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Title of the Tool Speed Boat	
Aim of the Tool	The speed boat method was invented in 2006 by Luke Hohmann to study a project using agile practices. This exercise helps to highlight the strengths, constraints, obstacles and objectives of a project. Each person writes down how each element applies to the project and presents it to the rest of the team to explain their views. Once this is done, the goal of this workshop is to find ways to improve the current state for the future. The Speed boat has many advantages in managing the different stages of a project. Indeed, it can both shine light on the objectives of a project and those of a team. It allows for a quick and efficient analysis of a situation by promoting individual reflection. After brainstorming these, the team gains a deeper global understanding of what they are working on, therefore can optimize the project in terms of analysis, understanding, exploitation of strengths and therefore efficiency. The speed boat can also be used to analyze a personal professional/ professional project The Speed boat illustration contains various elements that drive/constrain the boat toward its final objective. The elements are: · A boat which represents the team/individual regardless of the subject of the discussion for example the achievement of a successful transformation project, choosing of a new training). ● An island which represents the objectives to be achieved (learn, improvement in a process, and more). ● The wind shows the strengths of the person or a team. Just like the wind which blows into the sails of the boat, the assets identified will enable it to move forward. ● The anchor represents the brakes, the elements which will slow the person/team down. (in case of a person: family situation, economic situation etc) ● The reef: this element isn't used in all speed boat workshops. When it is used, the reef represents the obstacles that might appear along the process of reaching the goal (for example

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	along the training path) Once established, all of these elements enable four main themes to emerge, recalling the SWOT matrix: Strengths, Weaknesses, Opportunities and Threats.
Materials necessary to use the tool (ex. Whiteboard, pen and paper, room with chairs in a circle, internet connection, computer or mobile phone etc.)	Paperboards to draw the speedboat, felt-tips pens and self-adhesive pape
Involvement of other people (for example teacher, company tutor, parents etc)	Team of students with the coach/tutor as supervisor Individual person and coach/tutor as supervisor
Link for the tool (online link for example)	N/A
Indication on how to use the tool	1. Presentation Present the Speedboat activity to the group/individual along with the issue and what is expected of them/the individual person. Make sure they understand the categories: · Strengths: what moves him/her towards the objective(s) · Goals: what he/she identifies as the objective(s) · Weaknesses: what hinders him/she from achieving the goals · Hurdles: what prevents or risks preventing him/she from reaching the goal

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	Go over the rules: no judging ideas suggested and no talking during the exploration phase. 2. Exploration The participants take 5 minutes to think about themselves.Next, they put their ideas in the different categories. Estimate a time for this phase and finish it either when the time is up or when participants stop putting ideas there. 3. Discussion This activity can be done in a group discussion or individually with the coach/tutor 4. Selection Once all ideas have been put up on the board, you'll have to select the most relevant ones in order to leave the meeting with an action plan. The action plan can be built together with the tutor or coach.

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