Course Outline:

**Agile Fundamentals with Scrum (Course T918)**

*Previously titled Agile Project Management with Scrum*

What is this course about?
This course is based on an authentic Agile project management simulation, providing you with the knowledge and practical skills to plan, estimate, track and control an Agile software development project. You gain a solid foundation in Scrum, an Agile framework for developing complex products. You learn Scrum roles, Scrum artifacts and timeboxes, and the rules and methodology for using them as described in *The Scrum Guide*. In addition you learn to apply established techniques for successful Agile project management.

Who should attend?
Project and program managers, systems analysts, business analysts, IT leadership, software developers, testing analysts, and others interested in applying Scrum and Agile methodologies.

Duration:
3 Days

This course qualifies for:
17 NASBA CPEs
17 PMI PDUs

Chapter 1: Agile: Values and Principles
- What Is Agile Development?
- The Agile Approach to Project Management

Chapter 2: Becoming Agile: The Scrum Framework
- What Is Scrum?
- Scrum Roles
- Scrum Events and Artifacts

Chapter 3: Evolving Requirements and Solutions Together
- Requirements Management
- Stories
- Prioritizing and Ordering

Chapter 4: Estimating Feature Size
- Planning by Feature Size
- Story Points
- When Do You Re-estimate?
Chapter 5: Tracking and Monitoring
- Velocity
- Making Progress Visible

Chapter 6: Sprint Reviews and Retrospective
- Scrum’s Workflows
- Sprint Reviews
- Sprint Retrospectives

Chapter 7: Scaled and Geographically Distributed Scrum
- Applying Scrum to Multi-Team Projects
- Applying Scrum to Multi-Site Projects

Chapter 8: Adopting Agile in the Wider Organization
- Impediments as Opportunities
- Improvement Backlogs
- Measuring Progress

Chapter 9: Course Summary