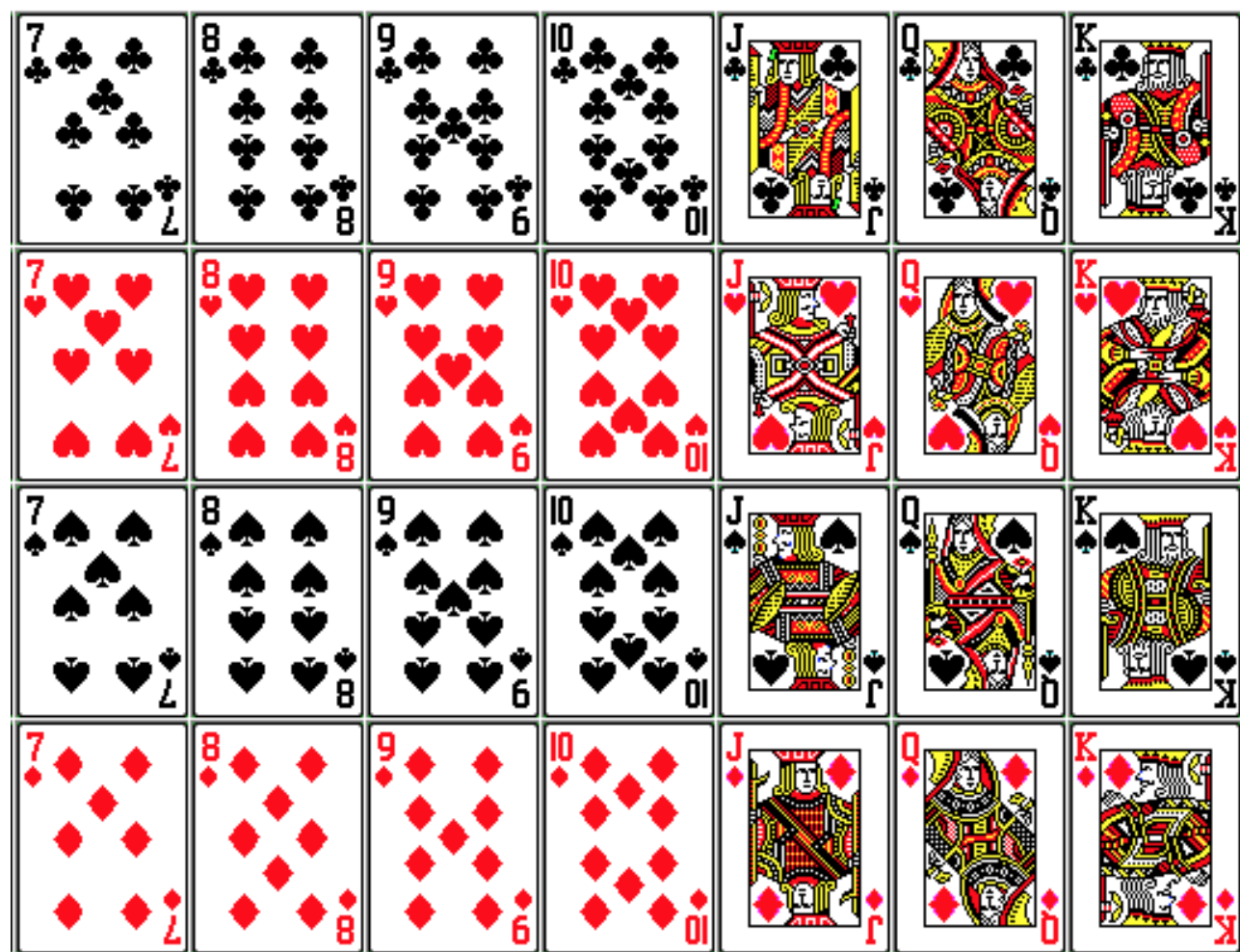
## Setup

- Have teams of 3-6 persons sit around tables.
- 2-4 players can participate in moving the cards at a time.
- 1 person will be the timer, another the recorder. This could be the same person for groups of 5 or less.
- Have one deck of cards, one baseline rounds/experiment sheet and one reflection card on each table for the team. The sheet and card are available at [www.katatogrow.com](http://www.katatogrow.com).

## Instructions to Each Team

- Explain to the teams their job is to get the cards into the following pattern as quickly as possible (with 4 people moving them at most).
- Quality Constraint: there must be roughly equal space between the rows and columns of this layout.
- Have the teams run one baseline round and time how long it takes.
- Tell them to set a target condition that improves upon that time. It should be lofty but achievable.
- After one baseline round, they can start experiment rounds. Before starting the timer, they must decide as a team which experiment they could run to reach their target condition. They can choose anything, so long as there are 4 people moving cards, they start with the entire deck, and they keep to the quality constraints.
  - *Tip: Explain that they do not have to time their experiment planning. They can take more time for this. The object is not to finish first, it's to reach the target condition.*
- Have the teams run 2-3 experiments to try to reach their target conditions.
- Once they have finished 2-3 experiments, introduce the Coaching Kata. Have someone on the team designated as the coach, or you can play this part yourself.
- Between each round of experiments, walk the team through the Reflection Card questions and have them answer to plan their experiments.
- Run 2-3 more rounds with the Coaching Kata.
- At the end, have the teams who have reached their target conditions stand up and share their experiments.

## Target Order for Cards



## Pictures from Workshops





