

Certified Scrum Master Program



### What skills will you learn?

This course will enable you to:

- Gain knowledge of Agile Principles and Manifesto with a hands-on activity
- Become proficient in Scrum terminologies and their applications
- Facilitate daily scrums, user stories, sprint planning, and sprint reviews
- Capable of producing different Scrum artefacts, including the product backlog, sprint backlog, finished deliverables, and the definition of done
- Implement a distributed Scrum over teams spread across geographies
- Grow into a Scrum Master role with any organization implementing Scrum
- Understand what is Scaling of Agile and challenges involved while scaling Agile

This interactive 2-day course on "Certified Scrum Master Program" is an interactive, hands-on, practical oriented course designed specifically for increasing your knowledge base on Scrum. This Certification training is best for professionals who are eager to deep dive from introductory of Scrum the more focused and detailed towards understanding of Scrum. This training is an instructor-led classroom training, from one of the best trainers in the industry who has experienced, delivered and implemented the number of Scrum projects across the globe.

#### Method of Instruction

We use a Socratic method for training that involves a 100% hands-on workshop with interactive dialogues, role plays, case studies, debates, demos, Simulations and instructional games.

#### Who can attend?

Project Managers, Scrum Masters, Product Owner, Business Analysts, Software Developers, Product Owners, Software Architects, Software Testers, Team Leads / Project Leads, QA Managers



## 1 Agile Fundamentals

- Origins of Agile/Scrum (Quick overview of Agile followed by a discussion about its origin and the rationale behind it)
- Benefits of moving to Agile Methodologies for development
- Agile v/s Waterfall
- Agile Overview
- Agile frameworks and terminology
- Agile Mindset
- Agile Manifesto values and principles Deep Dive with
  - o Examples, Games
  - o Case Studies

### 2 Scrum Fundamentals

- History of Scrum
- Scrum Theory / Empirical Process
- Scrum Values
- Scrum Roles Vs Non-Core Roles
- Product Owner Role and Responsibilities
- Scrum Master Role and Responsibilities
- Development Team Role and Responsibilities
- Team Engagement and Motivation
- Scrum Guidance Body / Agile Excellence Centre

## 3 Agile Product Management

- Product Vision
- Story Map
- Persona and Epics
- Release Planning
- Working with Stakeholders
- Minimum Viable Product (MVP) Development
- Defining value using User Story, Acceptance Criteria
- Done Criteria (Definition of Done)
- Various Agile Estimation Techniques (including Planning Poker)
- Agile Prioritization Techniques
- Product Backlog Management
- Risk Management

## 4 Sprint Flow

- Sprint Planning Meeting
- Task Management / Scrum Board
- Scrum Team Responsibilities during Sprint
- Daily Scrum
- Agile Development Practices
- Sprint Tracking
- Burn Down Chart
- Product Backlog Grooming (Backlog Refinement)
- Agile Testing
- Sprint Review
- Sprint Retrospective
- Release Retrospective

## 5 Scaling Scrum

- Scalability of Scrum
- Scrum in Programs and Portfolios
- Introduction to the SAFe framework
- Scrum of Scrums (SoS) Meeting
- Transition to Scrum
- Mapping Traditional Roles to Scrums

## **6** Simulation

Simulation of all the concepts taught using Coins, Lego, Blocks

# 7 Recap

Recap and Questions

