



Agile and Scrum Training Curriculum

STRUCTURE



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“The Agile Scrum Master training course is your gateway to learning the most popular Agile project management methodology.”

Course Objectives:

- Become proficient in Scrum terminologies and their applications
- Facilitate daily scrums, user stories, sprint planning, and sprint reviews
- Produce different Scrum artifacts, including product backlog, sprint backlog, finished deliverables, and the definition of “done”
- Implement a distributed Scrum of teams spread across vast geographies
- Grow into a ScrumMaster role within any organization implementing Scrum
- Setup and handle projects on a JIRA cloud site
- Pass the global Agile Scrum Master exam on your first attempt
- Apply best practices crucial for getting the maximum value from Scrum methodology.

Course Description:

This Agile Scrum Master Training introduces the best practices of Agile and the nuances of the Scrum methodology. Master the Agile Scrum project management approach and enhance your ability to develop and deliver quality products to customers. Use this popular methodology to maximize business value while mitigating potential risks.

This Agile Scrum Master training enables you to deliver products in functional stages, improve collaborations, and create a flexible process where changes are less impactful on project quality, cost, and timing.

The Agile Scrum Master course is best suited for Team leads, Project managers, Members of Scrum teams such as developers, Scrum Masters, and product owners, Managers of Scrum teams, Teams transitioning to Scrum, and Professionals intending to pursue the Agile Scrum Master training.

All the best for a new beginning and successful career ahead!

Course Content:

Module 1: Introduction

- Introduction to Agile/Scrum
- Why Agile?
- What makes Scrum adoptions successful
- How do you know/measure it was successful?

Module 2 - Other Agile Frameworks

- Different development methodologies
- Waterfall, XP, Crystal, DSDM, Lean
- Linking Agile to DevOps and IT Service Management

Module 3 - Scrum Events and Artifacts

- Three Pillars of Scrum
- Scrum Values

- Scrum Life Cycle
- Sprint
- Three Scrum Backlogs
- Product Backlog
- Four Scrum Ceremonies
- Definition of Done

Module 4: Scrum Roles

- Scrum master and product owner roles
- Attributes of good scrum masters
- Product owners
- Failure mode
- Team manager or developer role

Module 5 - Agile Estimating, Planning, Monitoring, and Control

- User Stories and Epics
- Characteristics of Good User Stories
- Story Card
- Splitting Stories
- Determining a Value or Return on Investment (ROI)
- Prioritization Models
- Velocity
- Planning Onion
- Roadmap/Release Planning
- Output of Release Planning
- Estimation
- Cone of Uncertainty
- Comparing Ideal Time with Story Points
- Planning Poker
- Affinity Estimation
- Tracking Releases and Sprints
- Physical Progress Chart
- Communicating Progress
- Staying in Control

Module 6 - Agile on Complex Projects

- Agile at scale
- Scaled agile foundation introduction
- Where to apply agile?
- Tools for agile project management

Module 7 - Adopting Agile

- Adopting Agile

- Transition plan for Agile transformation
- Towards self-organization
- Physical and cultural changes needed

Module 8: Placement Guide

- What is an Interview?
- Tips to clear an Interview
- Common Interview questions and answers
- Agile Scrum Interview Questions and Answers
- Resume Building Guide
- Career roadmap and certifications
- Attempt for related Global Certification Exam
- Start applying for Jobs