

**Registered Scrum Master (RSM)**

**Course Number:** AGL-186
**Duration:** 2 days

**Overview**

This Registered Scrum Master™ (RSM) course teaches attendees the insights and strategies needed to become high-performing Scrum Masters and build successful Scrum teams.

The course includes access to the Registered Scrum Master™ exam for all attendees. Students who successfully complete the course and pass the exam will earn their Registered Scrum Master credential signed by the co-creator of Scrum, Dr. Jeff Sutherland.

**Prerequisites**

No prior experience is presumed.

**Materials**

All Scrum training attendees receive comprehensive courseware.

**Software Needed on Each Student PC**

No software is required.

**Objectives**

* Use the Scrum Framework to deliver products and services faster and with higher quality
* Leverage lean principles to identify waste in a system, process, or organization
* Use techniques and metrics Scrum Masters use to improve team happiness and performance
* Understand the patterns and practices of high-performing teams
* Explore how the Scrum Master role scales in an Agile implementation

**Outline**

* The Scrum Framework
	+ Scrum Origins
	+ Why Scrum
	+ Agile Manifesto & Principles
	+ 5 Scrum Values
	+ Value Delivery process
* The Scrum Team
	+ Roles & Responsibilities
	+ Team Size
* Developers
	+ Cross-Functionality
	+ Self-Management
* Scrum Master
	+ Role & Responsibility deep-dive
	+ Feedback loops
	+ Facilitation
	+ Working with the Product Owner
* Product Owner
	+ Role & Responsibility deep-dive
	+ Communication of product vision
	+ Value delivery
	+ Working with Customers and Stakeholders
* Leadership/Management
	+ Roles & Responsibilities
	+ Servant Leadership
	+ Organizational Debit defined
* Scrum Cycle
	+ Sprint
	+ Product Backlog Refinement
	+ Estimation
	+ Sprint Planning
	+ Sprint Review
	+ Sprint Retrospective
	+ Daily Scrum
* Scrum Artifacts
	+ Product Backlog
	+ Sprint Backlog
	+ Working Software
* Patterns of High Performing Teams
	+ Yesterday’s Weather
	+ Happiness Metric
	+ Teams that Finish Early Accelerate Faster
	+ Stable Teams
	+ Swarming
	+ Interrupt Buffer
	+ Daily Clean Code
	+ Scrum Emergency Procedures
* Scrum@Scale
	+ Descaling
	+ Scaling roles
* Conclusion