

Updated 08/04/2025

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SCRUM Training PSM 1 Certification

ALL-IN-ONE: EXAMINATION INCLUDED IN PRICE

2 days (14 hours)

Presentation

Under banner of agility and its Manifesto, Scrum provides a framework for development. Within teams, Scrum offers a special role: Scrum Master.

The Scrum Master is the person who helps the team apply Scrum and adapt it to the context. He or she encourages the team to make progress, encourages them to become autonomous, and ensures that any obstacles to progress are removed.

Alternating theory and exercises, this "Scrum Master" training course provides participants with the basic elements of how to apply Scrum, and prepares them to take the Scrum.org "PSM I" certification.

Objectives

- Understanding the role of the Scrum Master.
- Scrum Master activities.
- Plan your actions in an agile project as a Scrum Master.
- Pass the Scrum.org "PSM I" exam.

Target audience

Includes but is not limited to :

- Future Scrum Masters,
- Project managers, team leaders, project actors,
- Anyone who needs to be involved in an agile project, either as a contributor or as a line manager for contributors.

Prerequisites

Must have read the SCRUM Guide and a minimum knowledge of agile fundamentals or iterative and incremental development. Good level of written English.

Review

The exam takes place on the last day, online and in English. It consists of a one-hour MCQ, with 80 questions. A minimum score of 85% is required to pass the exam.

Further information

We suggest you take the second [Scrum PSM2 in advanced](#) level .

Ambient-it does not own the Scrum Developer PSM 1® certification, it is property of Scrum.org™

SCRUM PSM I Certification training program

Introduction

Agility

- Why Agility?
- Origin and Manifesto,
- Scope of application :
 - When is agility right for you?
 - When is agility not appropriate?

The Scrum Guide

- Scrum theory :
 - Empirical process,
 - The pillars,
 - Scrum values.
- Artifacts :
 - Incrementally,
 - Product Backlog,
 - Sprint Backlog,
 - Definition of Done.

- Events :
 - Sprint,
 - Sprint planning,
 - Daily Scrum,
 - Sprint Review,
 - Sprint Retrospective.
- Roles :
 - The Scrum team,
 - The Product Owner,
 - The Scrum Master,
 - The development team.

Scrum Master

- The Scrum Master (quality, skills, etc.),
- Best practices :
 - Estimation and velocity,
 - Techniques,
 - Product Backlog and User Story,
 - Monitoring and information radiators,
 - The retrospective.
- Removing obstacles,
- Servant Leader and coaching.

Scaling

- A few rules,
- Scrum from scrum,
- Nexus,
- SAFe.

Preparation for "Professional Scrum Master" PSM I exam Passing the

"PSM I" exam.

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.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is confirmed, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This

The questionnaire also enables us anticipate any connection or internal security (intra-company or virtual classroom) that could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, 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.