Certified ScrumMaster™ Course

Course Length: Two days

Course Description:

Scrum is the agile development process that allows teams to deliver usable software periodically throughout the life of the project, absorbing change and new requirements as the project proceeds. Traditional software project management methods fix requirements in an effort to control time and cost; what we've learned after decades of building software is that requirements often *need* to change based on market conditions or the reality of the emerging system. Scrum allows organizations to shift requirements in a manner that does not disrupt the team.

Scrum teams make progress in a series of sprints, or 30-day periods of time. Moreover, delivering products using Scrum relies heavily on the collaboration between the team and the product owner to create the right product for the customer in a lean fashion. A Scrum product owner manages and stages the product backlog, which is a prioritized list of features for the product, so that the team is always working on the most valuable items first. The ScrumMaster helps synchronize the business needs with the delivery team's capabilities and provides visibility into this progression at all times.

Beginning with the history of agile development and moving through the disciplines promoted by Scrum, participants will gain a comprehensive understanding of the Scrum methodology while specifically reviewing the behaviors expected of a ScrumMaster.

Certified ScrumMasters will be able to initiate and execute a sprint.

This course results in certification as a ScrumMaster with the Scrum Alliance.

Target Audience:

This class is suitable for those practicing or looking to practice the art of the ScrumMaster, but is highly valuable for anyone involved in Scrum (Managers, Team Members, Product Managers, etc.).

Course Level: Intermediate

Course Prerequisites: Attendees must read Ken Schwaber's *Agile Project Management with Scrum.* Additionally, experience either managing or participating in software development projects is highly recommended.

Course Objectives:

1. Given a robust perspective on software project management, participants will be able to discuss how Scrum's time-boxed approach and focus on working product might be appropriate for their environment.

2. Participants will experience a Scrum 'sprint' by participating in a simulation; as a result, they will gain the knowledge to assist their teams with this process.
3. Given the role-based situational exercises in the course, the participants will be able to make decisions from a ScrumMaster's perspective.
4. Additional exercises will familiarize participants with Scrum values and principles.
5. Participants will gain an understanding of how the sprint retrospectives empower teams to increase their ability to deliver high quality, working product each sprint.
6. Participants will understand the ideas behind just-in-time requirements elaboration, and will also learn how to balance this with agile planning techniques.

Course Outline:

Introduction to Agile
- Agile timeline
- DSDM triangle
- Agile Manifesto

Introduction to Scrum
- History
- Values
- Terminology
- Scrum Core Elements

Three sprint Scrum simulation

Scrum Roles and Responsibilities
- Delivery Team
- Product Owner
- ScrumMaster

Scrum Process Details
- Planning the Sprint
- Product Backlog
- Sprint Planning Meeting
    - Review user stories
    - Estimate Capacity
    - Estimate Tasks
    - Commit
- Sprint!
    - Daily Scrum Meeting
    - Burndown Charts and Project Reporting
- Sprint Review
    - Sprint Demo
    - Sprint Retrospective

- Extended Planning
    - Product Vision
    - Product Roadmap
    - Release Planning

Scrum and Architecture

Scaling Scrum

Getting Started with Scrum

Scrum Rules

Closing

This course is 70% knowledge transfer and 30% skills-based introduction through simulation and exercises.