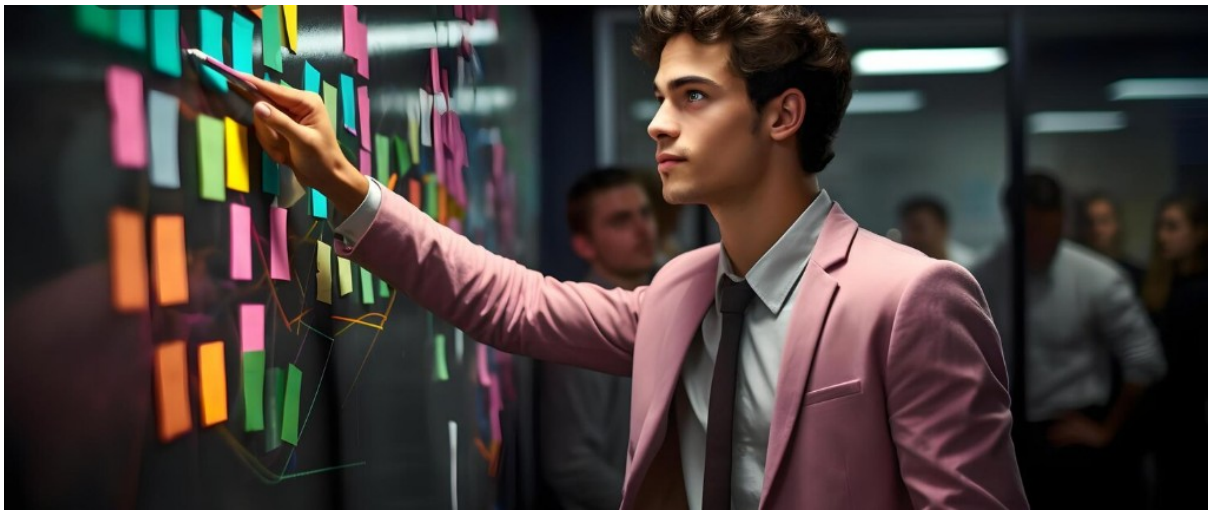

AGILE SCRUM MASTER

("To win in the marketplace you must first win in the workplace.")

Certificate of Completion: Agile Scrum Master

Course Code: M007/25

Duration: 3 Days

Delivery Format: Hybrid

Target Audience:

- Project Management
- Software development
- IT Service Management
- Business Management

Program Outcomes:

Upon completion of the Agile Scrum Master course, participants will be able to:

- Understand the Agile way of thinking.
- Understand and apply the Scrum Master role.
- Understand key Agile Concepts: Agile estimates, planning, monitoring, and control.
- Understand how to manage complex projects.
- Understand and be able to adopt the Agile methodology.

Detailed Syllabus

Module 1: Introduction

Outcome: Participants will be able to understand the course overview and introductions.

Activities:

- Course overview, introductions.

Module 2: Agile Way of thinking

Outcome: Participants will be able to understand the core principles and advantages of the Agile approach.

Topics:

- Introduction to Agile/Scrum: Agile Manifesto, Three Pillars of Scrum
- Why Agile: Advantages; Reduced time to value
- What makes Scrum adoptions successful: ADAPT mode (Awareness, Desire, Ability, Promotion, Transfer)
- Balanced scorecard for Scrum teams

Activities:

- Discussion on Agile principles, ADAPT model application.

Assessments:

- Quiz on Agile Manifesto and ADAPT model.

Module 3: Other Agile frameworks

Outcome: Participants will be able to understand different development methodologies.

Topics:

- Different development methodologies (Waterfall, XP (Extreme Programming), Crystal, DSDM, Lean/ Kanban
- Accelerating value delivery through faster deployment: Linking Agile to DevOps

Activities:

- Presentations on different frameworks, comparison exercise.

Assessments:

- Short descriptions of each framework.

Module 4: Scrum events and artefacts

Outcome: Participants will be able to understand the key events and artifacts within the Scrum framework.

Topics:

- Scrum Values – CFORC (Commitment, Focus, Openness, Respect, Courage)
- Lifecycle of Scrum
- Scrum events – Sprint planning, Sprint Review, Sprint retrospective, Daily stand-up meetings
- Scrum artefacts - Product backlog, Sprint backlog, Sprint Deliverables, Definition of Done

Activities:

- Scrum event simulations, artifact creation exercise.

Assessments:

- Quiz on Scrum events and artefacts.

Module 5: Scrum Roles

Outcome: Participants will be able to define the responsibilities and dynamics of the different roles within a Scrum team.

Topics:

- Scrum master and product owner roles - What they should and should not do, Attributes of good scrum masters or Product Owners, Failure modes
- Team manager or developer role

Activities:

- Role-playing Scrum team interactions, discussion on role responsibilities.

Assessments:

- Scenario-based questions on Scrum roles.

Module 6: Agile estimating, planning and monitoring

Outcome: Participants will be able to learn techniques for estimating work, planning sprints, and monitoring progress in Agile projects.

Topics:

- User stories and Epics
- Writing “good” stories
- Basics of prioritization - Value based prioritization, Kano model, Karl Wiegers Relative weight method
- Velocity: How to find it and how to use it?
- Release or roadmap planning
- Units of Estimation: Story points and ideal time
- Techniques of estimation: Planning poker and Affinity estimation
- Methods of tracking Agile projects:
- Burndown charts, Kanban boards and other indicators

Activities:

- Planning Poker exercise, creating burn-down charts.

Assessments:

- Estimation exercise, interpretation of burn-down charts.

Module 7: Agile on Complex projects

Outcome: Participants will be able to address strategies for applying Agile principles in larger and more complex projects.

Topics:

- Scaling agile at enterprise level - Scaling the product owner and scrum master, Scaling the backlog, Coordinating multiple scrum teams
- Scaled agile foundation (SAFe®) introduction
- Agile in distributed teams
- Where to apply agile (and when not to)
- Tools for agile project management
- Agile testing: Testing pyramid

Activities:

- Case study on scaling Agile, discussion on managing distributed teams.

Assessments:

- Analysis of scaling Agile frameworks.