Scrum Master, Part 2 of 2: Artifacts and Sprints

Meet the expert: Kevin has 26 years of experience in the IT industry spanning Systems Administration, Software Development, Software Engineering Management, and Technical Training. He is certified through the Scrum Alliance as a ScrumMaster (CSM), Product Owner (CSPO), Developer (CSD), and Professional (CSP); Java Certified Programmer; and Microsoft Certified Trainer. His passion is melding the capabilities of technology with the creativity and ingenuity of highly talented people. He is an agile evangelist and takes a pragmatic and common sense approach to helping organizations be agile.

Prerequisites: This is an Introduction to the concepts of Scrum. No Previous knowledge of Scrum or Agile programming is required, but would be helpful.

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Course description: Explore the three roles, three artifacts, and four ceremonies to manage software development that make up Scrum. Discover how these principles interact with the Scrum implementation of the Agile framework with examples of how the ceremonies work. Understand the importance of changing the culture and behavior of the organization to reap the maximum benefits from Agile and why it is a key factor in Scrum.

Course outline:

Artifacts and User Stories
- Introduction
- Scrum Artifact: Project Backlog
- Product Backlog Example: Airline Reservation
- Scrum Artifact: Sprint Backlog
- Sprint Backlog Example
- Scrum Artifact - Product Implement
- Product Increment Example
- Scrum Artifact Summary
- User Stories and Requirements
- What Is a User Story?
- Do User Stories Replace Existing Requirements?
- User Stories Summary
- Summary

Scrum Ceremonies
- Introduction
- Scrum Ceremonies
- Sprint Planning
- Daily Scrum
- Three Questions
- Sprint Review
- Spring Review Content
- Sprint Retrospective
- Four Questions
- Scrum Ceremonies Summary
- Summary

Agile Estimation
- Introduction
- Agile Estimation
- The Truth about Estimating
- Estimation Metrics
- Estimating Using Story Points
- Estimation Poker
- The Rules of Estimation Poker
- Benefits of Planning Poker
- Estimating a Team's Capacity
- Velocity - Estimating Duration
- Agile Estimation Summary
- Summary

Planning a Release
- Introduction
- Planning a Release with Scrum
- Release Planning Activities
- Summary

Sprint Planning
- Introduction
- Planning a Sprint
- Sprint Planning Meeting
- Sprint Planning - Tasks & Time
- Granularity of Release vs. Sprint Planning
- Populating a Sprint
- Sprint Planning Summary
- Summary

Executing a Sprint
- Introduction
- Starting the Sprint
- Continuing the Sprint
- Track Progress - Burndown Chart
- Updating the Burndown Chart
- Scrum Task Board
- The Daily Scrum
- Protecting the Team During the Sprint
- During the Sprint
- Testing within a Sprint
- Sprint Execution Summary
- Summary

Ending a Sprint
- Introduction
- Sprint Closure
- Sprint Review
- Sprint Retrospective
- Sprint Closure Summary
- Summary