

Course Title: Agile Scrum Team Simulation Workshop

AGL-22B – Agile Scrum Simulation Workshop

Course ID: AGL-22B

Credits: 14 PDUs

Course Duration: 2 days (Live in person only)

Course Description

Agile has quickly become one of the most popular and practical ways to create outstanding software.

However, agile teams and organizations find out that with agile, building the wrong things faster is very possible if you leave out key components like; an understanding the real problem, the development of a “high-performing team, or eventual backsliding to a waterfall approach.

This 2-day workshop puts the agile team through their paces, by showing them how to conduct the five (5) scrum ceremonies, while simulating key activities within a sprint, all while using their own project as a case study for the exercises.

The Agile Scrum team will get to experience the leading Scrum methodology, by using hands-on exercises and testing the basic premise and techniques behind agility.

Course Objectives

- Reduce the time it takes for Agile adoption by training the entire team with the help of an Agile expert
- Avoid costly mistakes made by inexperienced Agile teams on the first project
- Fast track your project by developing your Scrum Board in the classroom

Course Level

This course has been expressly prepared for the beginner or intermediate agile team

Who Should Attend

- The entire scrum team (Product Owner, Scrum Master, Business Analyst, Developer, and Tester)
- Those who need to interact with the scrum team (such as specialists in software development disciplines (UX designers, DBAs, Architects and quality assurance

Prerequisites

- A willingness to learn a new way of developing software

What You Will Learn

This workshop utilizes an emersion learning approach, along with role playing, allows students to practice the techniques as they learn. Students will experience what a project that is fully leveraging agile concepts and culture looks and feels like. This allows them to better understand their role on the team and appreciate their team member's contributions. Here are the key take aways:

- Utilize "real-life" product/project during the workshop exercises
- Learn the tricks of high-performing Scrum teams
- Experience an end-to-end Scrum process (while performing the 5 Scrum ceremonies)
- Understand each of the individual roles on a scrum team, and how to work collaboratively as part of the team
- Define the Product Backlog (with User Stories) and develop a Release Plan for the entire product/project
- Use Planning Poker to develop estimates (Course- and Fine-grain)
- Define and assign tasks for the 1st Sprint
- Learn how to handle unplanned interruptions

Course Content

Module #1 – Introduction

- Course Introduction
- Course Schedule
- Course Objectives
- Course Agenda

Module #2 - Agile Overview

- What is Agile?
- Agile Methods Overview
- Agile Themes (change, communication, etc.)
- The Agile Manifesto
- The Twelve Agile Principles
- Recommended Reading

Module #3 - Scrum Overview

- The Scrum Process
- Team Roles and Responsibilities
- **Team Exercise 1:** Choose a Case Study

Module #4 - Initiating a Scrum Project

- The Planning Session
- Who is the Product Owner?
- Defining the Project Success Criteria
- What are Success Criteria?
- **Team Exercise 2:** Define the Project Success Criteria
- Establishing the Project Time Box
- **Team Exercise 3:** Establish the Project Time-Box
- Building the Scrum Team
- Scrum Team Membership
- Characteristics of “high performing” Teams
- **Team Exercise 4:** Build the Scrum Team

Module #5 – Compiling the Product Backlog

- Envisioning the Product using User Stories
- Business User Stories
- **Team Exercise 5:** Write Business User Stories

Module #5 (cont'd)

- Brainstorming Technical Functionality
- **Team Exercise 6:** Write Technical User Stories
- What is Acceptance Criteria
- **Team Exercise 7:** Writing Acceptance Criteria
- Estimating Effort (using Planning Poker)
- **Team Exercise 8:** Estimate Effort (Course-Grain)
- What is an Epic?
- Creating the Release Plan
- **Team Exercise 9:** Create the Release Plan

Module #6 - Planning a Sprint

- The Sprint Planning Meeting
- Adjusting the Sprint Goal
- Finalize the Sprint Backlog
- **Team Exercise 10:** Finalize Sprint Goal & Backlog
- Producing a Task List
- **Team Exercise 11:** Produce a Task List
- Estimating Effort (Fine-Grain)
- Refine Sprint Plan
- Commit to the Sprint
- **Team Exercise 12:** Task Assignment

Module #7 - Checking Status in the Daily Scrum

- The Daily Scrum Rules
- Team Member's Roles
- The Scrum Master's Role
- Handling Issues from the Daily Scrum
- Holding a "Virtual" Daily Scrum
- **Team Exercise 13:** Hold a Daily Scrum

Module #8 – Sprinting

- Working the Sprint Backlog
- Understanding Project Status
- The Scrum Board
- The Sprint Burndown Chart
- **Team Exercise 14:** Create a Burndown Chart
- Changing the Sprint Backlog
- **Team Exercise 15:** Change the Sprint Backlog

Module #9 - Checking Progress in the Sprint Review

- Working Software is Progress
- The Sprint Review
- Gaining Customer Acceptance
- **Team Exercise 16:** Gaining Customer Acceptance
- The Sprint Retrospective

Module #10 - The Role of the Scrum Master

- Coaching the Scrum Team
- Ensuring the Integrity of Scrum Practices
- **Class Exercise 17:** Ensure the Integrity of Scrum Practices
- Communicating among Stakeholders
- Removing Impediments
- **Class Exercise 18:** Remove Impediments to Progress

Module #11 – Closure

- Scrum Summary
- **Team Exercise 19:** Implement Scrum Practices