

Course Outline

Agile Scrum Master Workshop Course AGL-22B: 2 days Instructor Led

About this course

Ongoing concerns of Product teams are how to deliver better and faster results while increasing the effectiveness of the business units within the larger enterprise. Does your team have the skills to develop products at the speed of business and maintain high customer satisfaction? A way to achieve these results is to adopt the Agile Mindset and promote it within the business units and the enterprise. The Agile/Scrum Master workshop will emphasize the roles, events and artifacts created in Agile and Scrum. The role of the Scrum Master on the team will be emphasized. It will focus on understanding why the Agile Mindset is imperative to understand for learners, business units and the organization. Scrum ceremonies will be explained, and participants will understand why transparency, inspection and adaptation are an important part of Scrum. Common planning and estimating techniques will be discussed so terminology is understood while the team works within the organization. Participants utilize a case study to execute during a Sprint and teams learn how to adapt their process to a more Agile/Scrum Framework.

Audience profile

This course is for Tech Leaders, Project Managers, Scrum Masters, Dev Team members and anyone who wants learn to coach the Agile/Scrum team to increase their productivity.

At course completion

After completing this course, students will be able to:

- Understand why teams need to be part of Strategy & Release Planning to understand the vision and goals of the organization and make sure requests align with the vision and strategy of the organization.
- Understand the Agile Mindset and why it is important for the learner, the business unit, as well as the organization.
- Understand how to apply the 12 Agile Principles.
- Focus on Scrum Master techniques to coach the Product Owner, the Organization as well as the Development Team.
- Utilize your product during the workshop exercises for quick applicability and uncover common cultural issues and organizational issues within your organization.
- Learn what it takes to lead Scrum Team and understand what other Agile Leaders responsible for Agile Transformation wish they had done differently.
- Experience a Sprint and perform all events to inspect and adapt thus solidifying the learners understanding of what it takes to really be Agile.
- Understand each the role of the Product Owner, Scrum Master and how to be a member of the Dev Team, and how to work collaboratively as part of the team.
- Apply techniques to help define the Product Backlog and understand User Stories.
- Understand the Scrum Framework and how to implement your projects in shorter iterations, focus on the work needed “just in time” to understand how to create results faster with higher quality.
- Describe how implementing the Scrum Framework allows teams to deliver more specific content to employees/departments in faster increments.

Course Outline

Overview of Agile

- Understanding the framework

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- 12 principles of Agile
- Framework Defined
- Agile Common Themes
- Benefits of Agile
- Understand why the Agile Mindset is important for o Learners o Business Units o Organization and Culture

Scrum Defined

- Definition of Scrum
- Uses of Scrum in your environment o Understand being part of Strategy and Release Planning can increase delivery of roadmaps for skill gap assessment and just in time training.
- Apply the Agile Mindset to help drive organizational change.
- Scrum Theory
- Scrum Values
- Scrum Team (Roles) - Product Owner, Scrum Master & Development Team
- Scrum Events - Sprint Planning, Daily Scrum, Development Work, Sprint Review & Sprint Retrospective
- Scrum Artifacts - Product Backlog, Sprint Backlog & Increment
- Artifact Transparency

Planning and Estimating

- Planning techniques
- Estimating techniques
- User Stories

Scrum Master Responsibilities during Sprint Execution

- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

Course Review and Retrospective

- What will happen if we do not become Agile?
- Do we need more refinement of Writing User Stories?
- Course Retrospective - What did we do well, what can we improve upon, what should we implement in the next iteration?