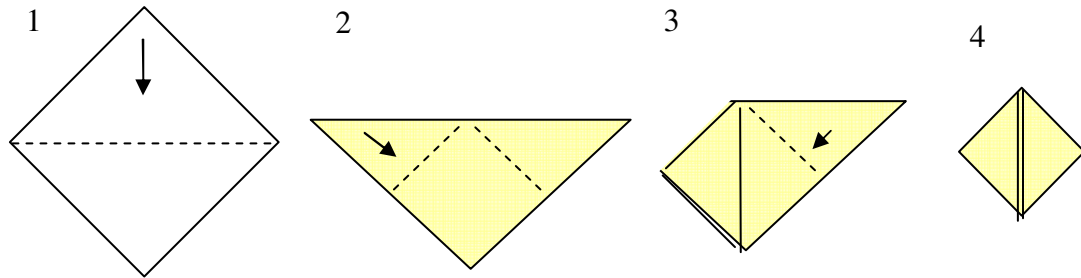


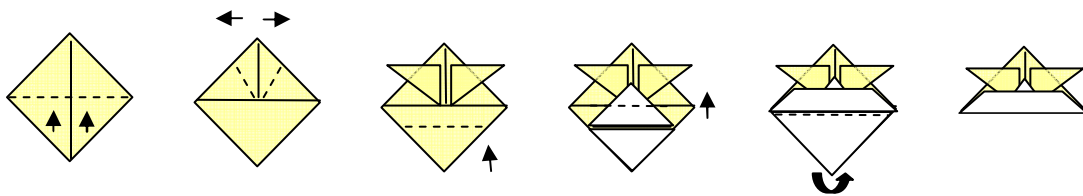
Origami

Base and Variations

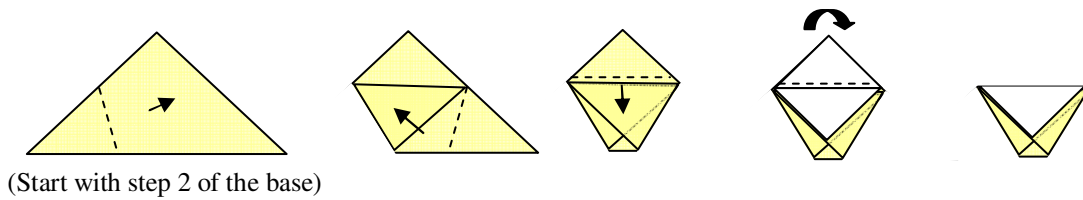
Kabuto Base (Traditional)



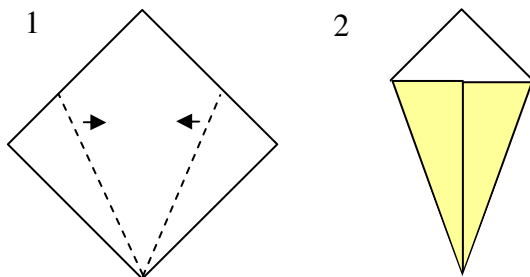
Kabuto (Traditional)



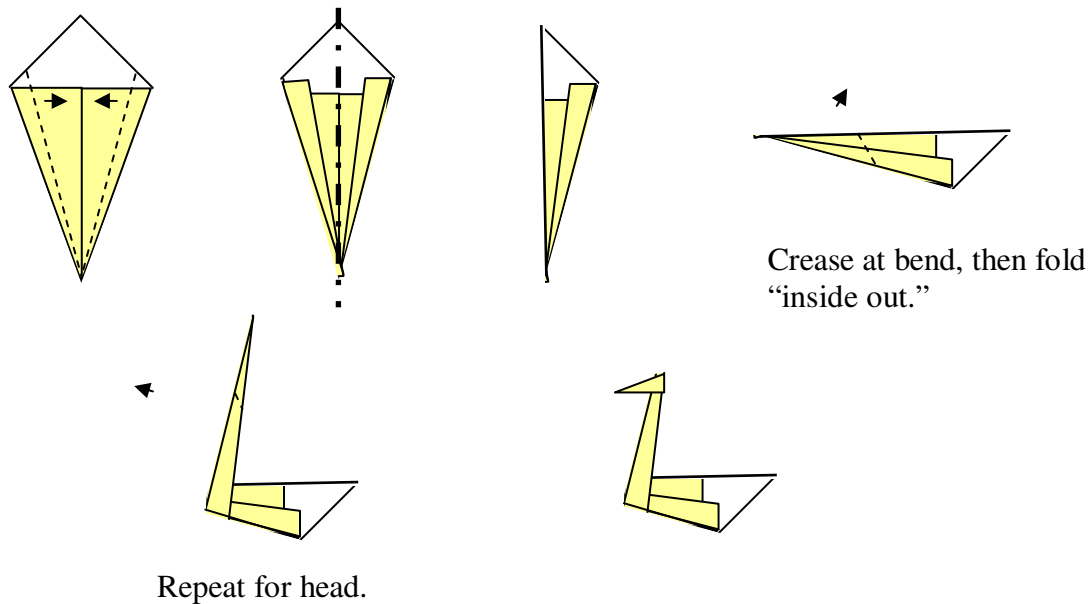
Paper Cup (Traditional)



Rabbit Base (Traditional)



Swan (Traditional)



Uses

Pairigami – In Extreme Programming, programmers work in pairs, constantly reviewing each other's work, considering strategic and tactical concerns, and trading typists. By working together to fold an origami figure, they can practice these skills.

Pairigami Coaching – Extreme Programming has a *coach* role; the coach observes how the team works together (both in the small and the large). In this exercise, a coach practices observation and coaching skills on a pairigami team.

Lean Manufacturing Demo – Get four people to set up a pipeline to fold a figure. The first time, have people fold as fast as possible (like a traditional assembly line). The second time, let the slowest step set the pace (lean style). Either way, the slowest step controls the total pace, but the first way is less flexible as it builds large buffers.

Math – Origami is a rich domain for thinking about angles, transformations, similarity.

Notes

- Origami is a natural framework for demonstrating processes.
- You can control the time required by choosing simple or difficult figures.

Resources

Packs of origami paper usually come with instruction sheets.

Origami, by Hideaki Sakata. GRAPH-SHA Ltd., 1984.

Complete Origami, by Eric Kenneway. St. Martin's Press, 1987.

Origami to Astonish and Amuse, Jeremy Shafer. Griffin Trade Paperback, 2001.