

Updated 08/04/2025

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# Scrum Training

3 days (21 hours)

#### Presentation

Scrum is an organizational scheme for the development of complex products. It is defined by its creators as a "holistic, iterative framework that focuses on common goals, productively and creatively delivering products of the highest possible value". Scrum is considered to be a group of practices which, for the most part, correspond to the recommendations of the Agile Manifesto.

The development infrastructure is based on the division of a project into boxes of time, called "sprints". Sprints can last from a few hours to a month. Each sprint begins with an estimate, followed by operational planning. The sprint ends with a demonstration of what has been achieved. Before starting a new sprint, the team carries out a retrospective. This technique analyzes the progress of the completed sprint, with a view to improving practices. The development team's work flow is facilitated by its self-organization, so there's no need for a project manager.

## Objectives

- Understanding Agile principles and values
- Understand how SCRUM works, the rhythm, iterations, taking change into account, putting people first
- Mastering the roles of an Agile team: SCRUM Master, Product Owner and Team member
- How to lead SCRUM ceremonies: Sprint planning, daily scrum, sprint review and retrospective
- Master product backlog management, Agile story estimation and project planning.
  Agile with SCRUM
- Master the Visual Management tools required by the Agile Manager
- Be able to adapt it to your context
- Implementing the SCRUM approach
- Identify the responsibilities of each player

## Target audience

- Project Manager
- Project owner
- Developer
- Digital project manager
- Internet or extranet site manager
- Quality Manager

### **Prerequisites**

- Good knowledge of the Scrum framework
- Real experience of Scrum implementation
- Test My Knowledge

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

#### **Further information**

## Scrum training program

#### Introduction to agility

- Findings
- Traditional approaches VS agile approaches
- History and Agile Manifesto
- Agile frameworks
- Benefits and drawbacks

#### Scrum Framework

- Fundamental principles
- Sprint
- Roles
- Artifacts
- Events
- Scrum at scale

#### Role of the Scrum Master

- A new profession
- His responsibilities

### The Leader's Cap - Servant

- Guiding project launches
- Guiding project scoping
- Guiding project development

### The Teacher's Cap

- Teaching estimation
- Teaching monitoring and control

### The Facilitator's Cap

- The art of facilitation
- Facilitating in Scrum
- Facilitating a retrospective

SCRUM Training PSM 1 Certification

Professional Scrum Master 2 (PSM II) course

**PSPO Certification Training** 

**PSPO II Certification Training** 

**PSD Certification Training** 

PMI-ACP Preparation and Certification

## Companies concerned

This course is aimed at both individuals and companies, large or small,

wishing to train its teams in a new advanced IT 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 finalized, 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 questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which 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.