

Scrum Master Fundamentals

2 Days | Virtual and Face-to-Face

The objective of the course is to provide students with the knowledge and skills necessary to participate, facilitate, and manage activities as a Scrum Master by applying the Scrum framework within a Lean-Agile philosophy.

Learning Objectives

- Understand the principles and values of Scrum and have the ability to apply them
- Understand Scrum's roles and how they interrelate to each other
- Understand and participate in Scrum ceremonies
- Facilitate the use of the various Scrum artifacts, contracts, and conventions
- Perform the Scrum Master role on a team that operates within the Scrum framework
- Identify common dysfunctions of a team operating within Scrum and utilize tools to correct them
- Use Scrum metrics and know how to interpret them properly

Intended Audience

Anyone interested in knowing and applying the Scrum framework and especially those who will play the role of Scrum Master on a team.

Prerequisites

Participants should have basic knowledge of project management and be familiar with the philosophy of agile work.

Learning Topics

Topics

Origin and Principles of Scrum

- Agile:
 - o What is it?
 - o Why is it adopted?
 - O What are its values and principles?
 - o Exercise: Agile Manifesto
 - o The Scrum Guide: Origin and development
 - Scrum values and pillars

Scrum at a Glance

• Exercise: Create your own Scrum

Scrum Roles

- The team
- The Product Owner
- The Scrum Master
- Exercise: Scrum donut

Scrum Ceremonies

- Planning
- Estimation
- Exercise: Size of animals
- Daily meeting
- Exercise: "Daily from Hell"
- Review
- Retrospective
- Refinement

Scrum Artifacts

- Product Backlog
- Sprint Backlog
- Product Increment

Contracts

- Definition of Done (DoD)
- Definition of Ready (DoR)
- Exercise: Define DoD and DoR of a team
- Other Elements of Scrum: The objective of a sprint

Metrics

- Burndown
- Cumulative Flow Diagram (CFD)

Application in Practice

• Exercise: Apply the concepts

Closing

- Review
- Retrospective
- Class closing