Professional Scrum Master I

Training recipients

Training addressed to programming teams that intend to work using the Scrum methodology, management team supporting Scrum working teams.

Benefits

- Acquisition and organization of knowledge on the Scrum methodology. Practical examples of the use of individual tools.
- Preparation for the Professional Scrum Master I exam (scrum.org).

Training program

1. Scrum theory
   - Problems of a traditional design approach
   - The Scrum Genesis
   - The Agile Manifesto
2. Roles, tools, meetings in Scrum
   - Scrum Roles: Scrum Master, Product Owner, Development Team
   - Meetings in Scrum: Backlog Grooming, Sprint Planning, Sprint Review, Sprint Retrospective, Daily Stand up
   - Tools in Scrum: Product Backlog, Sprint Backlog, Burndown Chart, Scrum Board
3. Defining requirements
   - Working with "User Stories"
4. Estimation of requirements
   - Working with "Story Points"
5. Creating architecture in Scrum
6. Definition of Done in a team
7. Planning in Scrum

    ◦ The importance of the Product Owner and The Team in the planning of the Releases
8. Scrum of Scrums
9. Practical exercises:
   - Planning Poker
   - Afinity Estimation
   - Estimate in Story Point
10. Trial Professional Scrum Master I exam on scrum.org
   - Common test solving and discussion of questions.

Expected preparation of the participant

Experience in development projects.

Duration

2 days / 14 hours

Language

- Training: English
- Materials: English