



Practical Agile Scrum

Course Description

This course provides a practical introduction to the Agile Scrum framework as experienced in actual software development companies. It will cover Scrum principles, practices, and roles. This course will introduce the student to the everyday implementation of scrum ceremonies and user stories. It will cover detailed elements like the Definition of Done, Acceptance Criteria and estimating. Students will gain a solid understanding of Agile values and how Scrum improves collaboration, delivering meaningful features for the customer.

Course Duration: 30 Hours

Course Overview

Module 1

- What is Agile
- What Is Scrum
- Scrum Artifacts
- Scrum Roles
- Scrum Events
- Scrum Activity

Module 2

- User Stories
- Epics Features Stories and Tasks
- Product Backlog
- Scrum Activity



Module 3

- Backlog Refinement
- Sprint Planning
- Sprint Backlog
- Scrum Activity

Module 5

- Daily Scrum
- Demo the Team's Work
- Scrum Activity

Module 7

- Product Vision
- Product Roadmap
- Defining Team Boundaries
- Agile Culture
- Scrum Activity

Module 9: Advanced Topics

- The Rhythm of Scrum
- Advanced Story Writing
- Stakeholder Engagement
- Alignment of Stakeholders

Module 4: Scrum Artifacts

- Definition of Ready
- Definition of Done
- Acceptance Criteria
- Scrum Activity

Module 6

- Estimating and Planning
- Assess Process - The Retro
- Assess Effort - Velocity
- Scrum Activity

Module 8: Advanced Topics

- Release Planning
- Demo Best Practices
- Team Building
- Trade Off Discussion
- Scrum Activity



Day 1	Day 2	Day 3
<p>Module 1</p> <ul style="list-style-type: none"> • What is Agile • What is Scrum • Scrum Artifacts • Scrum Roles • Scrum Events • Scrum Activity <p>Module 2</p> <ul style="list-style-type: none"> • User Stories • Epics Features Stories and Tasks • Product Backlog • Scrum Activity 	<p>Module 3</p> <ul style="list-style-type: none"> • Backlog Refinement • Sprint Planning • Sprint Backlog • Scrum Activity <p>Module 4: Scrum Artifacts</p> <ul style="list-style-type: none"> • Definition of Ready • Definition of Done • Acceptance Criteria • Scrum Activity 	<p>Module 5</p> <ul style="list-style-type: none"> • Daily Scrum • Demo the Team's Work • Scrum Activity <p>Module 6</p> <ul style="list-style-type: none"> • Estimating and Planning • Assess Process - The Retro • Assess Effort - Velocity • Scrum Activity

Day 4	Day 5
<p>Module 7</p> <ul style="list-style-type: none"> • Product Vision • Product Roadmap • Defining Team Boundaries • Agile Culture • Scrum Activity <p>Module 8: Advanced Topics</p> <ul style="list-style-type: none"> • Release Planning • Demo Best Practices • Team Building • Trade Off Discussion 	<p>Module 9 :Advanced Topics</p> <ul style="list-style-type: none"> • The Rhythm of Scrum • Advanced Story Writing • Stakeholder Engagement • Alignment of Stakeholders • Scrum Activity <p>Module 10: Advanced Scrum Activity</p>