

## Agile Boot Camp Using Scrum

**Length:** 3 Days

**Summary:** This three day course provides the foundational knowledge and simulated experience the Scrum team will need to get started. The course enables participants to understand their role within the Scrum team structure and equip them with the knowledge, skills, and tools to successfully implement Scrum.

This course focuses on team-based learning to ensure all participants gain practical experience working with the important Scrum ceremonies and artifacts. These include the product and sprint backlog, release planning, sprint planning, daily meetings, reviews, and retrospectives.

**At the end of the course students should be able to:**

- Explain the basics of agile development and different agile methodologies.
- Understand the Scrum Framework, its roles, ceremonies, and artifacts.
- Describe the Scrum process through the iterative lifecycle including:
  - Planning in a Scrum Environment (product, release, and Sprint planning)
  - Envisaging the product
  - Developing and grooming the Product Backlog
  - Writing user stories and acceptance tests
  - Sizing and estimating Product Backlog items
- Discuss the Sprint cycle including:
  - Sprint planning
  - Populating the task board
  - Daily Scrum meetings
  - Sprint reviews and retrospectives
- Understand the role and importance of the key Agile systems development practices (pair programming, refactoring, test-driven development, etc.).
- Identify critical success factors in the adoption of Scrum.
- Understand the importance of Self-Organizing Teams and the core values of commitment, focus, openness, respect, and courage that underpin Scrum

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## COURSE CONTENT

### Agile Basics

- What's wrong with the traditional SDLC?
- Understanding Agile, its Core values and Principles
- Introduction to Agile Methodologies

### The Scrum Framework

- Scrum Process
- Roles and responsibilities
- Scrum Ceremonies and Artifacts

### Planning in a Scrum Environment

- Product, Release and Sprint levels of planning
- Envisaging the Product

### Developing and Grooming the Product Backlog

- Discovering and defining PB items
- Prioritizing the PB
- Writing user stories and acceptance tests
- Sizing PB items – story points and ideal days
- Estimating with planning poker
- Velocity and Burn down

### **Sprint Planning and Execution**

- Decomposing stories into tasks; estimating tasks (hours or ideal days)
- Populating and managing the Task Board
- Daily Scrum meetings
- Sprint Reviews
- Sprint Retrospectives

### **Putting it All Together**

#### **Scrum Adoption**

- Critical Success Factors

#### **Self-Organizing Teams**