

**Agile (Scrum) Team Quick Launch**

**Course Number:** AGL-156
**Duration:** 4 days

**Overview**

Accelebrate's Agile (Scrum) Team Quick Launch training gets your group up and running immediately with Scrum and Lean. Attendees learn about the different roles, responsibilities, interactions, tools, and Scrum processes needed to ensure the success of their Agile team.

**Prerequisites**

No prior experience is presumed.

**Materials**

All Agile training attendees receive courseware covering the topics in the class.

**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**

* Understand the fundamentals of Agile, Scrum, and Lean
* Discover how to leverage early and continuous feedback to deliver products that delight customers
* Define key roles and responsibilities of Agile team members
* Learn how to improve team productivity and quality by removing impediments and highlighting organizational inefficiencies
* Understand how to improve lead time and throughput by managing the amount of work in progress
* Learn how to guide continuous improvement of the team and the organization
* Begin to harness the power of self-organization early in the team’s forming process
* Learn how to use retrospectives to continuously improve
* Create and agree on a 'Definition of Done'
* Learn how to right slice and size agile requirements, specifications and documentation for the team

**Outline**

* Introduction
* Agile Overview
	+ Agile Framework
	+ Agile Advantages and Potential
	+ The Agile Manifesto and Principles
	+ Can Agile Fail?
	+ The Best Agile
* Scrum Overview
	+ Roles and Responsibilities
	+ How it Works
	+ Artifacts
	+ Rules of Scrum
	+ Definition of Done
* Lean Practices
	+ Lean Software Development Principles
	+ Kanban Overview
	+ Leveraging Lean Principles in Scrum
	+ Lean Labs
* Product Backlog
	+ Defining the Product Backlog
	+ User Stories – Business Functionality
	+ Prioritizing the Product Backlog
	+ Product Backlog Lab
* Agile Estimation
	+ Stories and Sizing
	+ Relative Sizing
	+ Planning Poker
	+ Team Estimation Method
	+ Estimation Lab
* Release Planning
	+ Release Planning Preparation
	+ Release Planning Meeting
	+ Velocity-Driven Release Planning
	+ Fixed Schedule Release Planning
	+ Measuring and Monitoring Progress
	+ Release Planning Lab
* Sprints
	+ Sprint Planning
	+ Sprint Activities
	+ Sprint Review
	+ Sprint Retrospective
	+ Sprint Labs
* Team Specific Project – Coaching
	+ Project Initiation/Chartering
	+ Product Backlog Refinement
	+ Release Planning to include estimation
	+ Sprint Planning
* The Next Steps
	+ How Do We Get Started?
	+ Common Mistakes in Agile Transformations
* Conclusion