

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 the “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 and **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 prerequisite for our other Agile courses.

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.

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

12 Group Workshops Included!

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

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.

But don't just take our word on how great this course is...

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.).

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

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.

*Group involvement like
Not strict structured ~~at~~ a lecture format; Liked to format ^{variety}
Excellent Facilitator who is excited about Material
Facilitator gave great examples ^{for} impediments w/ this
Course Material ~~was~~ ^{methodology} _{overcoming} ^{as it relates}
is simple, small & meaningful to PD culture.*

Very real world - very effective workshops

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 JD
This course is an excellent first step. The
Agile team should garner help from
participants to carry the message forward.*

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!

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

Detailed Course Outline ~ Real World Agile & Scrum for Teams

I. Agile Introduction & Overview

1. The Traditional Process
2. Why Agile
3. Agile Methods
4. Agile Benefits
5. Basics of Agile
6. Workshop – The Penny Game
Teams will participate in The Penny Game to demonstrate a transition from traditional to Agile methods.

II. The Agile Team

7. Agile Team Characteristics
8. Self-Organizing Teams
9. Roles & Responsibilities
10. Management Role
11. Expectations

III. The Agile Planning Framework

12. Agile Planning
13. Six Levels of Planning
14. Agile Release Lifecycle
15. Establishing Product Vision
16. Workshop – Create a Vision Box
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

17. Thinking Like the User
18. User Roles
19. Customer Personas
20. Workshop – Create User Roles
Teams will identify user roles and personas for their project to help understand customer needs, priorities, and goals.

V. Product Roadmap

21. Product Themes / Feature Groups
22. Use Case Diagrams
23. Roadmaps
24. Focus Exercise
25. Workshop – Product Themes
Teams will create product themes for their project by mapping out a use case diagram of a customer persona.

VI. Creating the Product Backlog

26. User Stories
27. U-INVEST Model
28. Non-Functional Stories
29. Acceptance Criteria
30. What makes a good story? (sizing and substance)
31. Story Writing Techniques
32. Workshop – Identifying Stories
Teams will create a product backlog by writing user stories they break down from product themes and features.

VII. Breaking Down EPICs

33. Compound vs. Complex Stories
34. How to Break Down Large Stories
35. What Stories Are Not
36. Workshop – Breaking Down EPICs
Teams will break down a few of their large stories, or EPICs, into smaller stories.

VIII. Prioritizing the Product Backlog

37. Methods for Prioritizing
38. Business Value Points
39. Sequencing Charts / Dependency Diagrams
40. Expectations for Prioritizing Stories
41. Workshop – Prioritizing Stories
Teams will prioritize their backlog utilizing Business Value pointing to determine the relative priority of each story.

- great facilitation
- using a real [redacted] 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.

IX. Sizing Stories

- 42. Actual vs. Relative Estimating
- 43. Story Points
- 44. Planning Poker
- 45. Complexity Buckets
- 46. Workshop – Sizing Stories
Teams will size the stories in their backlog in story points using the Complexity Buckets technique.

X. Release Planning

- 47. What is Release Planning?
- 48. Utilizing Velocity
- 49. Sprint 0
- 50. Pre-Release Sprint
- 51. Communication
- 52. Workshop – Building Your Release Plan
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

- 53. Getting to the Details
- 54. Pre-Planning Session
- 55. Acceptance Tests
- 56. Agile Modeling Examples

XII. Sprint Planning

- 57. Sprint Planning Preparation
- 58. Capacity Planning
- 59. Task Breakdown
- 60. Definition of “DONE”
- 61. Realistic Commitments
- 62. Workshop – Sprint Planning
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

- 63. Daily Standup (Daily Scrum)
- 64. Task Boards
- 65. Agile Tools
- 66. Burn-Down, Burn-Up, & Other Metrics
- 67. Scaling Agile
- 68. Workshop – Taskboard Exercise
Teams will build a taskboard showing their planned sprint. Teams will then run a Standup meeting to identify potential dysfunctions.

XIV. Closing Out The Sprint

- 69. Sprint Reviews
- 70. Retrospectives
- 71. Demos

XV. Adopting Agile Methods

- 72. Tips for Getting Started
- 73. Implementation Strategies
- 74. Agile Fail Points
- 75. Overcoming Resistance
- 76. Sample Agile Calendar