EMPLOYEE GROWTH

S Curve

MASTERY (3 YEARS)
Typically, team members have achieved maximum growth in their role, and will start to get bored, and decline in performance. It may be time to assign them a new challenge, and restart their S curve.

SWEET SPOT (6MO-3YRS)
Team members are comfortable in their role, but are still challenged regularly, resulting in lots of growth.

LOW COMPETENCE (0-6 MONTHS)
Team members are still learning the ins and outs of the business, and getting comfortable in the organization.
EMPLOYEE GROWTH

S Curve

Developed by E.M. Rogers in 1962, the S-curve is a graphic illustration of how disruptive ideas and products spread through cultures.