Storytelling template guide: Tell YOUR story

Once upon a time

Introduction:

PEOPLE, SETTING
- department/unit
- names of co-leads, union
- project
- focus area
- Value Compass

Suddenly

Problem:

ACTION, CONFLICT
- challenge or problem for team, KP members
- SMART goal (specific, measurable, attainable, realistic and time-bound)
- performance metric (time frames: quarterly, monthly, etc.)
- target/deadline

And then

Solution/Journey:

ELEMENTS
- PDSA cycle, RIM method, process mapping, tests of change, tools (adapt, adopt, abandon)
- advice to other teams (side benefits, learnings)
- best/effective practices

Happily ever after

Results/Action:

CONCLUSION
- results: growth, increase, or improvement in metrics
- reduction/savings
- change/innovation
- spread/call to action

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Suddenly

And then

Happily ever after