



Scrum In One Day (SIOD)

Course Overview

Scrum has become one of the most popular agile approaches and this one day course will cover everything contained in the definitive guide to Scrum+written by Ken Schwaber and Jeff Sutherland.

The course is trained in an interactive and engaging style with a series of exercises that are designed to ensure that the learning is embedded correctly within the delegates.

Course Objectives

After completing this course delegates will have an excellent understanding of Scrum. The key elements of the Scrum framework will be explained. This will cover the roles, events and artefacts of Scrum along with the theory upon which it is based which covers the concepts of transparency, inspection and adaption.

Also covered on this course is the use of engineering practices from other methods such as eXtreme Programming (XP). These techniques and practices are commonly used along with Scrum such as User Stories and Story Point estimation.

Further to this the strengths and limitations of Scrum are discussed and advice is given on how best to use Scrum along with other approaches, and how to scale-up Scrum when using it on larger and more complex projects.

Who will the course benefit?

Suitable for anyone who is working or will be working, on a Scrum team, or needs an awareness of the Scrum way of working.

Pre-requisites?

None

Course Content

Introduction to Scrum

Scrum Theory

Scrum Roles

- Scrum Master
- Product Owner
- The Team

Scrum Events

- The Sprint
- Sprint planning meeting
- Daily scrum
- Sprint review
- Sprint retrospective

Scrum Artefacts

- Product backlog
- Sprint backlog
- Increments

Definition of Done

Engineering Practices

- User stories
- Story point estimation
- Technical debt

Integrating Scrum/Scrum variations

Duration: 1 day

Contact Details

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