

# RETROSPECTIVE ACTIVITIES QUICK REFERENCE MATRIX

Phase	Activity	Iteration	Release	End of Project
<b>Set the Stage</b>	Check-in	✓		
	Focus On/Focus Off	✓	✓	
	ESVP		✓	✓
	Working Agreement	✓	✓	✓
	Temperature Reading		✓	✓
	Satisfaction Reading	✓	✓	✓
<b>Gather Data</b>	Time line and Variations		✓	✓
	Triple Nickels	✓	✓	✓
	Color-Code-Dots		✓	✓
	Mad-Sad-Glad	✓	✓	✓
	Locate Strengths		✓	✓
	Satisfaction Histogram	✓		
	Team Radar	✓	✓	✓
	Like to Like	✓	✓	✓
<b>Generate Insight</b>	Brainstorming/Filtering	✓	✓	✓
	Force Field Analysis		✓	✓
	5 Whys	✓	✓	✓
	Fishbone	✓	✓	✓
	Patterns and Shifts	✓	✓	✓
	Prioritize with Dots	✓	✓	✓
	Report Out and Synthesis	✓	✓	✓
	Identify Themes	✓	✓	✓
	Learning Matrix	✓		
<b>Decide What to Do</b>	The Retrospective Planning Game		✓	✓
	SMART Goals	✓	✓	✓
	Circle of Questions	✓	✓	✓
	Short Subjects	✓		
	Triple Nickels	✓	✓	✓
	Force Field Analysis		✓	✓
<b>Close the Retrospective</b>	+ /Delta	✓	✓	✓
	Appreciations	✓	✓	✓
	Temperature Reading	✓	✓	✓
	Helped, Hindered, Hypothesis	✓	✓	✓
	ROTI	✓	✓	✓
	Satisfaction Histogram	✓	✓	✓
	Team Radar	✓	✓	✓
	Learning Matrix	✓	✓	✓
	Short Subjects	✓	✓	✓

\* Reference: Agile Retrospectives: Making Good Teams Great Esther Derby, Diana Larsen



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