

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](https://www.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
 - Affinity Estimation
 - Estimate in Story Point
- 10. Trial Professional Scrum Master I exam on [scrum.org](https://www.scrum.org)
 - Common test solving and discussion of questions.



Expected preparation of the participant

Experience in development projects.



Czas trwania

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Language

- Training: English
- Materials: English