

TEAM PLAYBOOK

Module 2: Make a team plan

- 1. Set a goal
- 2. Draw your roads
- 3. Define your milestones

How to design a high-performing team without spending tons of money on theoretical content and course certificates.



MAKE A PLAN

Create an overview of what needs to happen to reach the team's goal.

Set a goal	It should
What you want to achieve as a team?	✓ Clear & motivating✓ Relevant & measurable✓ Achievable within a set time
Draw your roads	It should
What are the different types of work that needs to get done to reach the goal?	✓ Be needed to reach the goal✓ Have a clear split between them✓ Come together at the end goal

Define your milestones	They should
Write down the concrete deliverables that your team must complete by a given point in time to reach the goal.	√ Be necessary to reach the goal
	√ Have a deadline
	✓ Be written as actions





Module 2: Make a Team Plan

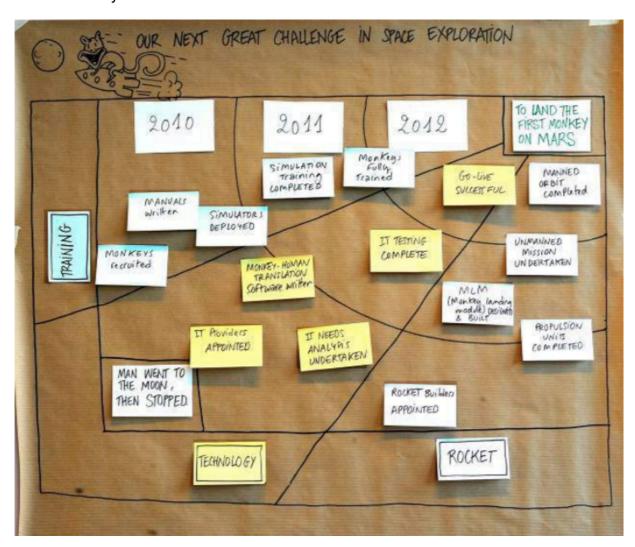
MAKE YOUR TEAM PLAN

Exercise: You're up. Set a goal, draw the work types to reach it, decide on a timeframe, and place the milestones.

Example: Space Exploration Plan checklist

A plan for a team looking to overcome the next great challenge in space exploration: land a monkey on Mars!

- ☐ Goal?
- ☐ Milestones?
- ☐ Work types?
 ☐ Timeline?







Module 2: Make a Team Plan

Instructions: Team plan content			
□ Write work□ Write time	goal at the top of the table types as column header periods as row headers ones in table boxes		
Team Goal			
Work type >			
Time Period V	Miletones V	Miletones V	Miletones V





Land Address			45
ınstru	ictions	s: Ca	ntinue

If you have more work types, then add them as column
headers and list the milestones below

☐ If you want to add more steps to your timeline, then add them as row headers and continue listing milestones for the different work types

Work type >			
Time Period V	Miletones V	V	Miletones V