

Agile Scrum Master Workshop

AGL 21A – Non-Certified Scrum Master Workshop

Course Duration: 2 days

Overview

Learn the 'buzz-words' and the terminology that Scrum uses. During this 2-day course, you will learn effective ways to include your customer in the process to ensure they are satisfied with the outcome. You will acquire the knowledge to produce metrics, such as Burndown charts. You will understand how to better estimate a release and help your customer understand what they will get and when they will get it.

This 2-day course gives you hands-on experience with best practices for incorporating the customer into your daily plan, establish a cadence for the team, the importance that the team plays in the plan, and how much it means to commit to a goal. Lively lectures combined with insightful demonstrations and realistic practice exercises provide you with the competence and confidence to improve the quality of your product. You'll gain a thorough understanding of the challenges faced everyday by the technology team and how you, as a Scrum Master, can help overcome those obstacles. If you want to help your team be successful and use your coaching and facilitating skills to good use, you just have to take this course!

- What really works to help business customers clarify the current state of their business
- How to engage your customer for their benefit
- How to bridge gaps between business customers and designers, developers, and testers
- Learn the process in which your work and your project exists
- Get practical, real-world methods for initiating conversations with users to identify and solve business problems
- Enhance your relationships with stakeholders and increase their satisfaction
- Tips and tricks that have helped other ScrumMasters be successful with their real-world projects
- Learn how important empirical process is for your success

- Project Managers
- Team Leaders
- Systems Architects or Designers
- IT Managers/Directors
- Systems or Application Developers
- Anyone wishing to use their facilitation skills to make their team a success

Outline:

I. The Foundations of Agile

In order to understand how to be a good ScrumMaster, you first need to understand the foundations of Agile.

- Setting the Agile Mindset
 - Defining Agile – Not something you "do"
 - Agile Manifesto & Principles
- The Basic Agile Concepts
 - Being Iterative
 - How to be Incremental
 - Benefits of Iterative and Incremental
- Empirical and Defined Processes

II. Scrum Foundations

Now that you understand the basics of Agile, let's look at the Scrum methodology in particular.

- The History of Scrum
 - Nonaka and Takeuchi
 - Other early contributors
- Timeboxing and the Sprint

- The Importance of Prioritization
- Protecting Focus
- The Definition of "Definition of Done"
- Sprint Duration
- "The Picture of Scrum"
- The Scrum Team and Roles

III. Actually Doing Scrum

Let's put the foundations to use and understand how to actually do Scrum.

- Develop the Product Backlog
 - User Stories – The Agile Requirement
 - Story Writing – What is a Story and what does it look like?
 - INVEST – The Bill Wake Acronym
 - Non-User Stories
 - Estimation of a Different Kind
 - Relative Estimating and using Story Points
 - Planning Poker
 - Prioritization and Order of the Product Backlog
 - Methods to Do It
 - Considerations when Prioritizing and Ordering
 - Backlog Refinement – Let's groom the User Stories
- Plan the Sprint
 - How to Set Up for Success with Team Capacity and Sprint Goal
 - Sprint Planning Meeting
 - Building Tasks, Estimating the Hours, Taking Ownership
 - Making Effective Tasks
 - Task Completeness As It Relates to "Definition of Done"
 - Ensuring Capacity is Just-Right
 - Committing to the Commitment

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- Showing your Plan on the Taskboard
- Run the Race
- Daily Scrum Meeting
- Keeping Up the Taskboard During Execution
- The Sprint Burndown
- Team Best Practices
- Crossing the Finish Line
- Sprint Review Meeting
- Showing Completeness with the Taskboard
- Get Feedback and Improve
- Sprint Demo
- The Sprint Retrospective – Inspect & Adapt
- Plan and Track the Release
- Team Velocity
- Release Planning Meeting
- Release Burndown

IV. Advancing Scrum

Let's take it to the next level...

- Review
- Scrum Values
- Practices review
- Roles review
- Tips for ScrumMasters as...
- Coach
- Guide
- Facilitator
- Impediment steward
- Facilitator

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- Change Agent

V. Advanced Topics

Now for some things to help you be a better ScrumMaster for your organization...

- Scaling Scrum to Large Organizations
 - Scaling Teams
 - Scaling Forums
 - Product Backlog considerations
- Distributed Teams
- Scaling Engineering Practices and Infrastructure Needs

VI. Next Steps

What's next?

- Getting Started...
 - Team Initial roadmap
 - Low-tech vs. tools
- CSM Certification
 - About the Scrum.org
 - Assessment and Certification

Real-World Exercises

Exercise 1: Putting some of the concepts in the foundations to work

Exercise 2: Put some of the concepts discussed around Scrum to work; this will continue throughout the next section as well.

Exercise 3: The Beloved Horse

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