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Scrum Master Basic Training

Preparation for certification





Topic

Scrum Master Basic Training

Preparation for certification

Today's product development is subject to ever faster change cycles. Traditional development methods reach their limits. Scrum is a lightweight framework that takes these changing challenges into account with short feedback loops.

In this training you will gain a deep understanding of the Scrum Framework. We not only teach you the theoretical aspects such as roles, events, and artifacts, but also the underlying mindset, which is based on values and principles. The underlying basics are expanded by in-depth content such as creating a product vision and using user stories

You will experience the most important tools of a Scrum Master through many practical examples and exercises and apply the concepts of Scrum yourself. In this way, you get an understandable and comprehensible picture of the power that Scrum has.

The deeper understanding of Scrum that you receive through this training not only makes you fit for the certification exam, but also gives you the necessary tools for a successful start to an agile future.

The Trainers

In this training you will be accompanied by experienced Scrum Masters who have been successfully designing agile product development in different environments for several years and who understand it in a perspicuous way to convey an understanding of the topic of Scrum.



Agenda Day 1

- 09:00** **Scrum Overview**
What is Scrum?
- Scrum Theory**
How Scrum Works
- Scrum Value and agile Principles**
The Mindset behind Scrum
- 13:00** **Lunch Break**
- 13:45** **Product Vision**
Why do we need a Product Vision?
- Scrum Roles**
Scrum Master, Product Owner and Development Team
- 17:00** **End**



Agenda Day 2

- 09:00** **User Stories**
Requirements from the user's perspective
- Estimation**
Why and how we estimate tasks
- Scrum Artefacts**
Product Backlog, Sprint Backlog, and potentially shippable Increment
- Sprint Goal**
Focus for the iteration
- Scrum Events**
Refinement, Daily, Sprint Planning, Review, Retrospective
- 13:00** **Lunch Break**
- 13:45** **Definition of Done**
When do we know something is done?
- Progress Monitoring**
Sprint Burndown, Release Burndown, Release Planning
- Practical interplay of what you have learned**
How does this all work?
- 17:00** **End**

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