Agile Overview

1 Day | Virtual and Face-to-Face

This course is designed to introduce students to the agile values, principles, and techniques and takes an in-depth look into the skills necessary to ensure that the team is identifying and delivering the right thing. Whether you're an existing agile team or new to the agile approach, everyone involved with an agile project needs to understand the needs they are trying to satisfy and the approach they are using to satisfy those needs.

Our Agile Overview course is an excellent class to level-set professionals working in an agile environment.

Learning Objectives

- Understand how agile values and principles guide a team's approach to delivering the right thing
- Determine who should fill common agile roles
- Understand common agile approaches and how to apply to the learner's situation
- Apply agile techniques such as discovery and delivery boards, relative estimating, iteration planning, and others

Intended Audience

Individuals who will be transitioning to work with/on an agile team.

Prerequisites

There are no prerequisites to attend this course.

Learning Topics

Topics
The Agile Environment
• Overview of agile values, principles, approaches and terminology
• Describe the characteristics of an agile environment
• Determine the appropriate approach for a particular project
• Implement agile in an organization using a pilot approach
• Workshops:
• Create a list of benefits moving from a traditional environment to an agile environment
• Create a list of challenges moving from a traditional environment to an agile environment and identify corresponding solutions
Roles and Approaches in an Agile Environment
• Define the various roles in an agile environment
• Describe what activities are performed by the roles used in an agile environment
• Explain agile approaches impacts on how teams work and the techniques and processes they use
• Identify techniques teams working in an agile environment use to aid their collaboration and effectiveness
• Describe levels of agile planning
• Conduct iteration planning
• Estimate on agile projects using story points
• Workshops:
o Identify the people filling the four key roles on student's current project
o Iteration planning
o Planning poker session to estimate size of user stories
Course Summary
• Develop an Action Plan with next steps based on the student's current project