Introduction to Scrum: Basics, Roles, Planning, Execution & Excellence

You are looking for an alternative to the traditional "certification – fill in the blanks" agile classes. A class that provides practical, real-world approaches to Scrum and other lean and agile practices.

Your other primary consideration is for real-world experience on the part of the instructor; someone who has recently worked in the trenches implementing Scrum and agile methods and someone with deep and pragmatic experience.

Well if those are considerations and you want to learn to do Scrum well, then this workshop is for you and your team!

This 2-day immersion workshop introduces you to the fundamentals of Scrum, Extreme Programing, and Lean approaches to agile software development.

You will receive a firm grounding in the Scrum Methodology. The goal is for you to be able to "start Sprinting" upon completion of this course.

Audience

The course is for individuals, teams, and organizations that are looking to adopt Scrum as their agile methodology. According to the latest VersionOne survey, over 55% of agile teams are leveraging Scrum—so it's the clear leader for agile adoption.

Course Overview

This course is designed to be _equivalent_ to a CSM-level class. It will provide two days of immersed training into Scrum practices and positions students to be able to:

- Be part of a Scrum team
- Assume the Scrum Master and Product Owner roles with some confidence
- Construct a Product Backlog and Release Plan and start iterating towards your goals

First we'll explore the current landscape of agile methods. We'll explore Lean, more advanced XP practices, and Kanban. Yes, it will be a survey or review, but we'll go a bit deeper and look at how the 'basics' help re-focus and refine your teams' Scrum behaviors.

Next we'll explore the primary roles in scrum: the Product Owner, Team, and Scrum Master. We'll even explore the dynamics Functional Management; showing you how effective balance across those roles is crucial for your agile adoption.

Finally we'll wrap-up the workshop writing User Stories, constructing a Backlog, and doing a modicum of Release Planning. Effectively, we'll charter your first agile project with an eye towards your beginning to sprint on your very first day back from the class.

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Leading you down the path of Agility...

If you attend with your team OR invite this session in-house, then it increases the value and probability of being able to immediately start your first sprint.

Hands-on: We'll be collaborating as groups or teams for much of the workshop, so there will be a good amount of shared, experiential learning.

About the Instructor

Bob Galen literally wrote the book on Scrum Product Ownership. He's worked & coached in a wide variety of domains—introducing agile practices, coaching teams towards maturity, and driving excellence in results.

Bob is a very pragmatic and experienced agile coach. While he'll challenge you to learn "good agile" techniques, they will be grounded from real-world experience.

Detailed Outline

Day 1:

- Overview of Scrum, XP, and Lean
- Introduce the User Story artifact for Agile Requirements
- Agile Metrics & Information Radiators

Day 2:

- Overview of Scrum Roles & Responsibilities for Scrum Master & Product Owner
- Overview of Release & Sprint planning and estimation techniques
- Review of Retrospective dynamics
- Workshop retrospective

Contact Us for Public & Private Schedules

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> **Class is eligible for 14 Category B PDU's**

Every attendee will receive a copy of the 2'nd Edition of *Scrum Product Ownership* **and** *Agile Reflections***…**