

Professional Scrum Foundations

Learn via: **Classroom / Virtual Classroom / Online**

Duration: **2 Day**

Overview

{*training} is a course that teaches Scrum by experiencing what it's like to build software using the Scrum framework. Working in a series of Sprints, students break into Scrum Teams fulfilling all of the roles on a team to build a software application, simulating real-life problems. The mechanics, roles, principles and (empirical) process of Scrum are demonstrated. Common missteps and misunderstandings are discussed so students grow a higher awareness of their symptoms.

{*training} is excellent training for teams and anyone wanting to experience the Scrum way of working. The course also provides the foundation of knowledge needed for role-focused training for Product Owners, Scrum Masters and Developers.

Provide practical insights into the mechanics and practices of Scrum so that students can use it to build complex products.

Students will build releasable software in teams with a mix of discussion and exercises to understand empirical decision making.

The {*training} also includes a free attempt at the globally recognized Professional Scrum Master I certification exam (PSM I).

Scrum.org selects only the most qualified instructors to deliver this course. Scrum.org maintains the defined curriculum and materials to assure consistency and quality for delegates worldwide.

Prerequisites

This {*training} is designed for people new to Scrum or starting with Scrum, having limited or no practical experience. Delegates will make the most of the class if they:

- Have studied the Scrum Guide (required).
- Have been closely involved or have a high interest with a project that builds or enhances a software product or application.

Programming skills are not essential. Groups will form into self organising teams so there is a good chance that each team will be able to field at least one developer.

Pre-Course Reading

- Delegates should be familiar with the content and rationale for the rules of Scrum in the Scrum Guide, available at www.scrumguides.org.

What You Will Learn

At the end of this {*training}, attendees will have an understanding of the following:

- Have a clear understanding of the foundational elements of Scrum and their coherence
- Be able to take part in a Scrum Team
- Effectively deliver valuable software
- Leave the class with a handful of tips to identify common pitfalls and dysfunctions

Delegates will receive a voucher enabling them to sit the Scrum.org PSM Level 1 assessment. Note: Delegates will not be expected to sit this online exam on the last day of the course.

Outline

- Fundamentals to Scrum
- The Scrum Framework

- Mastering Scrum
- Planning with Scrum
- Getting Started
- Keeping Scrum Healthy