

Scrum Master

Course Curriculum

Course Overview: This is an interactive, activity-based course where students gain a strong understanding of Professional Scrum and the accountabilities of the Scrum Master. Through a combination of discussion and exercises, students develop a deep understanding of the underlying principles of Scrum and the Agile mindset while learning the practices applied by successful Scrum Teams.

WEEK	DAY	MODULE	OBJECTIVES	HOURS	TOPICS
WEEK 1	DAY 1	Agile Fundamentals (indepth learning with practice and activities)	Develop a comprehensive understanding of Agile methodologies by exploring key concepts such as the Agile context, distinctions between Agile and waterfall approaches, Agile values, Agile manifesto, Agile methods, and the choice of Agile over other methodologies, with a focus on Empirical vs Defined process control.	3.0	<ol style="list-style-type: none"> 1. Introduction to Agile 2. Empirical vs Defined Process Control 3. Agile Manifesto and Core Values 4. Agile vs Traditional Work Methods 5. Applicability and Benefits of Agile
WEEK 1	DAY 2	Scrum Fundamentals	Gain a thorough comprehension of the Scrum Framework, encompassing an overview of Scrum pillars, Scrum values, the iterative and incremental approach, and the interrelation between Agile and Scrum.	3.0	<ol style="list-style-type: none"> 1. Understanding the Scrum Framework 2. Embracing Empirical Process Control 3. Scrum Pillars and Values 4. Incremental and Iterative Approaches 5. Agile and Scrum Relationships
WEEK 2	DAY 3	Scrum Team Dynamics (indepth learning with practice and activities)	Delve into the roles within Scrum, their respective responsibilities, and the absence of a traditional project manager in the Scrum context.	3.0	<ol style="list-style-type: none"> 1. Attributes, Responsibilities & Accountabilities of the Scrum Team 2. Developer's Role and Contributions 3. Responsibilities & Accountabilities of the Product Owner 4. Unpacking the Scrum Master's Role 5. Exploring the Absence of a Project Manager in Scrum

WEEK	DAY	MODULE	OBJECTIVES	HOURS	TOPICS
WEEK 2	DAY 4	Stances of a scrum master (indepth learning with practice and activities)	Acquire knowledge of the eight stances of a Scrum Master and develop the ability to discern when and how to adopt each stance.	3.0	<ol style="list-style-type: none"> 1. The Scrum master as a true leader/servant leader 2. The scrum master as a facilitator 3. The scrum master as a mentor 4. The scrum master as a teacher 5. The scrum master as a coach 6. The Scrum Master as an impediment removal 7. The Scrum Master as a change agent 8. The Scrum Master as a manager
WEEK 3	DAY 5	Sprint Lifecycle and Events (indepth learning with practice and activities)	Delve into the heartbeat of Scrum—its events. From Sprint Planning to Daily Scrum, Sprint Review, and Sprint Retrospective, focusing on their purpose, participants, sequence, and adhering to the maximum recommended timeboxes. Additionally, develop facilitation skills for conducting Scrum events.	3.0	<ol style="list-style-type: none"> 1. Understanding the Sprint 2. Sprint Planning: Purpose, Participants, and Timeboxing 3. Daily Scrum Insights 4. Sprint Review: Purpose, Participants, and Timeboxing 5. Sprint Retrospective: Purpose, Participants, and Timeboxing
WEEK 3	DAY 6	Agile Planning Levels (indepth learning with practice and activities)	Understand the five levels of planning in Agile, covering Visioning, product roadmap, release planning, Iteration planning, and daily planning.	2	<ol style="list-style-type: none"> 1. Unveiling the Five Levels of Agile Planning
WEEK 3	DAY 6 contd...	Crucial Scrum Artifacts and commitments (indepth learning with practice and activities)	Learn and apply the skills necessary for creating the three essential Scrum artifacts: Product Backlog, Sprint Backlog, and product increment.	2	<ol style="list-style-type: none"> 1. Product Backlog and Its Commitment 2. Sprint Backlog and Its Commitment 3. Product Increment and Its Commitment
WEEK 4	DAY 7	Preparation for Sprint 1 (indepth learning with practice and activities)	At the end of this module, the student will Understand what is required to start a sprint; the student will also understand other agile/scrum activities such as; team formation, working agreements, writing User stories and acceptance criteria.	3	<ol style="list-style-type: none"> 1. Initiating the Sprint 2. Forming an Agile Team 3. Crafting Effective Working Agreements 4. Mastering User Story Creation 5. Crafting Acceptance Criteria

WEEK	DAY	MODULE	OBJECTIVES	HOURS	TOPICS
WEEK 4	DAY 8	Beyond the Basics	Explore various tools utilized in Agile practices, familiarize yourself with available Scrum certifications, and comprehend the benefits of Scrum, including potential career paths within the framework.	3	<ol style="list-style-type: none"> 1. Exploring the Benefits of Scrum 2. Tools Utilized in Agile and Scrum 3. Navigating Career Paths and Certification Opportunities 4. Comprehensive Revision and Q&A Session
				24	