

Agile Scrum Training Syllabus

This syllabus covers all aspects of Agile Scrum, providing learners with both theoretical knowledge and practical experience.

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1. Introduction to Agile Methodology

- 1.1 Overview of Agile

- What is Agile?
- Agile Manifesto and Principles

- 1.2 Agile vs. Traditional Project Management

- Waterfall vs Agile
- Benefits of Agile Methodologies

- 1.3 Agile Frameworks

- Overview of Scrum, Kanban, Lean, XP

2. Introduction to Scrum

- 2.1 What is Scrum?

- History and Evolution of Scrum
- Scrum Framework Overview

- 2.2 Roles in Scrum

- Scrum Master: Responsibilities and Skills
- Product Owner: Responsibilities and Skills
- Development Team: Composition and Skills

3. Scrum Artifacts

- 3.1 Product Backlog

- What is a Product Backlog?
- Creating and Prioritizing Backlog Items

- 3.2 Sprint Backlog

- What is a Sprint Backlog?
- Planning and Refining Sprint Backlogs

- 3.3 Increment

- Definition of Done
- Shippable Product Increments

4. Scrum Events

- 4.1 Sprint Planning

- Goals of Sprint Planning
- Estimating Work and Capacity Planning

- 4.2 Daily Scrum

- Purpose of Daily Stand-ups
- Conducting Effective Daily Scrums

- 4.3 Sprint Review

- Purpose of Sprint Review
- Demonstrating and Reviewing Work

- 4.4 Sprint Retrospective

- Importance of Continuous Improvement
- Conducting an Effective Retrospective

- 4.5 The Sprint

- Timeboxing in Scrum
- Managing the Sprint Process

5. Scrum Implementation

- 5.1 Setting Up a Scrum Team

- Defining Roles and Responsibilities
- Creating a Collaborative Team Environment

- 5.2 User Stories

- Writing Effective User Stories
- Acceptance Criteria and Definition of Ready

- 5.3 Estimation Techniques

- Story Points and Planning Poker
- Relative Estimation and Velocity

- 5.4 Release Planning

- Creating a Release Plan
- Tracking Progress and Adjusting Plans

6. Scrum Tools and Software

- 6.1 Overview of Scrum Tools

- Jira, Trello, Asana, and Others

- 6.2 Using Jira for Scrum

- Setting Up Scrum Boards in Jira
- Managing Backlogs, Sprints, and Releases in Jira

- 6.3 Reporting and Metrics

- Burndown and Burnup Charts
- Velocity Tracking and Reporting

7. Scrum Metrics and Reporting

- 7.1 Key Scrum Metrics

- Velocity, Burn Rate, Cycle Time, Lead Time

- 7.2 Measuring Team Performance

- Understanding and Using Scrum Metrics
- Using Metrics to Improve Team Performance

- 7.3 Reporting in Scrum

- Creating and Interpreting Scrum Reports
- Communicating Progress to Stakeholders

8. Scrum Challenges and Best Practices

- 8.1 Common Scrum Challenges

- Dealing with Resistance to Change
- Managing Distributed Teams in Scrum

- 8.2 Best Practices for Scrum Success

- Building a Culture of Continuous Improvement
- Effective Communication and Collaboration

- 8.3 Case Studies and Real-World Examples

- Success Stories in Scrum Implementation
- Lessons Learned from Scrum Failures