Scrum Alliance Certified Scrum Master (CSM)

🌐 Learn via: **Classroom**

🕐 Duration: **2 Day**

Overview

Scrum is gaining popularity as more companies realize the benefits of adopting a more Agile way of working. Many of these companies are using Scrum as their preferred delivery framework. *Version One*, in their annual Agile survey, found that over 70% of surveyed agile projects are managed using Scrum.

Scrum is an empirical process management framework, using frequent inspection points to implement change based on experience and feedback. Scrum has been used successfully since 1994; the highly competitive dot com boom was its proving ground. It was an environment that lent itself to focused effort, minimizing waste and providing earlier customer visibility to accelerate return on investment. Many companies that grew during that time such as *Google* and *Salesforce*, continue to use Scrum. During the last few years, Agile has begun to move into the mainstream with more companies looking to achieve similar benefits by applying Scrum to more diverse projects.

Scrum is a simple process framework that empowers people to higher performance, where management take a less directive and a more leadership-based role, supporting small multi-disciplined teams and removing anything that stands in their way.

Because Scrum is simple, it requires a different way of thinking when compared to traditional project management. It also requires the application of a key set of principles to guide the implementation of Scrum to realize its benefits in complex environments.

This is a Scrum Alliance Certified Scrum Master course, on successful completion of the 2-day course you are eligible for the Scrum Alliance's Online CSM assessment (Online, 50 multiple choice questions, pass mark 37 out of 50, 60 minute time limit). Once the test has been successfully completed, you will then become a Scrum Alliance Certified ScrumMaster® (CSM), and have a two-year membership to the Scrum Alliance.

The course uses real examples to discuss the options, approaches and implications for a ScrumMaster when dealing with stakeholders, Product Owners or development team members who are not following Scrum.

Please note that this is a certified course which requires 6 hours training time per day. This means a 9:00am start and a 5pm finish each day, with 1.5 hours for breaks. Delegates must attend for this time to be eligible for certification. The trainer reserves the right to not register delegates for the Scrum Alliance if they do not attend the training for the full 12 hours.

Post attendance the trainer will register the delegates for the exam (registration fees are included in course price). Delegates will then receive an email from the Scrum Alliance with a link to the CSM online exam

Attendees on the course will receive:

- Scrum Alliance 2 year membership for all attendees
- An electronic copy of the references and links sent during the course
- A set of planning poker cards

Prerequisites

Delegates should be familiar with the content and rationale for the rules of Scrum in the Scrum Guide.

Outline

Why Scrum works and what it is.

Agile Principles & Scrum Overview

- Agile Principles
- Lean Principles
- Process control models
- Incremental and Iterative product development
- Shifting the focus on product management
- Overview of the Scrum process

The Team

- Dedicated cross functional teams
- Conditions for Self-Organization
- T-shaped people

Product Backlog and User Stories

- Product backlog characteristics
- User Stories
- Getting your first backlog

Estimation for Forward planning

- Why comparative estimation works
- Planning Poker

Product Backlog Items

- Getting backlog items Ready
- Slicing User stories

Sprint Planning

- Team capacity
- Facilitating the sprint planning meeting
- The Sprint backlog
- Sprint Burndown chart

The Sprint

- Definition of Done
- How the team should work in a sprint
- Tools for the ScrumMaster
- Sustainable Pace

Scrum Roles and Responsibilities

- The Team and building effective teams
- ScrumMaster Responsibilities
- Product Owner Responsibilities
- The Scrum Project Community
- What happens to traditional roles in Scrum?

Scrum Meetings

- Reviews
- Retrospectives

Release Planning and Tracking Progress

- Velocity
- Release Planning
- Tracking release progress

Scaling Scrum

- Scrum of Scrums
- Scaling the product backlog
- Scaling across a program and business areas
- Distributed Teams