

AGILE

INTERMEDIATE

4 DAYS

# Scrum Foundations

Build a strong foundation in Agile and Scrum by understanding core principles, roles, events, and artifacts. Learn how to implement Scrum practices, perform planning and estimation, use Agile metrics, and apply proven methods to run effective Scrum teams.

## Why Scrum?

### Improved productivity

Equip teams to deliver higher-quality increments in shorter cycles.

### Greater flexibility

Respond quickly to change using empiricism and iterative planning.

### Better customer collaboration

Keep stakeholders involved throughout development with regular inspection points.

### Shared Scrum language

Align roles, events, and artifacts so teams can adopt Scrum consistently.

## What you'll be able to do

- ✓ Understand the concepts of Agile and Scrum and how they work together
- ✓ Implement the Scrum framework with clear roles, events, and artifacts
- ✓ Facilitate backlog refinement, Sprint Planning, and team collaboration practices
- ✓ Apply Agile planning and estimation techniques in a Scrum context
- ✓ Use Agile metrics to inspect progress and improve team performance
- ✓ Practise Scrum implementation methods through realistic team scenarios

## Who this is for

- Project Managers
- Development teams
- Product owners
- Scrum masters
- Managers
- Business Analysts
- Team leads

## Curriculum

### 01 Agile Mindset and Culture

- What an Agile mindset means for teams and leaders
- Fostering a culture of continuous improvement and learning
- Collaboration habits that support iterative delivery
- Common mindset shifts when moving from predictive work

### 02 Agile Manifesto and Principles

- The four values of the Agile Manifesto and why they matter
- The twelve principles and practical meaning for delivery teams
- Using the manifesto to guide trade-offs day to day
- Connecting principles to customer feedback and adaptability

### 03 Scrum Fundamentals

- Overview of the Scrum framework, values, and empiricism
- Transparency, inspection, and adaptation in practice
- Scrum as a lightweight framework rather than a full methodology
- When Scrum fits and what problems it is designed to solve

### 04 Scrum Roles and Responsibilities

- Product Owner accountability for value and backlog direction
- Scrum Master as coach, facilitator, and impediment remover
- Developers as a self-managing cross-functional team
- How the three accountabilities collaborate within a Sprint

### 05 Scrum Events and Artifacts

- Sprint, Sprint Planning, Daily Scrum, Sprint Review, and Retrospective
- Product Backlog, Sprint Backlog, and Increment
- How events create cadence for inspection and adaptation
- Keeping artifacts transparent so progress is visible

### 06 Backlog Refinement and Sprint Planning

- Refining backlog items for clarity, value, and readiness
- Ordering work to maximise outcomes in the next Sprint
- Sprint Planning goals, capacity, and forecast commitments
- **Hands-on:** Refine a sample backlog and run a planning simulation

## 07 Agile Planning and Estimation

- Relative estimation techniques used by Scrum teams
- Planning at product, release, and Sprint horizons
- Balancing forecast accuracy with empiricism
- Avoiding anti-patterns that turn estimates into contracts

## 08 Agile Metrics and KPIs

- Useful team metrics versus vanity metrics
- Tracking flow, quality, and outcome signals
- Using metrics to inspect and adapt rather than micromanage
- Simple KPI sets for Scrum adoption health checks

## 09 Capstone: Scrum in Practice

- Apply roles, events, and artifacts to a realistic delivery scenario
- Facilitate a mini Sprint cycle from planning to retrospective
- Identify impediments and improvement actions for the next Sprint
- **Hands-on:** Run an end-to-end Scrum simulation and present team outcomes