Agile Scrum Foundation Certificate Program

Course Summary

Description

This course introduces Agile Scrum at the Foundation level, and will enable the candidate's knowledge of the Agile and Scrum frameworks.

Agile Scrum is about working together to successfully reach the goal. Agile methodologies are popular approaches in software development and are increasingly being used in other areas. Scrum practices include establishing cross-functional and self-managing teams, producing a working increment of software at the end of each iteration or Sprint.

Additional course details:
- Sixteen (16) hours training course with review and exam on the third day
- Includes a 60 minutes' exam, consisting of 40 multiple-choice questions, successfully passing (65%) the exam leads to the Agile Scrum Foundation Certificate. This certification is governed, administered, and maintained by the EXIN Institute.
- The Foundation Certificate will be the pre-requisite for future certification courses.

Program material:
- Learner Manual, including a printed copy of the instructor presentation (excellent post-class reference)
- EXIN's Agile Scrum Foundation Workbook
- Sample exam

Topics

- Agile Way of Thinking
- Scrum Practices

Audience

The Agile way of thinking is best known in the field of software development, but the principles are increasingly being applied in other types of projects. Scrum is a highly used Agile methodology and is suitable for all professionals looking to keep their knowledge up to date with the latest developments in the fields of IT and Project Management, particularly those leading or participating in projects. In particular, the certification is suitable for professionals working in the areas of: Project Management; Software development; IT Service Management; and Business Management. This certification is highly recommended before starting a Scrum project.

Prerequisites

Before taking this course, familiarity with IT and IT service management is recommended.

Duration

Two days

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Course Outline

I.   Agile Way of Thinking
    A. Concepts of Agile and Scrum
        1. Recognize how adaptation to an Agile environment works
        2. Recognize how Agility brings predictability and flexibility
        3. Describe the Agile Manifesto
        4. Recognize parts of the Agile framework such as Pair Programming, Test Driven Development, Continuous Integration, Continuous Refactoring and Collective Code Ownership

II.   Scrum Practices
    A. Scrum roles
        1. Explain the Product Owner role
        2. Explain the Scrum Master role
        3. Explain the Development Team role
        4. Recognize the role of a traditional Project Manager
    B. Scrum events
        1. Explain the characteristics of time-boxed events
        2. Explain the characteristics of Sprints
        3. Explain the characteristics of the Daily Scrum
        4. Explain the characteristics of the Sprint Review and the Sprint Retrospective
    C. The importance of the Backlog
        1. Explain the characteristics of a good Product and Sprint Backlog
        2. Recognize good User Stories and Backlog Items
        3. Explain how to refine the Product Backlog tems
    D. Definition of Done
        1. Explain the importance of a good Definition of Done