Course Outline

Agile Scrum Foundation Certificate Program

Course Summary

Description

This course introduces Agile Scrum at the Foundation level and will enable the candidate's knowledge of the Agile and Scrum frameworks.

Agile Scrum is about working together to successfully reach the goal. Agile principles are popular approaches in software development and are increasingly being used in other areas. The Scrum framework includes establishing cross-functional and self-managing teams, producing a working increment of software at the end of each iteration or Sprint.

Objectives

The EXIN Agile Scrum Foundation certification validates a candidate's knowledge on:

- the Agile way of thinking.
- Scrum practices.
- Scrum planning and estimation.
- monitoring Scrum projects.
- advanced Scrum concepts.

Topics

- Agile Way of Thinking
- Scrum Practices
- Scrum Planning and Estimation
- Monitoring Scrum Projects
- Advanced Scrum Concepts

Audience

EXIN Agile Scrum Foundation is suitable for all professionals looking to keep their knowledge up to date with the latest developments in the fields of IT and project management, particularly those leading or participating in projects. In particular, this certification is suitable for professionals working in the areas of project management, software development, IT service management, and business management. EXIN Agile Scrum Foundation is highly recommended before starting a Scrum project.

Prerequisites

There are no prerequisites for this course. However, successful completion of the EXIN Agile Scrum Foundation exam is required for certification.

Duration

Two days

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I. Agile Way of Thinking

A. Concepts of Agile and Scrum
1. Explain the Agile way of thinking.
2. Recognize how Agile brings predictability and flexibility.
3. Describe the content of the Agile Manifesto.
4. Recognize Agile methods and practices other than Scrum.

II. Scrum Practices

A. Scrum Roles
1. Explain the role of the Product Owner.
2. Explain the role of the Scrum Master.
3. Explain the role of the Developers.
4. Explain that the traditional project manager role does not exist in Scrum.

B. Scrum Events
1. Explain the characteristics of time-boxed events.
2. Explain the characteristic of sprints.
3. Explain the characteristics of the daily scrum.
4. Explain the characteristics of the spring review and the sprint retrospective.

C. The Importance of the Backlog
1. Explain the characteristics of a product backlog and a sprint backlog.
2. Recognize good user stories and backlog items.
3. Explain how to refine the product backlog items.
4. Understand how backlog items are ordered.

D. Working Towards Goals
1. Explain the characteristics of a product goal.
2. Explain the characteristics of a spring goal.
3. Explain the characteristics of a definition of done (DoD).

III. Scrum Planning and Estimation

A. Scrum Planning
1. Explain the characteristics of sprint planning.
2. Understand how to determine the duration of a sprint.

B. Scrum Estimation
1. Explain estimation techniques: planning poker, triangulation, and affinity estimation.
2. Understand how to estimate using ideal days, ideal hours, or story points.
3. Understand how to estimate the velocity of the team.

IV. Monitoring Scrum Projects

A. Scrum Monitoring
1. Understand the concept and value of information radiators.
2. Understand Kanban boards.
3. Understand the different ways to visualize the work done.

V. Advanced Scrum Concepts

A. Scrum in Different Situations
1. Recognize how to scale Scrum in large, complex project.
2. Recognize how to apply Scrum with virtual teams.
3. Understand different types of contracts in Scrum.