

This is not your typical **Agile and Scrum 101 course**. This course is designed to spend 25% of the time on “What” and “Why” behind Agile and Scrum and **75% on “HOW” you can actually start using it on your team tomorrow!** If you’re interested in learning **real world techniques** used by dozens of teams then this course is for you! We walk you through an **end to end lifecycle Agile project journey** from Release Planning all the way to Production Release using a sample project or **YOUR own**.

There is a cost to learning Agile and Scrum by trial and error or simply reading a book, and many other courses focus almost entirely on **What** and **Why** with little coverage of **actual HOW-TO techniques**. Our instructor shares how small, medium and fortune 500 companies have applied Agile in **real world projects** along with many **Tips, Tricks and Best Practices!** This course is a pre-requisite for our other Agile courses. [Click Here](#) for a background on Agile.

Why This Course?

- This course is designed **with 60% interactive group workshops!**
- You will **practice** all the core **Scrum** practices **end-to-end**.
- You will learn real **world creative techniques** for estimating, story identification and prioritization.
- We use an **end to end example** project scenario for maximum learning retention!
- For private courses, we can use **YOUR** company project as our sample.
- You walk away with **valuable course material, handouts, resources and cheat sheets** that will support you on your projects.
- You learn real world techniques from an experienced Agile Coach.

12 Group Workshops Included!

- **Workshop 1 – Your Personal Objective**
- **Workshop 2 – The Penny Game**
- **Workshop 3 – Create a Vision Box**
- **Workshop 4 – Create User Roles**
- **Workshop 5 – Product Themes**
- **Workshop 6 – Identifying Stories**
- **Workshop 7 – Breaking Down Epics**
- **Workshop 8 – Prioritizing Stories**
- **Workshop 9 – Sizing Stories**
- **Workshop 10 – Estimating Initial Velocity**
- **Workshop 11 – Building Your Release Plan**
- **Workshop 12 – Sprint Planning**
- **Workshop 13 – Taskboard Exercise**
- **Workshop 14 – Team Roadmap Exercise**

[***Jump To Detailed Course Outline!***](#)

Bonus Handouts!

- ❖ The Agile Lifecycle Diagram
- ❖ [Agile Scrum Cheat Sheet](#)
- ❖ Sample Release Plan
- ❖ Estimating Story Points Using Complexity Buckets
- ❖ The Agile Workbook Sample
- ❖ Agile Roles

Who Should Attend? Project Managers, team Members (Developers, Testers, BAs, DBAs, etc.) Business Users and Product Owners are all invited to learn the core skills they will need to be on an Agile team.

Our Handwritten Evaluations Speak for Themselves!

This course gave many useful tools & techniques that I can translate into my real-world business practices.

Testimonial (If you really enjoyed this course and have an extra minute, please write us a short testimonial.).

Sally has both energy and experience. She can answer 'Real World' questions w/ tried and true practical answers. Its all very "real".

The materials were in a logical format to ease learning. The topics of the course were dead on for what we need to know to start using Agile. The examples and exercises were useful without being dull.

- Great facilitation
- Using a real ~~████~~ project helped make each step more visual than using a generic project
- very beneficial to hear the 'real world' examples
- very beneficial to see tools & examples currently in use.

Please rate the instructor that taught the class.

1 2 3 4 (5)

Comments:

Please note that very good is a completely satisfied score, and -5- is an extraordinary score from me!

Testimonial (If you really enjoyed this course and have an extra minute, please write us a short testimonial.).

This is something we can truly use at ID & this course is an excellent first step. The Agile team should garner help from participants to carry the message forward.

Very real world - very effective workshops

Group Involvement ^{11/14}
Not Strict Structured ~~in~~ a lecture format. Liked the format. ^{Variety}
Excellent Facilitator who is excited about Material
Facilitator gave great examples ^{of} for impediments w/ this
Course Material ~~was~~ ^{methodology} overcoming ^{as it relates} to PD Culture.
is simple, small & meaningful

Testimonial (If you really enjoyed this course and have an extra minute, please write us a short testimonial.).

I found the class informative and enjoyable, the instructor was delightful, informed, and has a great command of the subject.

Do you think the workshops were effective?

Yes - Workshops were very effective - they built on each other.

Sally allowed enough time for questions.

Testimonial (If you really enjoyed this course and have an extra minute, please write us a short testimonial.).

GREAT CLASS! PROVIDED A GREAT UNDERSTANDING OF KEY POINTS (POINTS ESTIMATION, PLANNING) & AGILE VALUES

Comments:

she did a fantastic job of giving a pragmatic perspective to abstract concepts

yes the workshops were very effective and the Real-world related contents and demonstrations helped understanding

Real World Agile and Scrum for Teams Detailed Outline

I. Agile Introduction and Overview

- The Traditional Process
- Why Agile
- Agile Methods
- Agile Benefits
- Basics of Agile

Workshop: Teams will participate in a Pennies Exercise to demonstrate a transition from traditional to Agile methods.

II. The Agile Team

- Agile Team Characteristics
- Self-organizing teams
- Roles & Responsibilities
- Management Role
- Expectations

III. The Agile Planning Framework

- Agile Planning
- 6 Levels of Planning
- Agile Release Lifecycle
- Establishing Product Vision

Workshop: Teams will determine an appropriate project to work on throughout the course. Teams will then create a Vision Box to initiate the project and establish a common vision across the team.

IV. Understanding the Customer

- Thinking like the User
- User Roles
- Customer Personas

Workshop: Teams will identify user roles and personas for their project to help understand customer needs, priorities and goals.

V. Product Roadmap

- Product Themes / Feature Groups
- Use Case Diagrams

- Roadmaps
- Focus Exercise

Workshop: Teams will create product themes for their project by mapping out a use case diagram of a customer persona.

VI. Creating the Product Backlog

- User Stories
- U-INVEST Model
- Non-Functional Stories
- Acceptance Criteria
- What makes a good story (sizing and substance)
- Story Writing Techniques

Workshop: Teams will create a product backlog by writing user stories they break down from product themes and features.

VII. Breaking Down EPICs

- Compound vs. Complex Stories
- How to Break Down Large Stories
- What Stories are not

Workshop: Teams will break down a few of their large stories, or Epics, into smaller stories.

VIII. Prioritizing the Product Backlog

- Methods for prioritizing
- Business Value Points
- Sequencing Charts / Dependency Diagrams
- Expectations for Prioritizing Stories

Workshop: Teams will prioritize their backlog utilizing Business Value pointing to determine the relative priority of each story.

IX. Sizing Stories

- Actual vs Relative estimating
- Story Points
- Planning Poker
- Complexity Buckets

Workshop: Teams will size the stories in their backlog in story points using the Complexity Buckets technique.

X. Release Planning

- What is Release Planning
- Utilizing velocity
- Sprint 0
- Pre-Release Sprint
- Communication

Workshop: Teams are tasked with building a release plan by incorporating priority, story point estimates, team velocity and customer/product owner input to map stories to appropriate sprints with desired release points.

XI. Story Elaboration

- Getting to the details
- Pre-planning session
- Acceptance Tests
- Agile Modeling examples

XII. Sprint Planning

- Sprint Planning Preparation
- Capacity Planning
- Task breakdown
- Definition of "done"
- Realistic Commitments

Workshop: Teams will plan out their first sprint by determining the team capacity, breaking down their top stories into tasks based on their "Definition of Done", estimating in ideal hours and committing to a realistic sprint goal.

XIII. Sprint Execution

- Daily Standup (Daily Scrum)
- Task boards
- Agile Tools
- Burn-down, burn-up and other metrics
- Scaling Agile

Workshop: Teams will build a task board showing their planned sprint. Teams will then run a Standup meeting to identify potential dysfunctions.

XIV. Closing out the Sprint

- Sprint Reviews
- Retrospectives
- Demos

XV. Adopting Agile Methods

- Tips for Getting Started
- Implementation Strategies
- Agile Fail Points
- Overcoming Resistance
- Sample Agile Calendar