

Scrum Developer Certified (SDC)

Course Overview

This course provides students with an introduction to Scrum. It also teaches students about initiating, planning and estimating, and implementing a project, Sprint review and retrospect, and release.

<u>Course Introduction</u>	2m
Course Introduction	
<u>Chapter 01 - Course Introduction</u>	8m
Lesson: Course Introduction	
Welcome to the Course!	
Scrum/Agile Mentoring Community	
Why Are You Here?	
Using Bloom's Taxonomy	
What do you Expect?	
Housekeeping in the Classroom & Online	
Conventions Used	
Quizzes & Exercises	
Scrum Certification Exams	
Getting Started	
<u>Chapter 02 - Introduction to Scrum</u>	44m
Introduction to Scrum	
Learning Objectives	
Terms to Know	
Lesson: Scrum Overview	
Scrum Overview	
Project Management as a Discipline	
Software Development Lifecycle Management	
Traditional PM	
History of Agile	
Agile Manifesto Principles 1-5	
Agile Manifesto Principles 6-12	
Agile Methods	
Scrum History	
Scrum Benefits	
Scrum Scalability	
Lesson: Scrum Concepts & Principles	
Scrum Principles	
Empirical Process Control	
Self-Organization	
Collaboration	
Value-Based Prioritization	

Time-Boxing
Iterative Development
Scrum Aspects
Lesson: Scrum Phases & Processes
Scrum Phases
Initiate
Plan & Estimate
Implement
Review & Retrospect
Release
Lesson: Chapter Summary
Introduction to Scrum Summary
Chapter Quiz

Chapter 03 - Initiating a Project

43m

Initiating a Project
Learning Objectives
Terms to Know
The Scrum Cycle Initiation
Lesson: Creating the Project Vision
Create The Project Vision
Project Vision Meeting
JAD Sessions
SWOT Analysis
Gap Analysis
Outputs of Creating a Project Vision
Lesson: Identifying the Scrum Master
Identify the Scrum Master
Identify the Stateholders
Lesson: Forming the Scrum Team
Form the Scrum Team
Outputs of Forming the Scrum Team
Lesson: Developing Epics
Develop Epics
Epics and Personae
Outputs from Developing Epics
Lesson: Creating the Prioritized Product Backlog
Create the Prioritized Product Backlog
MoSCow Analysis
Paired Comparison
100-Point Method
Kano Analysis
Other Considerations and Inputs for Prioritization
Outputs of Planning the Prioritized Backlog
Lesson: Release Planning
Conduct Release Planning
Outputs of Release Planning
Lesson: Chapter Summary
Initiating a Project Summary
Chapter Quiz

Chapter 04 - Planning & Estimating a Project

33m

Planning & Estimating a Project

Learning Objectives

Terms to Know

The Scrum Cycle – Plan and Estimate

Lesson: Creating User Stories

User Story Meetings and Workshops

Write User Stories

User Story Acceptance Criteria

Outputs for Writing User Stories

Lesson: Approve, Estimate & Commit User Stories

User Group Meetings

Planning Poker

Fist of Five

Points for Cost Estimation

Other Estimation Techniques

Outputs from Approve, Estimate & Commit User Stories

Lesson: Create Tasks

Task Planning Meeting

Two Parts of a Task Planning Meeting

Use Index Cards

Decomposition

Determine Dependencies

Outputs for Create Tasks

Lesson: Estimating Tasks

Task Estimation Meetings

Establish Estimation Criteria

Output for Estimating Tasks

Lesson: Creating the Sprint Backlog

Create the Sprint Backlog

Scrumboard

Sprint Burndown Chart

Velocity

Sprint Tracking Metrics

Output of Creating the Sprint Backlog

Lesson: Chapter Summary

Planning & Estimating a Project Summary

Chapter Quiz

Chapter 05 - Implementing a Project

20m

Implementing a Project

Learning Objectives

Terms to Know

Lesson: Creating Deliverables

Create the Deliverables

Build Deliverables

Refactoring

Outputs for Creating Deliverables

Lesson: Conducting the Daily Standup (or Daily Scrum)

Conduct the Daily Standup Meeting

Three Daily Questions
The War Room
Manage Distributed Teams
Outputs from Conduct Daily Standup
Lesson: Grooming the Prioritized Product Backlog
Product Backlog Review Meetings
Facilitate Communications
Outputs of Grooming the Prioritized Product Backlog
Lesson: Chapter Summary
Implementing a Project Summary
Chapter Quiz

Chapter 06 - Sprint Review and Retrospect

25m

Sprint Review and Retrospect
Learning Objectives
Terms to Know
The Scrum Cycle – Review and Retrospect
Lesson: Convene a Scrum of Scrums
Projects, Programs & Portfolios
Scrum of Scrums
Four Questions per Team
Outputs from Scrum of Scrums
Lesson: Demonstrating & Validating Sprint
Sprint Review Meeting
Track Overall Progress
Outputs of Demonstrate & Validate Sprint
Lesson: Retrospect Sprint
Conduct the Retrospect Sprint Meeting
Explorer-Shopper-Vacationer-Prisoner (ESVP)
Speed Boat
Metrics & Measurement Review
Outputs from Retrospect Sprint
Lesson: Chapter Summary
Sprint Review & Retrospect Summary
Chapter Quiz

Chapter 07 - Release

16m

Release
Learning Objectives
Terms to Know
Lesson: Ship Deliverables
Ship Deliverables
Pilot Plan
Organizational Deployment Methods
Communications Plan
Outputs from Ship Deliverables
Lesson: Retrospect Project
Conduct the Retrospect Project Meeting
Tools & Techniques
Outputs from Retrospect Project

Lesson: Chapter Summary
Release Summary
Chapter Quiz
Course Closure

Total Duration: 3h 11m