

**Agile Team Experience**

**Course Number:** AGL-204
**Duration:** 3 days

**Overview**

The Agile Team training course is a hands-on workshop that teaches teams about the Agile Development Lifecycle, servant leadership, and essential Agile ceremonies. Participants learn how to work effectively in an Agile team and use Agile practices to deliver high-quality products and services on time and within budget. This course emphasizes practical Agile practices and demonstrates how Agile can be integrated into real-world projects.

**Prerequisites**

None.

**Materials**

All attendees receive comprehensive courseware.

**Software Needed on Each Student PC**

Accelebrate can provide a remote lab environment for this class.  All attendees should have computers with Internet access and a modern web browser (ideally Chrome).

**Objectives**

* Learn Agile principles and frameworks
* Understand servant leadership and team roles and responsibilities
* Apply Agile ceremonies to real-world projects
* Master story writing and estimation techniques
* Facilitate Agile ceremonies effectively

**Outline**

* Introduction
* Agile Overview
	+ Why Agile?
	+ Agile Manifesto
	+ Agile Principles
	+ Activity: Mapping Principles to Manifesto
* Agile Frameworks
	+ Lean
	+ Scrum
	+ Kanban
	+ Extreme Programming
* The Agile Team
	+ Servant Leadership defined and expectations
	+ Servant Leadership vs Command and Control
	+ Defining Self-Organized Teams
	+ Agile Roles – Product Owner
	+ Agile Roles – ScrumMaster
	+ Agile Roles – The Team
	+ Activity
* Agile Product Backlogs
	+ Agile Delivery Process
	+ Agile Requirements Levels
	+ Progressive Elaboration
* Effective User Stories
	+ Work item levels: THEME/EPIC/STORY
	+ User Stories deep-dive
	+ User Stories: Examples
	+ Guidelines for User Stories
	+ User Stories: I-N-V-E-S-T
	+ Workshop: Correcting User Stories
	+ Workshop (Online Real Estate) Part 1 – Writing User Stories
	+ Story Mapping
	+ Workshop (Online Real Estate) Part 2- Utilizing Story maps to generate stories
* Acceptance Criteria/Test
	+ What is Test Driven Development (TDD)
	+ Acceptance Criteria vs Acceptance Test
	+ Why Acceptance Criteria?
	+ Documenting Acceptance Criteria/Test
	+ The Gherkin Format
	+ Definition of Done (DoD)
	+ Workshop (Online Real Estate) – Writing Acceptance Criteria
* Estimating
	+ Estimating Techniques
	+ Sizing Stories
	+ Why Story Points
	+ Facilitating Planning Poker
	+ Activity (Thanksgiving Dinner) - Sizing Stories
* Backlog Prioritization
	+ Backlog Prioritization Techniques
	+ Estimating - Business Value
	+ MoSCoW Analysis
	+ Value Risk (6 cell/9 cell models)
	+ Workshop (Online Real Estate) – Prioritize Stories
* Building a Release Plan
	+ Team Velocity
	+ Release Planning
	+ Sample Release Plan
	+ Workshop – Create a release plan
* Backlog Refinement
	+ Backlog Refinement Fundamentals
	+ Definition of Ready (DoR)
	+ Decomposing User Stories
	+ S-P-I-D-E-R Method
	+ Facilitating Refinement Sessions
	+ Workshop (Online Real Estate) – Refine the backlog
* Iteration Planning
	+ Break Down All Tasks
	+ The Team’s Definition of ‘Done’
	+ Capacity Planning
	+ Facilitating Iteration Planning Sessions
	+ Workshop Online Real Estate) – Plan your first iteration\capacity plan
* Iteration Execution
	+ Daily Standup
	+ Task boards
	+ Workshop – Managing Tasks
* Iteration Demos & Retrospectives
	+ Iteration Demo
	+ Iteration Retrospectives
	+ Creating, Monitoring, and Maintaining an Improvement Backlog
	+ Workshop: Practice a Retrospective
* Advanced Metrics
	+ Metrics: Velocity Trends
	+ Metrics: Forecast vs. Completed
	+ Metrics: Burn-up Charts
	+ Metrics: Burn-Dow Charts
	+ Lead Time/Cycle Time
	+ How to use Metrics to achieve results
* Conclusion