

Certified ScrumMaster

Course Summary

Description

The most popular Agile certification! This two day course gives you the foundations to be an effective ScrumMaster and contributes towards the requirements of the Scrum Alliance's Certified ScrumMaster (CSM) program.

Objectives

By the end of this course, participants will be able to:

- Remove obstacles that prevent teams from becoming high-performance.
- Enable a team to follow the Scrum process to deliver great products and continuously improve their quality.
- Describe Scrum to others including roles, meetings, artifacts and principles.
- Fulfill the requirements of the Certified ScrumMaster program.

Topics

- Introductions
- In-Depth Simulation
- Scrum Process Overview
- The ScrumMaster Role
- Graduation

Audience

This course is ideal for those who desire to create high-performance product development teams. Team leads, project managers and functional or line managers all can benefit from understanding Scrum's amazing transformational power and the critical role of the ScrumMaster. If you are a member of the Project Management Institute, this course counts for 16 PDU's and as part of the requirements towards the PMI-ACP designation.

Prerequisites

There are no prerequisites for this course although the ScrumAlliance has some background reading about Scrum that you may wish to peruse either before or after the course.

Duration

Two days

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Course Outline

I. Introductions

- A. Facilitation: Welcome and Introductions
- B. Lecture: Scrum Certification, Classroom Expectations
- C. Handout: Notes (Questions, Information, Insights, Action Items)
- D. Exercise: Generating Questions

II. In-Depth Simulation

- A. Lecture: Introducing the Project
- B. Exercise: Diving into the First Sprint
- C. Handout: User Stories
- D. Lecture: User Stories
- E. Exercise: Generating User Stories
- F. Exercise: Splitting User Stories
- G. Lecture: The "Bucket System"
- H. Handout: Planning Game Cards
- I. Exercise: Estimating Value
- J. Exercise: Estimating Effort
- K. Lecture: Calculating ROI
- L. Exercise: Prioritization
- M. Exercise: Velocity and Release Planning
- N. Exercise: Sprint Two
- O. Exercise: Sprint Two Review
- P. Lecture: Retrospectives and Action Items
- Q. Exercise: Retrospective
- R. Facilitation: Four ScrumMasters
- S. Lecture: Burndown Charts
- T. Exercise: Sprint Three
- U. Exercise: Sprint Three Review
- V. Facilitation: Project Debrief

III. Waterfall/Lean/Agile Simulation

- A. Simulation: show how Agile methods can result in 400% productivity improvement

IV. Scrum Process Overview

- A. Handout: The Scrum Process
- B. Practice: Explaining Scrum
- C. Discussion: The Scrum Process Q&A
- D. Exercise: Improving Quality
- E. Lecture: Scrum Is/Is Not
- F. Handout: Scrum Rules of Thumb
- G. Discussion: Scrum Rules of Thumb
- H. Lecture: Scrum Team vs. Not Scrum Team
- I. Handout: Scrum Team Room
- J. Discussion: Scrum Team Room
- K. Discussion: Junior vs. Senior Team
- L. Lecture: Definition of "Done"
- M. Exercise: "Done" for You
- N. Lecture: "Done" and Agile Maturity

V. The ScrumMaster Role

- A. Exercise: Qualities of a ScrumMaster
- B. Handout: The ScrumMaster - Self-Evaluation
- C. Exercise: The ScrumMaster – Self-Evaluation
- D. Discussion: Clarifications
- E. Lecture: Removing Obstacles
- F. Handout: The Scrum Administrator
- G. Exercise: Mapping the ScrumMaster Role to Traditional Roles

VI. Graduation

- A. What Did You Learn?
- B. Certification
- C. Feedback Forms