

Agile Practitioner – Scrum Master (2 Days)

Overview

This highly informative and rapid paced course is intended to solidify the core principles of Agile and Scrum while preparing individuals to become servant leaders within their team and organization. It teaches that Agile project delivery is radically different from traditional waterfall methodologies requiring understanding, acceptance, and support for successful transformation. The support comes in the form of a servant leader, called a Scrum Master that leads, coaches, and guides the team to become self-organizing and high performing. The course explores best practices as it exposes common missteps, increases the awareness of associated symptoms, and provides guidance to avoid the pitfalls commonly encountered during Agile transformations.

Participants learn the Scrum fundamentals while learning tips on how to be a Scrum Master. Students will gain the skills necessary to start leading teams, a good first step in their Agile journey. This class comes with the option for a written test to validate and certify learning at the end of the course.

There are no prerequisites for this class.

Learning Objectives

- Understand the fundamentals of Agile and Scrum
- Discover how to leverage early and continuous feedback to deliver delightful products to customers
- Define key roles and responsibilities of Agile team members
- Learn how to improve team productivity and quality by removing impediments and highlighting organizational inefficiencies
- Learn how to guide continuous improvement of the team and the organization

Course Outline

Agile Overview

- Agile Framework
- Agile Advantages and Potential
- The Agile Manifesto and Principles
- Can Agile Fail?
- The Best Agile

Scrum Overview

- Roles and Responsibilities
- How it Works
- Artifacts
- Rules of Scrum
- Definition of Done

Product Backlog

- Defining the Product Backlog
- User Stories – Business Functionality
- Prioritizing the Product Backlog
- Product Backlog Lab

Agile Estimation

- Stories and Sizing
- Relative Sizing
- Planning Poker
- Team Estimation Method
- Estimation Lab

Release Planning

- Release Planning Preparation
- Release Planning Meeting
- Velocity Driven Release Planning
- Fixed Schedule Release Planning
- Measuring and Monitoring Progress
- Release Planning Lab

Sprints

- Sprint Planning
- Sprint Activities
- Sprint Review
- Sprint Retrospective
- Sprint Labs

Guiding the Self-Organizing Team

- Leadership versus Management
- Servant Leadership
- Changing Culture and Behavior
- Motivating Knowledge Workers

The Next Steps

- How Do We Get Started?
- Common Mistakes in Agile Transformations