

COURSE OUTLINE

Certified ScrumMaster

Overview

Whether you are new to Agile principles and have an idea of what Scrum is, or have already spent time involved with teams talking about or implementing Scrum, ensuring success with Scrum can be a daunting prospect. You have understood that the benefits of 'going agile' include improving quality, productivity and time to market, but how does this happen in practice? And how can you ensure that you can deliver these process improvements? If you have not undertaken Scrum Training with a formally Certified Scrum Trainer then you may be missing key knowledge and skills that will enable you to make the most of the opportunities afforded by effective implementation of Scrum principles and practices.

This two-day, interactive course investigates the Scrum framework in detail from theory and foundations to practical application and pitfalls, covering all the team roles, activities, and artifacts, so that you can be an effective ScrumMaster or member of a Scrum team.

Duration

2 Days

Exam

Important changes to the certification process for Certified ScrumMaster (CSM) took effect on 1 September 2012. To become a CSM, you will now need to successfully complete the 2 days Certified ScrumMaster training course, and then score a minimum of 24 correct out of 35 questions in an online, multiple-choice exam.

Following attendance on the 2-day CSM course, you will be registered for the exam with the Scrum Alliance. You will then receive an invitation to take the exam from the Scrum Alliance. As part of the exam, you will be able to bookmark questions, change your answers and pause the exam to return to it later. You must complete the exam within 60 days of completing your CSM course.

If you pass the exam you will receive a list of all missed questions and a list of possible answers with the correct answer highlighted. This will help you to understand where you went wrong and provide additional, post course instruction.

If you do not pass the exam on the first attempt will also receive a list of missed questions and possible answers, however the correct answer will not be highlighted. You may retake the exam at any time during the 60 days following your course at no charge. If you fail the exam a second time, however, you will be required to pay a \$25 exam fee to the Scrum Alliance before resitting the exam again. The Scrum Alliance recommends that anyone who fails three times, re-take the CSM course before attempting the exam a fourth time.

Target Audience

This course is useful for anyone who wants to be successful using Scrum. As such, it will benefit anyone who is involved in a Scrum Project across the full range of Scrum roles. It has been found to be helpful both to those newly setting out on their Agile journey, as well as those who have gained previous experience but now want to consolidate their knowledge or address questions that have arisen based on their experience. In terms of roles, the course is suitable for Product and Project Managers, Product Owners, Functional / Departmental Managers, other Development Team Members (Architects, Designers, Coders, Testers, etc), and others involved in transitioning to Scrum within their organisation.

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Pre-Requisites

There are no prerequisites for the course, however students are expected to complete the pre-course reading required.

Attendees will Receive

- 2 days of high quality instruction
- For courses on our public schedule, refreshments before and during the course, including lunch
- Course materials handbook
- Access to electronic copies of course materials and other reference documentation
- Recognition by the Scrum Alliance as a Certified ScrumMaster after passing the Certified ScrumMaster Exam
- Two years' membership to the Scrum Alliance

Course Contents

You can expect the following topics to be covered during the course:

General Knowledge

- Agile Manifesto
- Empirical and Defined Processes
- Scrum Process and Sprints
- The Significance of "Done"
- The Five Scrum Values
- Applicability of Scrum

Scrum Roles

- Overview of Scrum Roles
- ScrumMaster
- Product Owner
- The Team

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- Teamwork
- Team Characteristics
- Impact on Traditional Roles

Scrum Meetings

- Sprint Planning Meeting
- Daily Scrum Meeting
- Sprint Review Meeting
- Sprint Retrospective Meeting
- Release Planning Meeting

Scrum Artifacts

- Product Backlog
- Product Increment and the Definition of Done
- Sprint Backlog
- Burndown Chart

Scaling Scrum

- Working with Multiple Scrum Teams
- Working with Distributed Scrum Teams