Working as a Scrum Master in Agile Teams

🌐 Learn via: **Classroom/Virtual**

🕐 Duration: **2 Days**

Overview

This two day course provides a clear and solid insight into what Scrum is, the fundamental principles and values and gives delegates' hands-on experience using Scrum. This will better enable delegates to prepare for and achieve the recognised **Scrum.org Professional Scrum Master I Assessment**.

Achieving a Scrum Master Certification will demonstrate a good understanding of the framework and exhibits a dedication to continued professional development.

Prerequisites

Reading the following article / blogs is not required but would be helpful as a prelude to this course.

http://www.scrumguides.org/

http://agilemanifesto.org/

Who Should Attend

This course is intended for future and current Scrum Masters that want to maximize their effectiveness within the Scrum process. The goal is to create quality products of high business value and on time.

What You Will Learn

At the end of this course you will be able to:

- Understand the origins of Agile methods
- Understand and apply the core values and principles of Agile methods
- Know the difference between the defined process and the empirical processes used in Agile
- Understand the Scrum roles, artefacts, events, and practices
- Undertake practical exercises to learn Sprint Planning

Outline

Agile History and Background

- Scrum origins and the Agile Manifesto
- The 4 values and 12 principles of Agile

Why Agile

- Environments that are best suited to an Agile approach
- Benefits of Agile
- Project constraints in traditional projects versus Agile projects
- Empirical process and how this approach is used to develop a product iteratively and incrementally

Scrum Framework

Roles:

- Product Owner - representing the voice of the customer and responsible for return on investment
- Scrum Master - responsible for facilitating and coaching the Scrum Team
- Development Team - self-managing and cross-functional and responsible for delivering 'Done' work during the sprint

Artefacts:

- Product backlog - a prioritised list of requirements in the form of User Stories
- Sprint backlog - a list of tasks the team will deliver during the sprint
- Sprint Burndown - charts tracking progress during the project or sprint

Events:

- Sprint Planning - to plan what will be delivered during the sprint
- Sprint - a period from 1 week to 1 month during which the team produce potentially shippable product
- Daily Scrum - a 15-minute daily meeting for the development team.
- Sprint Review - held at the end of the sprint to show that business what has been achieved
- Sprint Retrospective - held at the end of the sprint for the team to continuously improve

Enterprise Scrum

- An introduction to scaling Scrum for use in large organisations.

Exam Preparation

- Delegates will practice the PSM I 'Open Assessment' as preparation for sitting the Professional Scrum Master I exam.

Exam Administration

After completing the course, delegates may register to take the **Scrum.org Professional Scrum Master I Assessment** in their own time by going to www.scrum.org.