

**Agile with Scrumban**

**Course Number:** AGL-130  
**Duration:** 4 days

**Overview**

Accelebrate's Agile with Scrumban Training course teaches students how to implement Scrumban in their software development projects.

**Prerequisites**

By default, this course presumes prior exposure to Agile software development. However, we would be delighted to tailor it to any level of prior experience.

**Materials**

All attendees receive comprehensive courseware.

**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**

* Grasp the origins and fundamentals of Agile
* Learn how Scrum works, the roles involved, and the artifacts needed
* Understand the origins of Kanban and the theory behind it
* Learn how Kanban and Scrum coexist in software development
* Understand how to complete a 'Value Stream Mapping' and what to include
* Comprehend throughput and how to organize the work
* Learn how to manage the process and the input queue
* Understand options for tuning the Kanban implementation
* Comprehend relevance and implementation of key metrics

**Outline**

* Introduction
* Agile Overview
  + The Agile Potential
  + The Agile Manifesto
  + Can Agile fail?
  + THE Best Agile
* Scrum Overview
  + Roles and Responsibilities
  + Scrum Overview
  + Scrum Artifacts
  + Scrum Values & Rules
  + Other Keys to Success
* Product Backlog
  + Defining the Product Backlog
  + User Stories
  + Roles & Personas
  + Spikes & Special Stories
  + Prioritizing the Product Backlog
* Kanban Overview and Introduction
  + House of Lean
  + Defining Kanban
  + Motivation for Kanban
  + Kanban as an 'Agile plugin'
  + Managing Quality
  + Work In Progress (WIP)
  + How to Prioritize
  + Demand vs. Throughput
  + Sources of Variability
* Value Stream Mapping (seeing the big picture)
  + The Value Stream
  + Making Work Visible
  + Value Stream Lab (Part 1- Defining the Start and the End)
  + Card Walls
  + Demand Analysis
  + Allocating Capacity
  + The Work Card
  + Value Stream Lab (Part 2- Designing the Card Wall)
* Throughput
  + Identifying Work Item Types
  + Sizing Work Items
  + Building User Stories
  + User Story Lab
  + Visual Control
  + Pull vs. Push
  + Theory of Constraints
  + Service Levels: Class of Service
  + Throughput Application Lab (Incorporating Class of Service into the Card Wall)
* Managing The Process
  + Daily Standup Meetings
  + After Meetings
  + Queue Replenishment Meetings
  + Release Planning Meetings
  + Triage
  + Geographically Dispersed Teams
* Improving The Process
  + The Importance of Cadence
  + Limiting Work-In-Progress
  + Identifying Bottlenecks
  + Refactoring Work-In-Progress Lab for Bottlenecks
* Key Metrics Review
  + WIP
  + Lead Time Throughput and Measuring Flow
  + Blocked Work
  + Quality
  + Failure Load
* Putting It All Together
* Conclusion