



Advanced Agile/Scrum Skills & Techniques

Abstract

After implementing Scrum for a while, all parties involved need to learn new and advanced techniques to become more effective and efficient. The purpose of this workshop is to teach these skills, based on experience and insights developed in tens of implementations, while adjusting individually to each and every participant according to her basic skills and mind set and her organizational DNA.

The workshop includes interactive exercises and real life situations, covers the key factors for successful implementation and provides important insights and best practices that can be implemented in your Agile teams.

Target Audience

Scrum masters, Product Owners, Team leaders, managers (who actually manage people), team members.

Prerequisites

At least 6 months experience working in the Agile world.

Content

The workshop is broken down to 6 weekly half day sessions, in order to allow participants apply the learned material in their working environment. The following building blocks will be taught:

Basic principles

- The 14 principles of Lean
- The 3 major Agile techniques
- The 8 types of wastes

Communication and team cohesion

- The 4 maturity levels of a team
- Leading effective meetings
- Games for team cohesion (simulation and exercises)
- How to drive teams to provide visibility
- QA and dev – how to work together (build quality in, the approver, whole team approach)

Advanced techniques to facilitate the ceremonies in the Scrum worlds

- Daily meeting
- Effective planning sessions



- The 5 major ways to have an effective retrospective meeting
- The 3 ways to boost the review meeting
- The "futurespective" meeting

The Scrum master

- Negotiation skills
- Achieving team consensus
- Handling different team members types
- Communication techniques between roles
- Scrum mastering in practice

The manager role

- The role of an Agile manager
- Motivating without using authority
- The importance of visibility
- Using metrics the right way
- Ways to handle the project at end game

Duration

6 sessions of half a day each (24 hours).