

# Course Content

- **Agile**
  - Agile Introduction
    - What is Agile
    - Agile Mind-set
    - Challenges in Traditional methodologies
    - Agile Myths and Facts
    - Numbers on Agile[ Stats]
  - Agile Manifesto
  - Agile Principles
  - Agile Umbrella
    - XP
    - Lean
    - Kanban
    - Scrum
- **Scrum**
  - Introduction to Scrum
  - Definition of Scrum
  - Uses of Scrum
- **Scrum Framework**
  - Big Picture
  - Iterative and Incremental
  - Inspect and Adapt
- **Scrum Theory**
  - Empiricism
  - Pillars of Scrum
  - Scrum Values
- **Scrum Roles**
  - Product Owner
  - Development Team
  - Scrum Master
- **Scrum Events**
  - Sprint
  - Sprint Planning
  - Daily Scrum
  - Sprint Review
  - Sprint Retrospective
- **Scrum Artifacts**
  - Product Backlog
  - Sprint Backlog
  - Product Increment
- **Agreements**
  - Definition of Ready
  - Definition of Done
- **Metrics**
  - Burn-down
  - Burn-up
  - Cumulative Flow Diagram
  - Lead time

- Cycle Time
  - **Estimations**
    - Relative Sizing
    - Modified Fibonacci Series
    - T Shirt Sizing
    - Planning Poker
    - CUE Factor
  - **Product Backlog Refinement**
    - Prioritization Techniques
    - DEEP
    - User Stories
      - INVEST
    - SPIKES
    - EPICS/ Features
  - **Scrum of Scrums**
  - **Q&A**
  - **Mock Test**
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- **Retrospective Techniques**
  - Sail boat
  - Traditional
  - Car Engine
  - Agile Tree
  - SQUAD Health
  - STARFISH
  - 6 Thinking HATS
- **Anti-Agile patterns**
  - Estimations
  - Planning
  - Daily Scrum
  - Retrospectives
  - USER STORIES
- **Scrum Master Challenges**
  - Setting up the Team
  - Agile Transformation
  - Conflict Management
  - Release Planning
  - Scrum of Scrums
  - Hardening Sprints
- **Agile Facilitation Techniques**
  - Setting up the Team
  - Agile Transformation
- **Agile Coaching**

**NOTE: Text Highlighted in Brown are Course content for Level-2**