



# Certified ScrumMaster (CSM)

**Length:** 2 days

**Summary:** Certified ScrumMaster is a 2-day course that covers the basics of Agile and Scrum. This interactive course focuses on the processes, tools and techniques of the Scrum Development Methodology through practical exercises, case studies and discussions. At the end of the course, you will be capable of being an agile team member and will have a good understanding of how Scrum works.

## Who Should Attend

This course will benefit anyone who seeks to achieve the ability to drive a Scrum project, and applies to those with a background as Business Analysts, Customer/Users, Project Managers or Developers. The course is also suitable for those involved in transitioning to Scrum within their own organization.

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## Course Content

### A BASIC OVERVIEW

- Methodology
- A brief history lesson
- Agile Principles and the Agile Manifesto
- Why Scrum

- Sprint Backlog
- Burndown Chart
- How does a WBS fit in?

### SCRUM BASICS

- The Scrum process
- Scrum roles & responsibilities
- The agile Business Analyst
- ScrumMaster vs. Project Manager
- How do the rest of us fit in?
- It's the sprint...
- Iteration zero
- The agile team environment

### IMPLEMENTING SCRUM

- OK we want to implement Scrum, now what?
- Scaling Scrum
- Scrum and Distributed Development
- Agile Development and Testing practices within Scrum

### THE KEY SCRUM CEREMONIES

- Defining the vision
- Sprint Planning
- Sprint Review
- Daily Scrum Meetings

### AGILE REQUIREMENTS DEVELOPMENT

- What is the Scrum requirements process?
- Identifying user roles & personas
- Real world Product Backlogs

### KEY SCRUM ARTIFACTS

- Product Backlog

### USER STORIES

- Guidelines for writing user stories
- Story writing workshops
- Prototypes & user stories
- Business rules & other types of requirements
- Requirements traceability in agile projects

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## **MASTERING ITERATIONS & RELEASES**

- Estimating user stories
- Story points and ideal days
- Estimating with Planning Poker
- Planning individual releases
- Building a strong release plan
- Forecasting velocity
- Selecting an iteration length
- Planning iterations
- From stories to tasks
- The Team Board & iteration planning

## **THE PRODUCT ROADMAP**

- Using themes to prioritize releases
- Using the Kano model to prioritize desirability
- MoSCoW rules for prioritization of the backlog
- User story mapping to identify key functionality
- Financially based prioritization

## **MANAGING ITERATIONS**

- What happens in an iteration
- The daily stand-up meeting
- Learning to update the Team Board
- Using burndown charts to track progress
- The iteration review meeting
- When change happens...
- Acceptance testing
- When are we done?

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