



## INTRODUCTION TO SCRUM: TRAINING AGENDA

This course will be taught in three passes. The first pass, where we provide the overview of Scrum, agile values and the context; This is followed by the second pass where we go into greater detail of the practices, artefacts and roles. The second pass is interspersed with three interactive exercises. The third pass has a Scrum project simulation (based on a well known paper aeroplane game) which is intended for participants to grasp the idea of inspect and adapt. Finally we close with a re-cap.

SESSIONS	Time (min)
Introduction to Scrum, agile and setting the context	30
Scrum steps (practices overview)	30
----- END OF FIRST PASS -----	
Scrum Characteristics	30
Scrum Artefacts	30
Scrum Roles <ul style="list-style-type: none"> <li>• Product Owner</li> <li>• Team ....self-management exercise....</li> <li>• Scrum Master</li> </ul>	90
-----LUNCH -----	60
Scrum Practices ----- END OF SECOND PASS -----	60
Scrum project simulation (Paper aeroplane exercise)	60
Extra topics (Manager role, DoD + exercise, Scrum dysfunctions)	60
Re-cap and closure	30
----- END OF TRAINING -----	

Total – 7 Hrs of training.