

# Certified ScrumMaster (CSM)

Duration  
2 Days

Delivery Methods  
VILT, Private Group, In-Person



This two-day Certified ScrumMaster (CSM)® certification course will give participants an opportunity to work with an experienced practitioner to hear real stories and learn first-hand what it means to be a ScrumMaster. Working in a safe environment to experiment and explore, students will be able to dive in and get the hands-on feel of working on a Scrum Team. This course gives students what they need to effectively facilitate Scrum Teams and collaborate with stakeholders to deal with complexity, deliver value to customers, and achieve business goals. The experience and knowledge gained in this course sets students up for success in the CSM exam and in the field as they help their organizations navigate their Scrum implementations. Upon completion of the course, students will be eligible to sit for the CSM certification exam to earn their CSM® Certification from the Scrum Alliance.

## Who Should Attend

This workshop-style class is intended for those practicing or looking to serve as a Scrum Master. It is also highly valuable for anyone involved in Agile-based projects within their organizations including Scrum Masters, Product Owners, Cross-Functional Team Members, Project Managers, etc.

## Course Objectives

The principles of Scrum and be able to identify Scrum-appropriate projects  
The various Scrum roles, ceremonies, and artifacts  
The responsibilities and the core competencies of an effective Scrum Master  
Best-practices on how to build and guide an effective Scrum team  
An understanding of user stories and techniques to prioritize and manage a product backlog  
Ways to communicate Scrum team progress throughout all levels of the organization  
Everything you need to know to pass the 50 question CSM test (exam fee included in the cost of this course)

## Agenda

### 1 - INTRODUCTION

- Scrum Values

## 2 - SCRUM THEORY

- Scrum and Agile
- Empirical Process vs. De?ned Process
- Products vs. Projects
- The Building Blocks of Scrum
- De?nition of Done

## 3 - SCRUM ROLES

- Product Owner
- ScrumMaster
- The Development Team

## 4 - SCRUM EVENTS

- The Sprint
- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

## 5 - SCRUM ARTIFACTS

- Product Backlog
- Sprint Backlog
- Potentially Releasable Product Increment

## 6 - THE SPRINT AND THE INCREMENT

- The Value of Engineering Practices

## 7 - SCRUMMASTER SKILLS

- Agile Facilitation
- Agile Coaching
- Service to the Development Team
- Service to the Product Owner
- Service to the Organization