CSM: Certified Scrum Master Certification

Course Code: CSM
Duration: 2 days
Instructor-led Training (ILT) | Virtual Instructor-led Training (VILT)

OVERVIEW

Certified Scrum Master(CSM®) certification training in Singapore from Scrum Alliance is a widely recognized Scrum certificate in the world. Designed to help the team coaches learn how to maximize the potential of the product development teams. Our 2-day CSM Training and classroom workshop delivered by an expert and Certified Scrum Trainer (CST) provides tested and practical techniques for data-based iterative product management within Scrum using videos, activities and exercises, that are conducted by expert trainers.

The Certified Scrum Master certification Singapore builds on your foundational scrum knowledge with enhanced implementation skills and helps distinguish yourself in the global marketplace and stand out as a member of the Scrum Alliance community.

SKILLS COVERED

- Scrum values, Core Scrum Values Roles.
- Every implementation of Scrum is different.
- Scrum Alliance Scrum Foundations Learning Objectives.
- Agile Manifesto, four values and 12 principles, agilemanifesto.org.
- Teams and organizations apply Scrum within their context, but the fundamental framework always remains the same

WHO SHOULD ATTEND?

The Certified Scrum Master course in Singapore is for anyone involved in software development using the Scrum Framework. It is particularly beneficial for those people within an organization, who are accountable for maximizing Scrum, including Scrum Masters, managers, and Scrum Team members.

PREREQUISITES

There is no prerequisites required to attend this course.

MODULES

Module 1: The CSM Learning Objectives fall into the following categories:

- Lean, Agile, and Scrum
- Scrum Master Core Competencies
- Service to the Development Team
- Service to the Product Owner
- Service to the Organization

Module 2: Scrum Theory and Scrum Roles

- Describe how the values of Scrum — focus, courage, commitment, openness, and respect — are present in a specific Scrum event, artefact, or role.
- List at least three rights and five responsibilities of the Product Owner, Development Team and Scrum Master.
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- List at least three rights and five responsibilities of the Product Owner, Development Team and Scrum Master.
- Discuss at least two reasons why the Product Owner is a single person and not a group or a committee.

Module 3: Scrum Events and Artifact Transperancy

- Give one example of how a Scrum Team will inspect and adapt and increase transparency at each of the Scrum events.
- Describe at least three responsibilities for the Development Team, Product Owner, and Scrum Master during Sprint Planning, Daily Scrum, Sprint Review, and Retrospective.

Module 4: Sprint and Increment

- Describe at least two reasons why the Sprint goal does not change during a Sprint.
- Define the outcome of every Sprint and describe at least three reasons why that is important.
- Discuss at least three reasons why the Increment must be brought to the current definition of "Done" regardless of whether the Product Owner chooses to release the Increment.

Module 5: Scrum Events

- Discuss the focus of the activities of the Product Owner and Development Team during the two topics of Sprint Planning: the "What" and the "How."
- Practice writing a Sprint Goal and identify at least two benefits of having a Sprint Goal.
- Discuss at least three ways the Daily Scrum differs from a status meeting and why the various constraints exist to support the Development Team.
- Identify at least three possible structures the Development Team could use to run the Daily Scrum within the time-box.
- Describe at least three of the activities that take place during the Sprint Review that pertain to work beyond what has been completed in the Sprint.
- Identify at least three potential outcomes for a Sprint Review.
- Explain at least three distinct responsibilities for the Scrum Master during the Sprint Retrospective.

Module 6: Scrum Artifacts

- Describe at least two responsibilities of the Development Team, Product Owner, and Scrum Master in the development and maintenance of the Product Backlog.
- Identify at least three essential characteristics of the Product Backlog. 1.22. list at least four attributes of a Product Backlog item.
- Identify at least three essential characteristics of the Sprint Backlog. 1.24. explain how the Sprint Backlog can be changed, who can make changes and the limits of these changes.
- Identify at least two reasons why multiple teams working on the same Product Backlog must have a shared and consistent definition of "Done."
- Describe at least three opportunities where the Scrum Team might adapt their definition of "Done" to meet new insights or circumstances.
- Explain the importance of a strong definition of "Done" and describe at least two risks associated with a weaker definition of "Done."
- Outline at least one way to create a definition of "Done."

Module 7: Scrum master Core Competencies

- List at least three ways the Scrum Master could facilitate for the Scrum Team
- Demonstrate at least three techniques for facilitating group decision making
- State a distinction among facilitating, teaching, mentoring, and coaching.
- List at least three different challenges facing a self-organizing team.
- Practice the implementation of at least one Retrospective technique that could help to resolve a challenge faced by a self-organizing team.

Module 8: Sevice to the Development Team

- Define servant-leadership
- Describe three scenarios where the Scrum Master acts as the servant-leader for the Development Team.
- Discuss at least one scenario in which the Scrum Master, acting as a servant-leader.
- Improved at least one aspect of the Development Team.
- Identify possible violations of Scrum by a Product Owner or stakeholder who is applying
- Excessive time pressure and illustrate how to address them.
- Define technical debt and explain the impact of accumulating technical debt.
- List at least five development practices that will help Scrum Teams deliver a high-quality
- Product Increment and reduce technical debt each Sprint.
- List at least three ways development practices may impact the Development Team's
- Ability to deliver a potentially releasable Increment each Sprint.

Module 9: Service to the Product Owner

- Identifies at least three collaboration techniques that a Product Owner can use to work with the Development Team or stakeholders.
- Explain at least three ways the Scrum Master could support the Product Owner.

Module 10: Service to the Organization

- Discusses at least two ways that the Scrum Master assists the Scrum Team with responding to impediments.
- Discuss at least three common organizational impediments outside the scope of a team that can affect the effectiveness of Scrum Teams.
- Describe at least one example of a major organizational design change implied by implementing Scrum.
- Discuss why Scrum does not have a project manager and what happens to traditional project management activities.
- Describe at least two stakeholder behaviors that support the Scrum Team's success and at least two behaviors that do not support the Scrum Team's success.
- Describe at least two benefits that could be lost if Scrum is only partially implemented.

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