

# SYLLABUS

## AGILE MASTER CERTIFICATION

### Lesson 1

- 1.0 Class objectives and Overview
- 1.1 Course Introduction
- 1.3 Super Agile: A New Way of thinking
- 1.3 Agility and Superperformance
- 1.4 Agile and Operations Excellence
  - 1.4.1 PDCA and Scrum
- 1.6 Agile Manifesto
- 1.7 Why Super Agile: Advantages
- 1.9 Value Optimization and Delivery
- 1.9 True North of Superperformance
- 2.0 Acceleration of Enterprise Agile

### Lesson 2

- 2.0 Class Objectives
- 2.1 What makes Scrum Adoptions Succeed
- 2.2 Super Team
  - 2.2.1 Small (less than 10)
  - 2.2.2 Self-organized (no formal roles)
  - 2.2.3 Empowered and Enabled (Tools and Support)
  - 2.2.4 Collaborative (co-located or virtual teaming)
- 2.3 Super Coaching
  - 2.3.1 Servant Leadership

2.3.3 Super Coaching

2.3.3. Facilitation and Conflict Resolution

2.4 Super Team Growth

2.4.1 Forming

2.4.2 Informing

2.4.3 Transforming

2.4.4 Superperforming

### **Lesson 3**

3.0 Class Objectives

3.1 Adopting Super Agile

3.2 Super Agile S-Curve: planning a transition to Super Agile

3.3 Skills Adoption Continuum

3.4 Command Control versus Super Agile

3.5 Towards self-organization and emergence

3.6 Organizational, physical and cultural changes needed

### **Lesson 4**

4.0 Course Objectives

4.1. Other Agile frameworks

4.1.1 Different development methodologies

4.1.2 Scrum

4.1.3 XP (Extreme Programming)

4.1.4 Lean/Kanban

4.1.5 SAFe (Scaled Agile)

4.2 Linking Agile to Dev Ops: Higher Value through Faster Deployment

### 4.3 Governance and Agile

#### 4.4 Scrum events and artifacts

##### 4.4.1 Agile Values

##### 4.4.2 Iteration and Sprint Lifecycle

##### 4.4.3 Key Agile events

##### 4.4.4 Planning and prioritization

##### 4.4.5 Sprint Reviews

##### 4.4.6 Retrospectives

##### 4.4.7 Daily standup meetings

##### 4.4.8 Epic backlog

##### 4.4.9 Current backlog

##### 4.4.10 Deliverables

##### 4.4.11 Definition of Done

## Lesson 5

### 5.0 Course Objectives

#### 5.1 Key Agile Roles

##### 5.1.1 Scrum Master, Product Owner and Team Roles

##### 5.1.2 What they should and should not do

##### 5.1.3 Attributes of good Scrum Masters and Product Owners

##### 5.1.4 Failure modes

##### 5.1.5 Scrum Team member role

#### 5.2 Agile estimating, planning and monitoring

#### 5.3 User Stories and Epics

- 5.4 Managing Non-Functional Requirements
- 5.5 Writing “good” stories
- 5.6 Basics of prioritization
  - 5.6.1 Value based prioritization
  - 5.6.2 Kano model
  - 5.6.3 Karl Wieggers Relative Weight Method
- 5.7 Velocity: How to find it and how to use it?
- 5.8 Release or output planning
- 5.9 Units of Estimation: Story points and ideal time
- 5.10 Techniques of estimation: Planning poker and Affinity estimation
- 5.11 Methods of Tracking Agile projects: Burndown charts, Kanban boards and other indicators

## **Lesson 6**

- 6.0 Class Objectives
- 6.1 Using Super Agile on Complex projects
  - 6.1.1 Scaling agile at enterprise level
  - 6.1.2 Scaling Product Owners and Scrum Master Role
  - 6.1.3 Scaling the Backlog
  - 6.1.4 Coordinating multiple scrum teams
- 6.2 Scaled Super Agile Framework (SAFe®) introduction
- 6.3 Distributed Super Agile teams
- 6.4 Super Agile Virtualization (Trello, Zoom, Slack)
- 6.4 When to apply Super Agile (and when not to)
- 6.5 S.U.P.E.R. method projects
- 6.6 Agile Testing Pyramid
- 6.7 What Comes Next (Practicum)

6.7.1 Fieldwork in Slack

6.7.2 Coaching Practice with Individuals and Groups

6.7.3 Webinars and Conference Calls and Meetups

6.7.4 Community of Practice Development