

Agile for Scrum Teams 100



Course Overview

Agile practices help teams build high quality, high value products. Scrum, one of the methodologies under the agile umbrella, helps teams become very adept at building great software on a cadence and delivering it predictably.

PRODUCT

Agile Methodologies

In this course, you will learn how to identify and break down work, then deliver increments in each sprint. You will also learn how scrum practices improves your effectiveness and morale as a team

COURSE TYPE, LENGTH & CODE

- Web Based Training (WBT)
- One (1) Hours
- Course Code: 33RLY10080

WHO SHOULD ATTEND

- Delivery Team Members
- Scrum Masters
- Product Managers
- Agile Managers

What You Will Learn

- Discover the benefits of agile and scrum and review agile practices and terms
- Understand the responsibilities and expectations of each scrum team role
- Learn how to participate in the essential scrum team meetings
- Understand the agile lifecycle and planning process
- Learn how to write effective user stories and create product backlog and breakdown stories
- Discover the difference between sizing and estimating, and when to do each
- Become familiar with the scrum team ceremonies
- See examples of sprint tracking charts and learn how to read them and understand the meaning of mid-range planning
- Learn the difference between a release and a shipment
- Discover what preparation is required to coordinate planning among multiple teams and what happens on release planning day
- Learn how to track and close out a release



Visit www.ca.com/education to explore the many course offerings, training options, and education solutions available to meet your skill development needs, budget, and travel requirements.

Course Agenda

Module 1 – Agile Overview	Module 2 – Agile Planning Preparation
<ul style="list-style-type: none"> ▪ What is Agile? ▪ The Agile Manifesto ▪ Avoiding risks with Scrum ▪ Scrum values and lifecycle ▪ The Delivery Team ▪ The Scrum Master ▪ The Product Owner ▪ The Agile Manager ▪ Meeting motivation ▪ Meeting tools ▪ Team tools 	<ul style="list-style-type: none"> ▪ The five levels of agile planning ▪ Planning cadences ▪ Planning process overview ▪ Backlog overview ▪ User Stories ▪ INVEST ▪ Acceptance Criteria ▪ Sizing and estimating stories ▪ When do we estimate? ▪ Using story points ▪ Planning Poker ▪ Breaking down stories ▪ Defects
Module 3 – Sprint Planning	Module 4 – Sprint Tracking and Closing
<ul style="list-style-type: none"> ▪ Sprint overview ▪ The sprint planning meeting ▪ Sprint velocity ▪ Tasks ▪ Commitment ▪ The daily standup 	<ul style="list-style-type: none"> ▪ Sprint Tracking ▪ Burndown chart ▪ Cumulative Flow chart ▪ Velocity chart ▪ Sprint demo ▪ Sprint retrospective
Module 5 – Releases	
<ul style="list-style-type: none"> ▪ Mid-range planning ▪ Release planning overview ▪ Release planning day ▪ Release tracking ▪ Closing the release 	