Introduction To Agile and Scrum Workshop Training

Duration: **1 Day**

BILGINC IT Academy
info@bilginc.com
bilginc.com

Experience an interactive day in an agile environment with hands-on exercises.

Introduction to Agile and Scrum Workshop is an immersive, one-day experience designed to help teams quickly understand and apply Agile and Scrum in a real-world context. Rather than focusing on theory alone, this **highly interactive workshop** places participants inside a simulated Agile environment where they actively experience the Scrum framework from project initiation through delivery.

Through hands-on exercises, collaborative planning, estimation, and retrospectives, teams gain a clear understanding of Agile roles, responsibilities, and practices—and see firsthand how Scrum enables transparency, adaptability, and continuous improvement. This course is ideal for organizations seeking a fast, practical introduction to Agile that drives immediate engagement and shared understanding across the team

Participants actively explore the Agile lifecycle, team roles, user story estimation, and retrospectives—building confidence and alignment through hands-on learning. By the end of the workshop, teams walk away with a shared understanding of Scrum, improved collaboration, and the ability to apply Agile practices immediately within their environment.

Who Should Attend?

Project Leads/teams, Managers, Project Managers/Jr. PMs, Business Analysts, Business Systems Analysis, Developers and Coders wishing to understand the basic tenets of agile.

What You Will Learn

- The agile lifecycle and how it differs from traditional lifecycle models
- The unique agile values, principles, and practices
- Planning for agile products or projects
- Estimation and Prioritization
- Iterative closure using review and retrospectives.
- Understand the roles and responsibilities of the Agile Team

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Training Outline

Section 1 – Agile Overview (08:30 – 09:30)

- Why Agile?
- The Agile Values and Principles
- Introduction to Scrum
  - Team Roles and Responsibilities
  - Introduction to Typical Roles and Responsibilities
  - Scrum Meetings and deliverables

Section 2 – Product / Project Initiation and Planning (10:00 – 13:00)

- Envision the Product or Project
- Plan Releases
- Plan an Iteration (Sprint)

Section 3 - Requirements (13:00 – 14:30)

- Compile the Product Backlog
- Write User Stories
- Estimate User Stories

Section 4 – Iteration Closure (14:30 – 16:00)

- Review the Iteration
- Obtain Customer Acceptance
- Hold a Retrospective

Section 5 – Agile & Scrum In The Real World (16:00 – 16:30)

- Agile vs Scrum
- Agile Transitions in Large Organizations
- How Scrum teams can interact with non-Scrum teams
- Doing Scrum in a non-Agile environment

Hands-On Exercises

- Exercise 1: Team Forming – Rules of Engagement
- Exercise 2: Write a Vision – (Elevator Statement)
- Exercise 3: Define Users, Key Skills, Perspectives
- Exercise 4: Estimate User stories (optional for non-IT team members)
- Exercise 5: Conduct a Retrospective – Getting Ready for Agile

Exercises 1-5 are part of a simulation done throughout the day that allows teams to see how Scrum works in practice.

Note: Courseware is Digital: this is a BYOD