

Seeking fundamental Scrum training, yet desire to tailor it to your unique environment needs and goals? Unlike Certified ScrumMaster training, 3Back's Scrum for Teams course provides customization of the robust fundamental Scrum framework knowledge and skills with a focus on real world application. This customizable course teaches and reinforces the language, roles, artifacts and ceremonies of Scrum through a series of activities and simulation. Students will receive the foundational knowledge necessary to successfully engage in a Scrum or agile project.

Agenda - Scrum for Teams

This 2-day foundational training class is an intensive interactive session designed to leverage the unique culture and environment of your organization through facilitated discussion, activities and simulation. The following topics will be covered during training:

Why Adopt Scrum?

- Software Development as Knowledge Work
- The Value of Agile Teams
- The Business Value Focus of Scrum

Principles and Practices

- What is a Process and Why do We Need One?
- Lean Software Development in Scrum
- Agile Principles and Practices

The Scrum Framework

- Best Projects for Scrum Application
- Scrum Flow
- Scrum Roles and Relationships
- Scrum Artifacts
- Scrum Product Management
- Project Tracking and Visibility
- Developing User Stories
- Business Value Driven Prioritization

The ScrumMaster Role

- ScrumMaster and Project Manager
- Servant Leadership
- Team Coaching
- Developing Trust with the Team

The Product Owner Role

- Creating Product and Product Vision
- Product Owner and Team Communication
- Business Responsibility of the Product Owner

The Role of QA in Scrum

- Moving Testing Forward
- A Change in Focus for QA
- Acceptance Testing
- Agile Specification

The Development Team Member in Scrum

- Sound Engineering Practices
- Team Member Responsibility and Accountability
- Team Estimation and Commitment

Scrum Implementation

- Scrum is Simple, Scrum is Hard
- The Promises of Scrum
- The Forces Behind Driving and Restraining Scrum
- Scaling Scrum

Agile Analysis Overview

- Awareness of Project and Product Vision Creation
- High-level Requirements to Stories and Tasks
- Relative Story Sizing
- Work Prioritization
- Release Planning Awareness

Scrum for Teams



At a Glance

Duration: 2 days onsite

Prerequisites: None

Outcome: Fundamental working knowledge of the Scrum framework

Required Reading:

Scrum 101: A Pocket Guide

Scrum Alliance SEUs: 14

PMI PDUs: 14

Outcomes of Training

For the Organization:

Baseline knowledge and skills in Scrum development practices

Ability to implement effective Scrum roles, ceremonies and artifacts

Increased effective communication

For the Bottom Line:

Improved ability for Teams to bring quality products to market faster

Enhanced flexibility to adapt to the needs and desires of the customers

Improved sustainability and work flow



What Industries Use Scrum?

The most popular use of Scrum is for software development in a wide variety of industries, including financial services, education, information technology, government programs and supply chain management. But Scrum goes beyond software development! We've known organizations and individuals who have used Scrum for wedding planning, consulting, classroom projects, household management, auto salvage yards and much more. Scrum is appropriate for almost any complex project with rapidly changing or emergent requirements, regardless of the industry.

Who Should Attend

There is no right or wrong person to attend Scrum training. In fact, the most successful agile adoptions have included training for everyone, right down to Finance and Sales staff.

Scrum training is especially appropriate for anyone in the corporate structure dealing with rapidly changing demands. In a traditional organization, these roles include:

Developers	CXOs	Stakeholders
Testers	Architects	Analysts
Directors	Designers	QA Staff
Project Managers	Technical Writers	Engineers
Program Managers	SMEs	Coders

Why Team Training?

Time = Money - Transforming your team or organization to a new methodology is a big undertaking. Organized training will provide the kickstart you need and save valuable time otherwise wasted on costly trial and error.

Stop attrition - Increase employee retention by creating a work environment where teams feel valued and empowered.

Compete with the best - Bring your products to market faster by learning to adapt to the market's changing desires.

Delight your clients - Learn valuable skills to help you determine what your customers really want out of their software as well as techniques for delivering it within budget.

Better information retention - Studies show that when learners "do and say," they experience an increase of knowledge retention up to 80% over reading alone.

Build skill, not just knowledge - Books and blogs are good knowledge resources. Skill, however, is acquired by doing. There is simply no replacement for the skill building that occurs with hands-on activities and real-life simulations.

What Our Clients Say

"This is my 3rd agile transition but the only one where I've invested in training for the whole team. I can't emphasize enough how much that helps. Even when we struggle we all have the tools to talk about what's the problem, even if we can't quite get to a solution easily... The biggest win, so far, has been that my boss has greater insight and thus greater trust in us... It's made my relationship with him stronger."

– Robert, VP of Engineering

About 3Back

3Back was founded with the vision to assist organizations from around the world in recognizing the power of their teams. With over 50 years of combined experience working directly on and with Scrum teams, 3Back's goal is to help organizations build and dramatically improve the proficiencies needed for development in a demanding business marketplace.

3Back offers training, coaching and consulting in all aspects of agile product development with an emphasis on the importance of engaging the human side of the equation (the Team) to produce results. At 3Back, we make teams better.

