Looking to train your teams, but facing budget constraints? 3Back's Scrum for Teams training is an economical alternative to Certified ScrumMaster and provides a fundamental look at the Scrum framework with a focus on real world application. This non-certified 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 introductory 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:

### Overview of Scrum and Agile Practices
- What are Scrum and Agile?
- The Scrum Framework
- Modern Scrum vs. Traditional Scrum
- Scrum-Appropriate Projects

### Roles and Ceremonies
- Roles and Responsibilities
- ScrumMaster, Product Owner and the Team
- Sprint Planning
- The Daily Standup
- Review and Retrospective

### Building and Guiding the Team
- Producing a Well-Formed Team
- Cross-Functional Teams
- Colocated Teams vs. Distributed Teams
- Encouraging Ownership and Accountability
- Living and Encouraging the Scrum Values
- Establishing the Team's Social Contract
- Maturing a Team
- Respecting the Product

### Stories and the Backlog
- Writing Stories
- Definition of Done
- Backlog Grooming and Refinement
- Stakeholder Requests and Desires
- Prioritization Factors

### Scrum in the Organization
- Quality and Value in the Product
- Tracking Progress to Inform Decision Making
- Burndown Graphs and Buildup Charts
- Agile Tooling, the Pros and Cons
- Scaling and Extending Scrum

### The ScrumMaster Role
- ScrumMaster vs. Project Manager
- Training your Product Owner
- Understanding Flow
- Enhancing Communication
- Emergent Leadership vs. Command and Control
- Facilitation Techniques

## 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 efmpowered.

**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.