

Module 1: Introduction to Lean, Agile, and Scrum

1. What is Agile?
2. Agile Mindset
3. Agile Manifesto
4. Agile Principles
5. Scrum Overview
6. Difference Between Agile and Scrum
7. Agile Projects Testing Principle

Module 2: Overview of Scrum

1. Key Features of Agile and Scrum
2. Deming Cycle
3. Attributes of Scrum
4. Scrum Values
5. Pilots of Scrum

Module 3: Scrum Artefacts

1. Product Backlog
2. Sprint

Module 4: Scrum Artefacts

1. Product Backlog
2. Sprint Backlog
3. Epics
4. User Stories
5. User Stories Structure/format
6. INVEST Criteria
7. Scrum Boards

Module 4: Metrics

1. Burndown Charts
2. Burn Up Charts
3. Say Do Ratio
4. Velocity Chart
5. Control Flow Diagram
6. Cumulative Flow Diagram
7. Maturity Assessments

Module 5: Story Point Estimations

1. Estimating the User Stories
2. Estimation Epics
3. Planning Poker
4. T-Shot Sizing

Module 6: Scrum Framework

1. Sprints
2. Sprint Planning
3. The “what” and “How” of sprint planning
4. Daily Standup / Daily Scrum
5. Backlog Refinement
6. MoSCoW
7. Managing the Sprint Backlog
8. User Story Workflow
9. Tracking Progress
10. Sprint Review / Demo
11. Sprint Retrospective
12. Cancelling a Sprint

Module 7: Roles and Responsibilities

1. Scrum Master roles and challenges
2. Product Owner roles and responsibilities

3. Development team roles and responsibilities
4. Organisation roles and responsibilities

Module 8: DOD and DOR

1. Definition of Done for a feature
2. Definition of Done for a sprint
3. Definition of Done for a release
4. Definition of Done vs. Acceptance criteria
5. Done vs. Done-Done.
6. Definition of Ready for a user story
7. Definition of Ready for the sprint

Module 9: Project Planning

1. Project/Product planning
2. Minimum Viable Products
3. Release Planning