Certified ScrumMaster® (CSM) Training

Course 1813

Duration: 2 **days**

Language: **English** Level: **Foundation**

In this interactive **ScrumMaster Training** course, you wi**l** acquire the ski**l**s needed to become a *certified ScrumMaster* and apply the foundations of Agile to Scrumto help your teamwork together more e **f**iciently.

# ScrumMaster Training Delivery Methods

 In-Person

# ScrumMaster Training Information In this course, you will:

 Fo **l**ow instructor-led training by Scrum A**l**iance Certified Scrum Trainers (CSTs).

 Become a Certified ScrumMaster and servant leader to your development team, product owner, and organization.  Apply e **f**ective facilitation for Scrum meetings.

 Review e **f**ective change agent techniques to foster organization buy-in to Scrum.  Identify opportunities to remove impediments for team members.

 Fine-tune your ski**l**s with after-course instructor coaching.  A copy of The Scrum Guide is included.

 Continue learning and face new cha **l**enges with after-course one-on-one instructor coaching.

# Training Prerequisites

Fundamentals of Software Engineering

# Certification Information

The exam is taken on your own after the successful completion of the Certified ScrumMaster course.

Your Certified Scrum Trainer wi**l** register your attendance on the course with The Scrum A**l**iance, and you wi**l** receive an email with your Scrum A**l**iance membership details and an invitation to take the online exam.

**ScrumMaster Training Outline Module 1: Introducing Agile Principles** In this module, you wi**l**:

 Define Agile values and principles

 Contrast Waterfa **l** and Agile product-development philosophies  Confront the cha **l**enges of adopting Agile

 Learn to set up cross-functional Agile teams

# Module 2: Defining the Scrum Framework

In this module, you wi**l** learn how to:

 Define the core Scrum framework, team, artifacts, and ceremonies  Adapt a traditional business process to Scrum

 Apply core Scrumvalues: focus, respect, commitment, openness, and courage

# Module 3: Scrum Roles, Ceremonies, and Artifacts

In this module, you wi**l** learn about:

 The three core Scrumroles: ScrumMaster, Product Owner, and Developer

 Core Scrumceremonies, including holding the Print Planning meeting, hosting the Daily Scrum, leading Sprint Reviews, and more  Core Scrumartifacts, including the Product Backlog, Sprint Backlog, and the potentia **l**y shippable product increment

# Module 4: Refining the Product Backlog

In this module, you wi**l** learn how to:

 Build, iterate, and continuously refine the Product Backlog  Develop the Product Vision

 Compare iterative and incremental delivery  Deconstruct Epics into features and stories

 Release products with minimal marketable features

# Module 5: Estimating and Prioritizing Product Backlog Items

In this module, you wi**l** learn how to:

 Write user stories with the Connextra format  Apply frameworks to focus user stories

 Develop products with progressive elaboration  Define appropriate acceptance criteria

 Remove user stories when appropriate

# Module 6: ScrumMaster Responsibilities to the Team

In this module, you wi**l** learn how to:  Enforce the Scrumprocess

 Become an Agile coach for your team  Continuously improve your team

 Manage and reduce external dependencies

 Adopt best practices for software engineering