

## Scrum Master Training

This course is based on Scrum Alliances Scrum Master training and focuses on the basics of Scrum and the role of the Scrum Master as well as the principles behind Scrum. You will learn about what it means to be a Scrum Master and how to coach a development team.

After completing the course you will know:

- About what Scrum and Agile is, why it works and what to look out for when working in an Agile fashion.
- About the different roles and their responsibilities in Scrum and how they interact to create a successful project.
- How you as the Scrum Master can help and coach the team to continuously improve.
- Why Team Dynamics is a crucial factor for success.
- What a good Product Backlog looks like and how to help the Product Owner to keep it in good shape.
- Relative estimation using Story Points to enable Agile planning for the Product Owner as well as the Team
- To facilitate the important meetings in Scrum (Sprint planning, Daily Standup, Demo and Retrospective).
- How to measure the teams velocity and use it for planning purposes Using the Scrum Board and turndown chart for transparency and visibility.

## Who should attend?

This course is for aspiring Scrum Masters and others who need a good knowledge of how the different parts of Scrum works, such as developers, project managers and team leaders.

# Course Structure

The course is a mix between theory and practice, discussions and reflection - all with the purpose of preparing you for what it takes to lead a successful Scrum project.

Several quite intense exercises are included to give you the feeling of being in a Scrum project.

## Day 1, AM

- Introduction
  - Agenda
  - Expectations from participants
  - Characteristics of "good" & "bad" projects
- Scrum Overview
  - The lifecycle of a Scrum project
  - Walkthrough of all the terms in Scrum
- The Agile Mindset behind Scrum
  - Exercise: Specifier & developer
  - About Process Control, Agile Manifesto, Lean and Theory of Constraints and how it connects to Scrum

## Day 1, PM

- Exercise: Scrum in 59 min
- Scrum Roles and Responsibilities
  - Product Owner
  - Development Team
  - Scrum Master
  - Team Dynamics
  - Exercise: SM as team member
- Product Backlog

- A prioritized wish list
- User Stories
- Estimation
  - Estimation principles and a study on pitfalls
  - Story Points
  - Exercise: Planning Poker
- Exercise: Retrospective

## Day 2, AM

- Release Planning
  - Creating a Definition of Done
  - Measuring Velocity
  - Answering "When can it be done?" and "What is the cost?" with an Agile Release Plan
- The Sprint
  - Time-box
  - Sprint Planning
  - Daily Scrum
  - Exercise: Scrum from Hell
  - Sprint Considerations
  - Visualisation
- Sprint Review

## Day 2, PM

- The Sprint (cont.)
  - A day in the life of a Scrum Master
  - Exercise: Great Scrum Masters
- Exercise: The Scrum Game
- Summary

## Trainers

The trainers are Agile Coaches with many years of hands-on experience from Agile environments and projects.