RESILIENCE · ADAPT TO CHANGE

Requirement Drift Simulator

Make the accepted changes visible against a fixed baseline — then decide, at a leadership level, whether the baseline needs to change.

Facilitator _____

Team / date _____

1 THE WORK

the project whose scope has drifted

THE ORIGINAL BASELINE

the scope, timeline and resources you first committed to — keep it visible

2 EVERY CHANGE ACCEPTED SINCE

one change per card — small ones too; don't merge them, and don't judge whether each was justified

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3 · THE DRIFT — ORIGINAL INTENT VS CURRENT REALITY

THE BASELINE (WHAT WE COMMITTED TO)

→

CURRENT REALITY (BASELINE + ALL THE CHANGES)

4 · THE LEADERSHIP DECISION — IS THIS STILL THE ORIGINAL PROJECT?

agree one response only — the tower falling isn't the output; the re-baseline is

☐ **Freeze scope** ☐ **Agree a new baseline** ☐ **Remove work** ☐ **Grow the baseline**

THE DECISION — WHAT WE'RE CHANGING, AND WHY

OWNER

The problem isn't accepting change. It's accepting change without changing the baseline.

Pull, don't stack · every block is a real, accepted change · let the tower fall · end with a re-baseline, not a realisation

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