



Archer id3 Pty Ltd ITF The Archer id3 Unit Trust.

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Scrum Team Modular Training

Context

Scrum is a framework within which people can address complex adaptive problems, while productively and creatively delivering products of the highest possible value. The origin of Scrum is the software development industry, and it is still applied primarily in the software development industry, and in a growing number of other industries.

Scrum is:

- Lightweight
- Simple to understand
- *Difficult to master*

The training need

Scrum is applied by the Scrum Team; within a Scrum Team there are three and only three roles:

- One Scrum Master
- One Product Owner
- One or more Development Teams.

For Scrum to be applied effectively each individual member of the Scrum Team, regardless of their role, needs to have a basic understanding of the Scrum roles, events, artifacts, and rules. The primary source of this is the Scrum Guide™

The individuals performing the role of Scrum Master or Product Owner also need to have a more in-depth understanding of Scrum and the specific skills and competencies required for their role.

Each member of the Scrum Team needs to be trained and developed to the appropriate level of knowledge and competence that is aligned to their role.

The Scrum Overview

The purpose of the 1 day Scrum Overview is to give all members of the Scrum Team a shared and agreed foundation level understanding of the roles, events, artifacts, and rules of Scrum as they are defined in the Scrum Guide™, as well as other practices that are in common use within Scrum Teams.

All members of the Scrum Team, regardless of their role, should attend the Scrum Overview. This ensures that everyone is aligned to the same understanding of Scrum regardless of previous experience.

Course Content

- Historical perspective, where does Scrum come from?
- Definition of Scrum, basic theory and Scrum values
- The Scrum roles, events and artifacts
- Timeboxing and prioritisation
- Breadth vs Depth
- Iterative Development
- Enough Detail Up Front (EDUF)

The Scrum Master course

The 1-day Scrum Master course follows the Scrum Overview and is targeted at individuals who intend to perform the role of Scrum Master within a Scrum Team. This course provides specific training for the role of Scrum Master, covering aspects such as the responsibilities of a Scrum Master, the services provided by the Scrum Master to the Organization and to the other members of the Scrum Team, a more in-depth understanding of how to apply Scrum in practice as well as elements of leadership, coaching, stakeholder engagement and facilitation as they apply to the Scrum Master role. At the end of this course participants will be ready to sit one of a number of different online Scrum Master certification exams (not included in the course) and to start acting as a Scrum Master, preferably under the guidance and tutorship of an experienced Scrum Master or Coach.

Course Content

- Responsibilities of the Scrum Master - Services provided by the Scrum Master
- The Scrum Master: manager or leader?
- Elements of coaching, facilitation, motivation and human interaction
- Dealing with issues, conflict and failures
- Facilitating Scrum Events: Sprint Planning, Daily Scrum, Sprint Review and Sprint Retrospective
- The lifecycle of User Stories
- Product Backlog vs Sprint Backlog
- Helping the Product Owner manage the Product Backlog and manage priorities
- MoSCoW prioritization in practice
- Story Point estimation in practice
- The information radiator, the scrum board and the daily Scrum

The Product Owner course

The 1-day Product Owner course follows the Scrum Overview and is targeted at individuals who intend to perform the role of Product Owner. This course provides specific training for the role of Product Owner, covering aspects such as the responsibilities and authorities of a Product Owner, the services provided by the Product Owner to the Organization and to the other members of the Scrum Team, a more in-depth understanding of how to apply Scrum in practice as well as elements of product management, requirements management, quality management, benefits realization, prioritization and stakeholder engagement as they apply to the Product Owner role. At the end of this course a participant will be ready to sit one of a number of different online Product Owner certification exams (not included in the course) and to start acting as a Product Owner, preferably under the guidance and tutorship of an experienced Scrum Master, Coach or product manager.

Course Content

- Responsibilities of the Product Owner - Services provided by the Product Owner
- Product Owner vs Product Manager, position within the Organization
- Elements of requirements management
- The lifecycle of User Stories
- Product Backlog vs Sprint Backlog
- Grooming the Product Backlog
- MoSCoW prioritization in practice
- Story Point estimation in practice
- Supporting the Development Team
- Release planning and delivering change

The Development Team

Once the Development Team have completed the Scrum Overview and have gained a shared and agreed understanding of the roles, events, artifacts, and rules of Scrum, as well as the additional practices covered by the overview, they can be deployed in developing products while continuing to develop and learn on-the-job, under the tutorship of an experienced Scrum Master or Coach. This learning is necessarily experiential and team-based, and cannot easily be substituted with conceptual knowledge-based training. It is therefore important that Development Teams be supported and guided in their day-to-day activities by a competent Scrum Master or Coach until they become fully self-sufficient.

On-the-job learning and coaching

One of the main drivers behind the empirical and iterative nature of Scrum is the assertion that “you can rarely (if ever) get things perfect first time”. The same idea applies to the implementation of Scrum itself. Whenever we start using a new method of work it is inevitable that there will be problems and opportunities to learn and improve.

It is therefore recommended that the application of Scrum be learned and applied in an iterative, adaptive and empirical way. During the initial period this process of learning can be facilitated and supported by an experienced Scrum Master/Coach, who can teach the various actors to play their part until they become self-sufficient and his/her services are no longer needed