

TEAM STRATEGY CANVAS

<p>PURPOSE (1) Why do we exist?</p>	<p>CORE VALUES/BELIEFS (2) What defines our team's culture? What behavior do we (not) want to see?</p>	<p>BEHAVIOR (2A) Stop</p>	<p>BEHAVIOR (2B) Continue</p>	<p>BEHAVIOR (2C) Start</p>
<p>CORE COMPETENCIES (3) What makes us great?</p>	<p>DEVELOPMENT AREAS (4) The elements we are not good in and are not likely to change quickly</p>	<p>TRENDS (5) Significant external changes that might impact the team</p>	<p>BRAND PROMISE (6) What do we promise our (internal) customer and how to measure?</p>	<p>BIG HAIRY AUDACIOUS GOAL (BHAG) (7)</p> <ul style="list-style-type: none"> • Inspiring • Has an end date • Not clear yet how to make it happen
<p>DECISIONS (8) How do we make decisions?</p>	<p>WHAT WE DO NOT DO (9) Which activities we do not do?</p>	<p>3 YEAR PLAN (10) Things to work towards 3 years from now</p>	<p>WINNING MOVES (11) Crucial steps to achieve the 3 yr target</p>	<p>SUCCESSFUL YEAR (12) What does success look like for the 1st year?</p>