Introduction to Agile and Scrum is a 1 day class on Agile and Scrum fundamentals. Participants learn the origins and science behind Agile and Scrum, and the values, principles, and practices of Agile. The training also covers the elements, flow and project planning of an Agile project. More and more organizations are seeing increased productivity, quality and team morale implementing Agile and Scrum specific methodologies for their projects. Project managers and teams attending this course will gain an excellent understanding of Agile and Scrum, and their processes and fundamental tools.

**TOPICS YOU WILL PRACTICE AND LEARN:**
- The Origins and Science behind Agile and Scrum
- The Values, Principles, Practices, of Agile
- The Scrum Team Structure, Roles, Rituals and Results
- The Elements and Flow of Scrum Building a Product Backlog with User Stories
- Estimation of User Stories
- Project Planning at all Levels of an Agile Project
- The Elements of the Sprint Execution
- Managing the Flow of Work using the Team Task Board
- Collaboration and Communication with Daily Scrums
- Tracking Progress with Burndown Charts
- Empirical Evidence of Progress and Feedback with Sprint Demos
- Inspect, Adapt and Improve with Retrospectives

**THE WORK:**
- Product backlog
- Sprint backlog
- Work in progress
- Done

**THE PROCESS:**
- Sprint Planning
- Daily Scrums
- Sprint reviews
- Sprint Retrospectives

**THE ROLES:**
- ScrumMaster
- Product Owner
- Team Members

**THE WORK:**
- Stakeholders
- PO
- Delivery Team
- Daily Scrum
- Sprint Planning Meeting
- Sprint Retrospective Meeting
- Sprint Backlog
- User Stories
- Epics
- Features
- Product Backlog

**Who Should Attend**
This class provides a fundamental understanding of Agile and Scrum and will provide a common understanding of the terminology and flow of Agile and Scrum. It is designed for any student who wants to know more about Agile and Scrum and will prepare them to participate in Agile based projects.

**Turning Knowledge Into Performance**
Practice makes perfect. Our simulations put participants into a computer generated situation with real-life team members, stakeholders and challenges. Participants make real-life decisions and then see the results of those decisions – good and bad. They go back to work and are able to immediately apply what they have learned!

**Testimonial**
“I found the class to be very informative and agreed that the methodology would be effective in our organization. The instructor is very knowledgeable in the subject.” – Chamberlain College