

## Course plan for 2 days Scrum Master Preparation Course

Day 1		Day 2	
9.00 – 10.00	<p>Introduction and expectations of the <b>participants</b></p> <p><b>Organisational matters &amp; basics</b></p>	<p><b>Summary of the first training day</b></p>	
10.00 – 12.30	<p><b>Agility at a glance</b> Comparison of classical and agile project management, necessary rethinking for agile project management, levels of agility</p> <p><b>Scrum at a glance</b> Initial overview of Scrum elements and the Scrum process <i>Feedback round</i></p>	<p><b>Scrum Events</b> Goals, organisation and contents of Sprint Planning, Daily Scrum, Sprint Review &amp; Sprint Retrospective Scrum-Mindset: Dos and Don'ts within the events</p> <p> <b>First part of the practical exercise</b> <i>Feedback round</i></p>	
Break			
13.00 – 15.30	<p><b>Scrum artefacts</b> Timing, organisational process and components of the Product Backlog, Sprint Backlog and Product Increment</p> <p><b>Scrum Process</b> Detailed process flow of Scrum, chronological arrangement of artefacts, roles and events, Sprint in detail</p>	<p><b>Mindset</b> 4 values of the agile manifesto 12 Principles of the agile manifesto 5 Scrum principles</p> <p> <b>Second part of the practical exercise</b></p>	
15.30 – 18.00	<p><b>Scrum Roles</b> Tasks and selection of: Product Owner, Scrum Master and Development Team Relationships and hierarchy within a Scrum team Insight into Agile &amp; Servant Leadership</p> <p><b>Wrap Up Day 1</b> Joint summary of findings, exchange of practical examples <i>Feedback round</i></p>	<p><b>Application of Scrum</b> Vision, pitch, leadership vs. management, story points as an estimation method, exchange on practical examples</p> <p> <b>Third part of the practical exercise</b></p> <p><b>Wrap Up Day 2</b> Joint summary of findings and clarification of open questions <i>Feedback round</i></p>	