# Agile and Scrum Essentials For Practitioners

## A Simulation Powered Learning® Workshop

**Agile and Scrum Essentials For Practitioners SPL®     2 days - 14 PDUs**

Agile and Scrum Essentials for Practitioners is a 2 day Simulation Powered Learning class on Agile and Scrum. Participants are introduced via short lectures to Agile tools, techniques and concepts, including: the Agile/Scrum cadence, releases, sprints, user stories, backlogs, daily stand-ups, demos, retrospectives, roles, responsibilities and more. After short lectures, participants practice and develop their skills by planning and managing a computer simulation of a realistic Agile business project.

More and more organizations are seeing increased productivity, quality and team morale implementing Agile and Scrum specific methodologies for their projects. You can read about Agile or take a typical training class, but until you actually experience an Agile project from beginning to end, it's difficult to understand, integrate, and apply the multi-faceted principles of Agile. You will leave this workshop with the knowledge and skills necessary to successfully plan and execute a team-based Agile project.
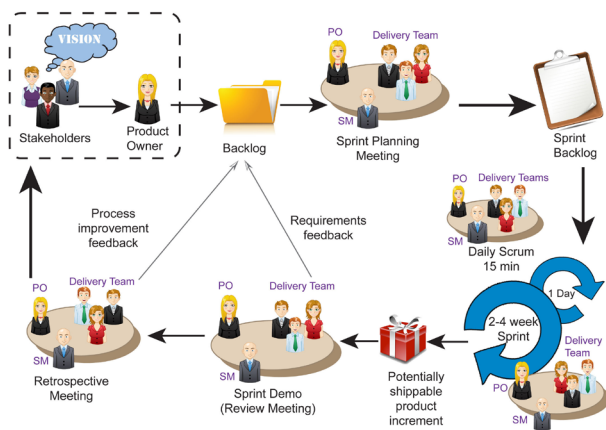


### The Work:
- Product backlog
- Sprint backlog
- Work in progress
- Done

### The Process:
- Sprint Planning
- Daily Scrums
- Sprint reviews
- Sprint Retrospectives

### The Roles:
- ScrumMaster
- Product Owner
- Team Members

The Agile/Scrum Essentials workshop begins by laying a foundation in best practice Scrum based Agile methodology using lecture, discussions, questions and team exercises. Participants turn their new knowledge into skills by actually planning and executing our Agile project simulation with real-life team members and stakeholders in a real-life organization. They learn by doing! See side bar.

### Topics You Will Practice and Learn:

- The Origins and Science behind Agile and Scrum
- The Values, Principles, Practices, of Agile
- The Scrum Team Structure, Roles, Rituals and Results
- The Elements and Flow of Scrum
- Building a Product Backlog with User Stories
- Estimation of User Stories
- Project Planning at all Levels of an Agile Project
- The Elements of the Sprint Execution

- Managing the Flow of Work using the Team Task Board
- Collaboration and Communication with Daily Scrums
- Tracking Progress with Burndown Charts
- Empirical Evidence of Progress and Feedback with Sprint Demos
- Inspect, Adapt and Improve with Retrospectives
- Dealing with the Organizational Impediments to Adoption
- Starting and Executing a Project using Scrum

## Who Should Attend:

This experience will prepare participants to effectively participate in or lead Agile project teams. Whether you are a scrum master, product owner, stakeholder, or team member you will benefit from this blending learning approach to developing Agile project based skills.

## Turning Knowledge Into Performance

Practice makes perfect. Our simulations put participants into a computer generated situation with real-life team members, stakeholders and challenges. Participants make real-life decisions and then see the results of those decisions – good and bad. They go back to work and are able to immediately apply what they have learned!
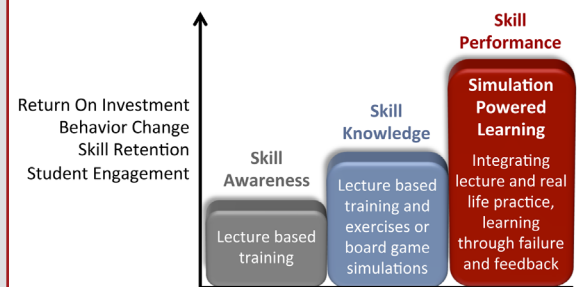


## Testimonial

"Great class on Agile methodology. I was able to visualize how Agile could greatly impact our projects at Blue Cross Blue Shield. Excellent Q & A sessions as well."
– Blue Cross Blue Shield of Minnesota

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