Updated 08/31/2023

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Scrum Training

Presentation

Scrum is an organizational scheme for the development of complex products. It is defined by its creators as a "holistic, iterative framework that focuses on common goals, productively and creatively delivering products of the highest possible value". Scrum is considered to be a group of practices that, for the most part, correspond to the recommendations of the Agile Manifesto. The development infrastructure is based on the division of a project into boxes of time, called "sprints". Sprints can last from a few hours to a month. Each sprint begins with an estimate, followed by operational planning. The sprint ends with a demonstration of what has been achieved. Before starting a new sprint, the team carries out a retrospective. This technique analyzes the progress of the completed sprint, with a view to improving practices. The development team's work flow is facilitated by its self-organization, so there's no need for a project manager.

Objectives

- Understanding Agile principles and values
- Understand how SCRUM works: rhythm, iterations, taking change into account, putting people first
- Mastering the roles of an Agile team: SCRUM Master, Product Owner and Team member
- How to lead SCRUM ceremonies: Sprint planning, daily scrum, sprint review and retrospective
- Master product backlog management, Agile story estimation and project planning. Agile with SCRUM
- Master the Visual Management tools needed by the Agile Manager
- Be able to adapt it to your context
- Implementing the SCRUM approach
- Identify the responsibilities of each player

Target audience

- Project Manager
- Project owner
- Developer

- Digital project manager
- Internet or extranet site manager
- Quality Manager

Prerequisites

- Good knowledge of the Scrum framework
- Real experience of implementing Scrum

Further information

Scrum training program

Introduction to agility

- Findings
- Traditional approaches VS agile approaches
- History and Agile Manifesto
- Agile frameworks
- Benefits and drawbacks

Scrum Framework

- Fundamental principles
- Sprint
- Roles
- Artifacts
- Events
- Scrum at scale

Role of the Scrum Master

- A new profession
- His responsibilities
- A multi-faceted role

The Leader's Cap - Servant

- Guiding project launches
- Guiding project scoping
- Guiding project development

The Teacher's Cap

- Teaching estimation
- Teaching monitoring and control

The Facilitator's Cap

- The art of facilitation
- Facilitating in Scrum
- Facilitating a retrospective

SCRUM Training PSM 1 Certification

Professional Scrum Master 2 (PSM II) course

PSPO Certification Training

PSPO II Certification Training

PSD Certification Training

PMI-ACP Preparation and Certification

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Teaching methods

Practical training: 60% Practical, 40% Theory. Training material distributed in

to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.