

Scrum Essentials Course Syllabus Assessment Standards

Name of ATO		Assessor		Date	
Version number of courseware		Language of courseware			

Ref	Scrum Essentials Course		Yes / No	Evidence/Remarks	
CO	Concepts				
	Does the course convey:		Y/N		
CO1a	The definition of Scrum, its purpose and composition	✓			
CO1b	What Scrum Theory is founded on: Empiricism and Lean thinking	✓			
CO1c	The names of the Three Pillars of empirical process control: Transparency; Inspection; Adaptation	✓			
CO1d	The names of the Scrum Values and how they relate to each other	✓			
CO1e	The names of the Agile Principles	✓			
CO1f	The four Agile Manifesto value statements and the text that contextualizes them	✓			
	Does the course guide the trainer to explain:		Y/N		
CO2f	Scrum's intended use and approach to adoption	✓			
CO2g	The reasoning behind empiricism and Scrum Theory	✓			
CO2h	The Three Pillars of empirical process control: Transparency	✓			
CO2i	The Three Pillars of empirical process control: Inspection	✓			
CO2j	The Three Pillars of empirical process control: Adaptation	✓			
CO2k	How the Scrum Values give direction to the Scrum Team	✓			
CO2l	The aspects of the Principles supporting the Agile Manifesto	✓			

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CO2m	All the Values are equal and inter-related as are all the Principles	✓			
CO2n	How Scrum embraces Lean thinking	✓			

RO	Roles				
	Does the course convey:		Y/N		
RO1a	The composition, structure and purpose of the Scrum Team	✓			
RO1b	The purpose and overarching responsibility of the Developers who are committed to creating any aspect of a usable Increment each Sprint	✓			
RO1c	The purpose and overarching accountability of the Product Owner for maximizing the value of the product resulting from the work of the Scrum Team.	✓			
RO1d	The purpose and overarching accountability of the Scrum Master for establishing Scrum as defined in the Scrum Guide.	✓			
	Does the course guide the trainer to explain:				
RO2e	The concepts of self-organizing and cross-functionality of the Scrum Team	✓			
RO2f	The rationale for optimal sizing of the Scrum Team(s) involved in the development of a product				
RO2g	The commitment of the developers to: <ul style="list-style-type: none"> • Creating a plan for the Sprint, the Sprint Backlog; • Instilling quality by adhering to a Definition of Done; 	✓			

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	<ul style="list-style-type: none"> Adapting their plan each day toward the Sprint Goal; and, <p>Holding each other accountable as professionals. And how this is achieved</p>				
RO2h	<p>The accountabilities of the Product Owner to:</p> <ul style="list-style-type: none"> Developing and explicitly communicating the Product Goal; Creating and clearly communicating Product Backlog items; Ordering Product Backlog items; and, Ensuring that the Product Backlog is transparent, visible and understood And how this is achieved 	✓			
RO2i	<p>The ways in which the Scrum Master serves the Scrum Team</p> <ul style="list-style-type: none"> Coaching the team members in self-management and cross- functionality; Helping the Scrum Team focus on creating high-value Increments that meet the Definition of Done; Causing the removal of impediments to the Scrum Team's progress; and, Ensuring that all Scrum events take place and are positive, productive, and kept within the timebox. 	✓			
RO2j	<p>The ways in which the Scrum Master serves the Product Owner</p> <ul style="list-style-type: none"> Helping find techniques for effective Product 	✓			

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	Goal definition and Product Backlog management; <ul style="list-style-type: none"> • Helping the Scrum Team understand the need for clear and concise Product Backlog items; • Helping establish empirical product planning for a complex environment; and • Facilitating stakeholder collaboration as requested or needed. 				
RO2k	The ways in which the Scrum Master serves the Organization <ul style="list-style-type: none"> • Leading, training, and coaching the organization in its Scrum adoption; • Planning and advising Scrum implementations within the organization; • Helping employees and stakeholders understand and enact an empirical approach for complex work; and, <p>Removing barriers between stakeholders and Scrum Teams.</p>	✓			
EV	Events				
	Does the course convey:		Y/N		
EV1a	The name and purpose of the five Scrum Events	✓			
EV1b	The description and characteristics of a Sprint	✓			
EV1c	The description and characteristics of Sprint Planning including identification of three topics covered during the event	✓			
EV1d	The description and characteristics of the Daily Scrum	✓			

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EV1e	The description and characteristics of the Sprint Review	✓			
EV1f	The description and characteristics of the Sprint Retrospective	✓			
	Does the course guide the trainer to explain:		Y/N		
EV2f	How the Sprint enables empiricism and supports Lean Thinking				
EV2g	The rules applied during the Sprint that: <ul style="list-style-type: none"> • No changes are made that would endanger the Sprint Goal; • Quality does not decrease; • The Product Backlog is refined as needed; and, • Scope may be clarified and renegotiated with the Product Owner as more is learned. 	✓			
EV2h	The rationale behind Sprint duration, cadence and focus (including cancelling a Sprint if necessary)	✓			
EV2i	The practicalities of forecasting including the concept of velocity and the visualization of plans and progress	✓			
EV2j	The practicalities of Sprint Planning	✓			
EV2k	The practicalities of the Daily Scrum	✓			
EV2l	The practicalities of the Sprint Review	✓			
EV2m	The practicalities of the Sprint Retrospective	✓			
AR	Artifacts				
	Does the course convey:		Y/N		

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AR1a	The name and purpose of the three Scrum Artefacts and the commitment for each	✓			
AR1b	The description of the Product Backlog and the purpose of the Product Goal commitment	✓			
AR1c	The description of the Sprint Backlog and the purpose of the Sprint Goal commitment	✓			
AR1d	The description of the Increment and the purpose of the Definition of Done commitment	✓			
Does the course guide the trainer to explain:		Y/N			
AR2e	The characteristics, inception and evolution of the Product Backlog	✓			
AR2f	The practicalities of Backlog refinement including the concept of 'ready'	✓			
AR2g	Practicalities associated with the Product Goal	✓			
AR2h	The characteristics, inception and evolution of the Sprint Backlog	✓			
AR2i	Practicalities associated with the Sprint Goal	✓			
AR2j	The characteristics, inception and evolution of the Increment	✓			
AR2k	Practicalities associated with Increment delivery in the context of a Sprint	✓			
EG	Expanded Guidance				
	Does the course convey:		Y/N		
EG1a	Structuring Product Backlog items as User stories – the As a... I want... So that... format	✓			

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EG1b	The four C's of Card, Conversation, Confirmation and Context	✓			
EG1c	The practice of Comparative Estimating <ul style="list-style-type: none"> • What it is • The Fibonacci-like sequence 	✓			
EG1d	The practice of Commitment based planning <ul style="list-style-type: none"> • What it is • How it can be used to predict velocity 	✓			
Does the course guide the trainer to explain:		Y/N			
EG2e	The rationale behind the 'As a... I want... So that...' format	✓			
EG2f	How the four C's of Card, Conversation, Confirmation and Context ideally support <ul style="list-style-type: none"> • The collaborative processes of Product Backlog creation, refinement and ordering (card and conversation) The journey 'from ready to Done' between Product Backlog and Increments (confirmation and context)	✓			
EG2g	The Planning Poker technique	✓			
EG2h	The Affinity Estimating technique	✓			
EG2i	Commitment based planning technique	✓			