

kod szkolenia: ZP-PSM1en / ENG DL 2d

Professional Scrum Master I





Purpose of the training

Training addressed to programming teams that intend to work using the Scrum methodology, management team supporting Scrum working teams.



Benefits of completing the training

- Acquisition and organization of knowledge on the Scrum methodology. Practical examples of the use
 of individual tools.
- Preparation for the Professional Scrum Master I exam (scrum.org).



Expected Listener Preparation

Experience in development projects.



Training Language

• Training: English

• Materials: English



Czas trwania

2 dni / 14 godzin



Training agenda

- 1. Scrum theory
 - Problems of a traditional design approach
 - The Scrum Genesis
 - The Agile Manifesto
- 2. Roles, tools, meetings in Scrum
 - Scrum Roles: Scrum Master, Product Owner, Development Team
 - Meetings in Scrum: Backlog Grooming, Sprint Planning, Sprint Review, Sprint Retrospective, Daily Stand up
 - Tools in Scrum: Product Backlog, Sprint Backlog, Burndown Chart, Scrum Board
- 3. Defining requirements
 - Working with "User Stories"
- 4. Estimation of requirements
 - Working with "Story Points"
- 5. Creating architecture in Scrum
- 6. Definition of Done in a team
- 7. Planning in Scrum
 - The importance of the Product Owner and The Team in the planning of the Releases
- 8. Scrum of Scrums
- 9. Practical exercises:
 - Planning Poker
 - Afinity Estimation
 - Estimate in Story Point
- 10. Trial Professional Scrum Master I exam on scrum.org
 - Common test solving and discussion of questions.