

**Managing Agile Projects with Scrum and Lean**

**Course Number:** AGL-150  
**Duration:** 3 days

**Overview**

Accelebrate's Managing Agile Projects course with Scrum and Lean teaches students how to manage their projects according to Lean principles using the Scrum framework. Working in teams through a series of real-world labs, attendees master project management tactics with Scrum and the fundamentals of Lean.

**Prerequisites**

By default, this course presumes prior exposure to Agile software development. However, we would be delighted to tailor it to any level of prior experience.

**Materials**

All attendees receive comprehensive courseware.

**Software Needed on Each Student PC**

For in-person deliveries, attendees do not need computers for this course. We will provide full classroom setup instructions that will include seating in small groups, with supplies such as flipcharts, sticky notes, markers, and pens for the attendees and a projector and Internet connection for the instructor's laptop.

Online deliveries for this interactive training will use an online meeting platform (such as Zoom, WebEx, GoTo, or Teams) to have face-to-face contact online, including use of breakout rooms for group activities.

**Objectives**

* Provide a refresher on the origins and basics of Scrum and Agile
* Present a detailed explanation of the key Scrum “artifacts”
* Grasp the Scrum Master’s role in-depth
* Understand Lean principles and how to apply them with Scrum
* In-depth understanding of Scrum practices through experiential exercises

**Outline**

* Introduction
* Agile Overview
  + The Agile Potential
  + The Agile Manifesto
  + Agile Alone is NOT Enough
  + Can Agile Fail?
  + The Best Agile
* Scrum Overview
  + Roles and Responsibilities
  + How It Works
  + Artifacts
  + Rules of Scrum
  + Definition of Done
* Lean Practices Specific to Software Projects
  + Lean Principles
  + Value Stream Mapping
  + Set Management – Backlog, Throughput, Expenses
  + Kanbans and Queues
  + Smaller Batches Penny Lab
  + WIP Limits – Airplane Lab
  + Goals and Measurements
  + Leveraging Lean Principles in Scrum Lab
* Product Owner Roles and Responsibilities
  + Will the Real Product Owner Please Stand Up?
  + Product Backlog and Requirements
  + Roles and Personas
  + Spikes and Special Stories
* Guiding the Self-Managing Team
  + Leadership versus Management
  + Agile Leader’s Role
  + Leadership Lab
  + Servant Leadership
  + Changing Culture and Behavior
  + Motivating Knowledge Workers
  + Small Changes, Knowing When to Act
  + Force Field Analysis Lab
* Agile Planning
  + Agile Planning Concept and Terms
  + Business Case and Value Analysis
  + The Project Charter
  + Customer Value Prioritization
  + Minimally Marketable Feature/Minimal Viable Product
* Product Backlog
  + Defining the Product Backlog
  + User Stories – Business Functionality
  + Prioritizing the Backlog
  + Creating a Product Backlog Lab
* Agile Estimation
  + Stories and Sizing
  + Relative Sizing
  + Wideband Delphi
  + Planning Poker
  + Affinity Estimating
  + Team Estimation Method
  + Agile Estimation Lab
* Release Planning
  + Release Planning Inputs and Outputs
  + Velocity-Driven Release Planning
  + Fixed Schedule Release Planning
  + Release Planning for Course Project Lab
* Metrics and Measuring Progress
  + Planning as You Go
  + Reviewing Information Radiators
  + Velocity and Measuring Progress
  + Scrum Metrics
  + Lean Metrics
  + Even Easier Metrics
  + Metrics Lab
  + Watching The Horizon
* Sprints
  + Sprint Planning
  + Sprint Activities
  + Sprint Review
  + Sprint Retrospective
  + Sprint Planning and Execution Lab
  + Sprint Review Lab
  + Sprint Retrospective Lab
* Final Review and Next Steps
* Conclusion