



INTRODUCE YOURSELF TO SOMEONE YOU DO NOT KNOW



WELCOME.
WRITE YOUR NAME
OVER THERE....

Certified ScrumMaster Workshop

PARTICIPANT WORKBOOK

2021

Version B



Facilitated By Your
Certified Scrum Trainer



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Purpose Of This Workbook



Cartoons come from my site
ImplementingScrum.com



HELLO

This is jam board for the entire class

Have paper and pen / markers ready!

You can download a copy of each session jam board whenever you want!

- Rename
- Download as PDF
- Save frame as image
- Remove
- Make a copy
- Updates
- Send feedback

SHARE

YOU MAY OR MAY NOT SEE NOTES FROM MIKE OVER HERE!

Opening Session - Welcome

INTRODUCTIONS

PRO TIP: LOOK OVER HERE FOR SOME GREAT INFORMATION AND REMINDERS

CONTEXT
MATTERS

PRO TIP: LOOK OVER HERE FOR SOME GREAT INFORMATION AND REMINDERS

What's In It For Me (Expectations)?

Me == YOU

Break ~ every 45 minutes for 15 minutes.

Remain professional throughout.

Have fun!

TRANSPARENCY
INSPECTION
ADAPTATION
[SCRUM GUIDE REFERENCE: PAGE 3-4]

If you are not getting what you want from an exercise, speak up!

Camera's ON. Mute ON if needed. Stay engaged.

Undo / Redo is your friend

Book Book References Jam Board



Pets / Kids / Life Happens :-). All good!

PRO TIP: LOOK OVER HERE FOR SOME GREAT INFORMATION AND REMINDERS

"The Art of the Possible"

- **Agile Manifesto And Background**
- **Scrum 101: The Basics**
 - **Role Playing: Meet "Stan"**
 - **Exercise: Scrum In < 10 Minutes**
 - **Table Talks: Scrum Guide**
 - **Simulation: Use Scrum To Learn Scrum**
- **Event: Retrospectives**
- **Accountability: Scrum Master**
- **Accountability: Developer**

MIKE CAN CHANGE WHAT HE WANTS WHEN HE WANTS - DEPENDS ON THE PEOPLE HERE!

- **Discussion: Review Homework**
[homework.mvizdos.com]
- **Scrum Values & 12 Agile Principles**
[PAGE 22] [PAGE 42]
- **Accountability: Product Owner**
- **Definition of "DONE" and Artifact: Increment**
 - **Pro Tip: Project Start-Up using Scrum**
- **Create a Product Backlog w/ User Stories**
 - **Simulation: Story Writing Workshop**
- **Agile Estimation and Planning**
NOTE: In this section, you will all learn from each other.
REMEMBER: ESTIMATES ARE NOT PROMISES.
Let's CHANGE the conversation!
- **BONUS MATERIALS & "What Next?"**

MIKE CAN STILL MAKE CHANGES OR MODULES OPTIONAL TODAY!



Key Concepts

- **Agile Manifesto**
- **Discuss: Organizational Impediments**
- **What is Shu - Ha - Ri ?** [Important for the context of a Scrum Master]
- **Waterfall, Agile & Different Techniques**

When you get back online later: Review the "New New Product Development Game" that was e-mailed to you.

PRO TIP: Learn techniques today to use as a ScrumMaster!

[We will discuss the 12 principles before we leave these sessions!]

AgileManifesto.org

WE ARE UNCOVERING BETTER WAYS OF DEVELOPING SOFTWARE BY DOING IT AND HELPING OTHERS DO IT. THROUGH THIS WORK WE HAVE COME TO VALUE:

_____ over processes and tools

_____ over comprehensive documentation

_____ over contract negotiation

_____ over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

- 1) Responding to change
- 2) Working software
- 3) Customer collaboration
- 4) Individuals and interactions

Working Software

Responding to Change

Customer Collaboration

Individuals and Interactions

WWW.AGILEMANIFESTO.ORG you will use your RIGHT brain now... Go with it please!

**Draw the
Agile
Manifesto
- Room 1**

**Draw the
Agile
Manifesto
- Room 2**

Organizational Impediments

To Agility

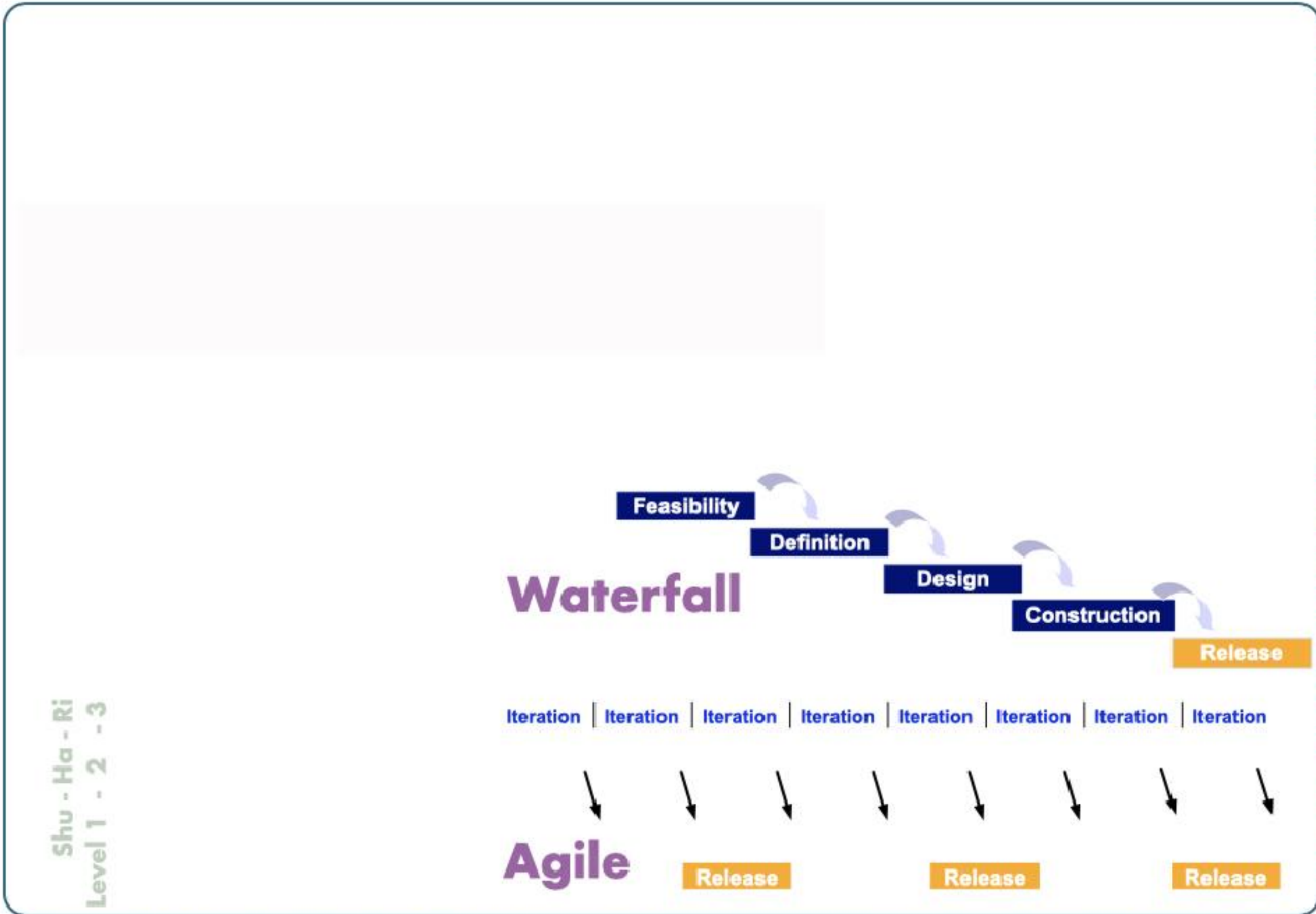
Empirical vs. Defined

- Transparency
- Inspection
- Adaptation



[SCRUM GUIDE REFERENCE: PAGE 3-4]

THIS is a good place to start creating doodles + whatever else you feel creative about!



Shu - Ha - Ri
Level 1 - 2 - 3

THIS is a good place to start creating doodles + whatever else you feel creative about!



By Clark & Vizdos

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Key Concepts

- **Role Playing: Meet Stan**
- **Exercise: Scrum in Ten Minutes**
- **Summary of Accountabilities**
- **Exercise: Scrum Guide [Table Talks]**
- **Simulation: Use Scrum to Learn Scrum**

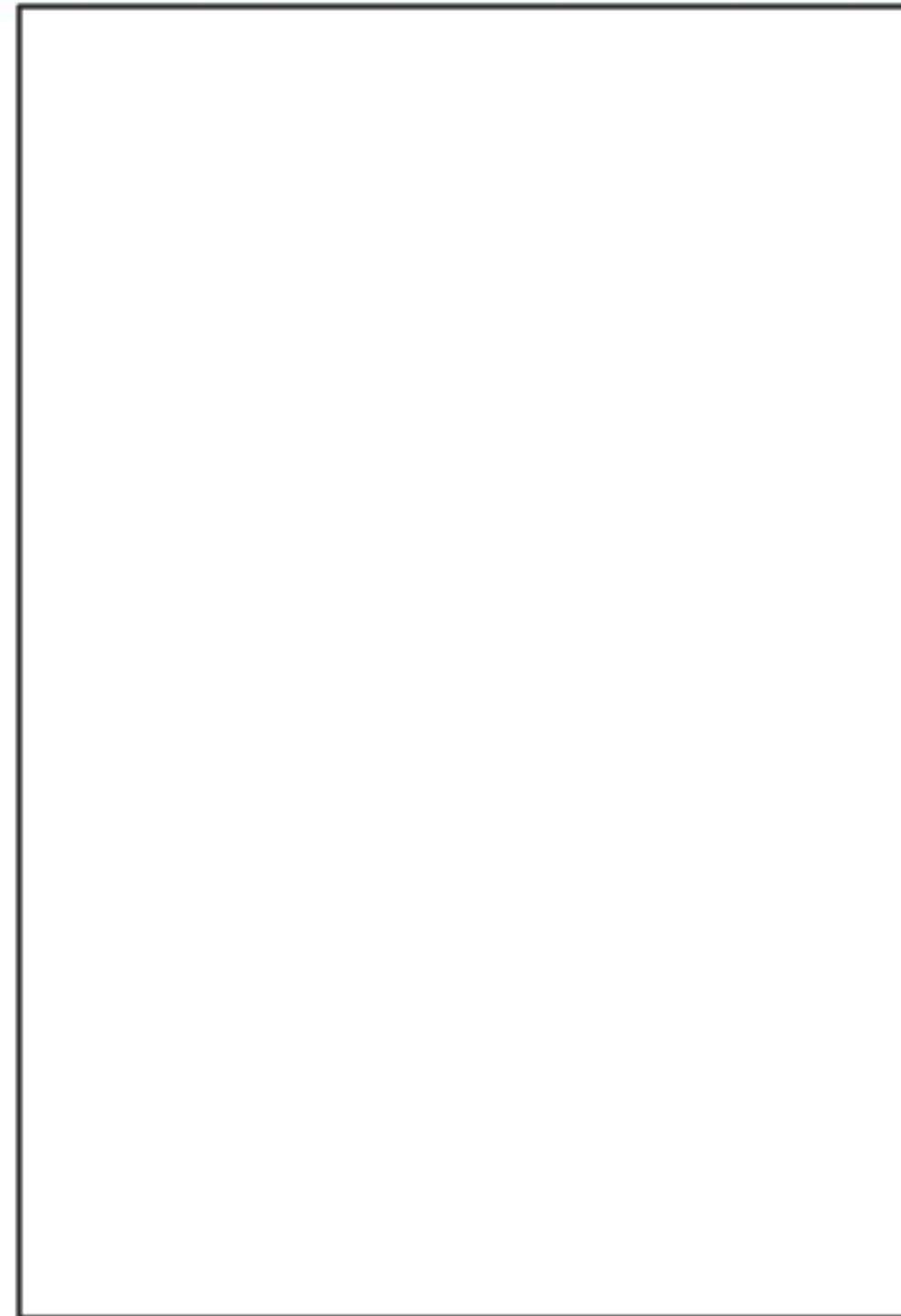
BE COMFORTABLE BEING YOU IN HERE - AND IN LIFE!

Meet Stan
(You Will Learn To **Love** To Hate Him)

The problem we face has nothing to do with process and technology, but with people.

Scrum and Agile are based on the hypothesis that there is no meta-solution for software development. Just a framework within which we will inspect and adapt.

This is very **frustrating** to those looking for procedures and final answers.



CONTEXT MATTERS. What does this mean to you and WHY is this important here?

What did I learn from "Stan" Role Playing ??

Discussion: Implementation Styles

Scrum Roles: A different way of thinking, a better way to drive success

Scrum roles differ from traditional project roles.

By collaborating, a Scrum team delivers more business value, faster.

[now "accountabilities"]
Scrum Guide 2020 Change



[now "true leader"]
Scrum Guide 2020 Change

[now "Developers"]
Scrum Guide 2020 Change

[now "self-managing"]
Scrum Guide 2020 Change

THIS IS A GREAT SUMMARY OF ACCOUNTABILITIES

Change to Google Slides - This is in our shared folder for your review later!

You can watch a video of me doing this by subscribing to www.implementingscrum.com

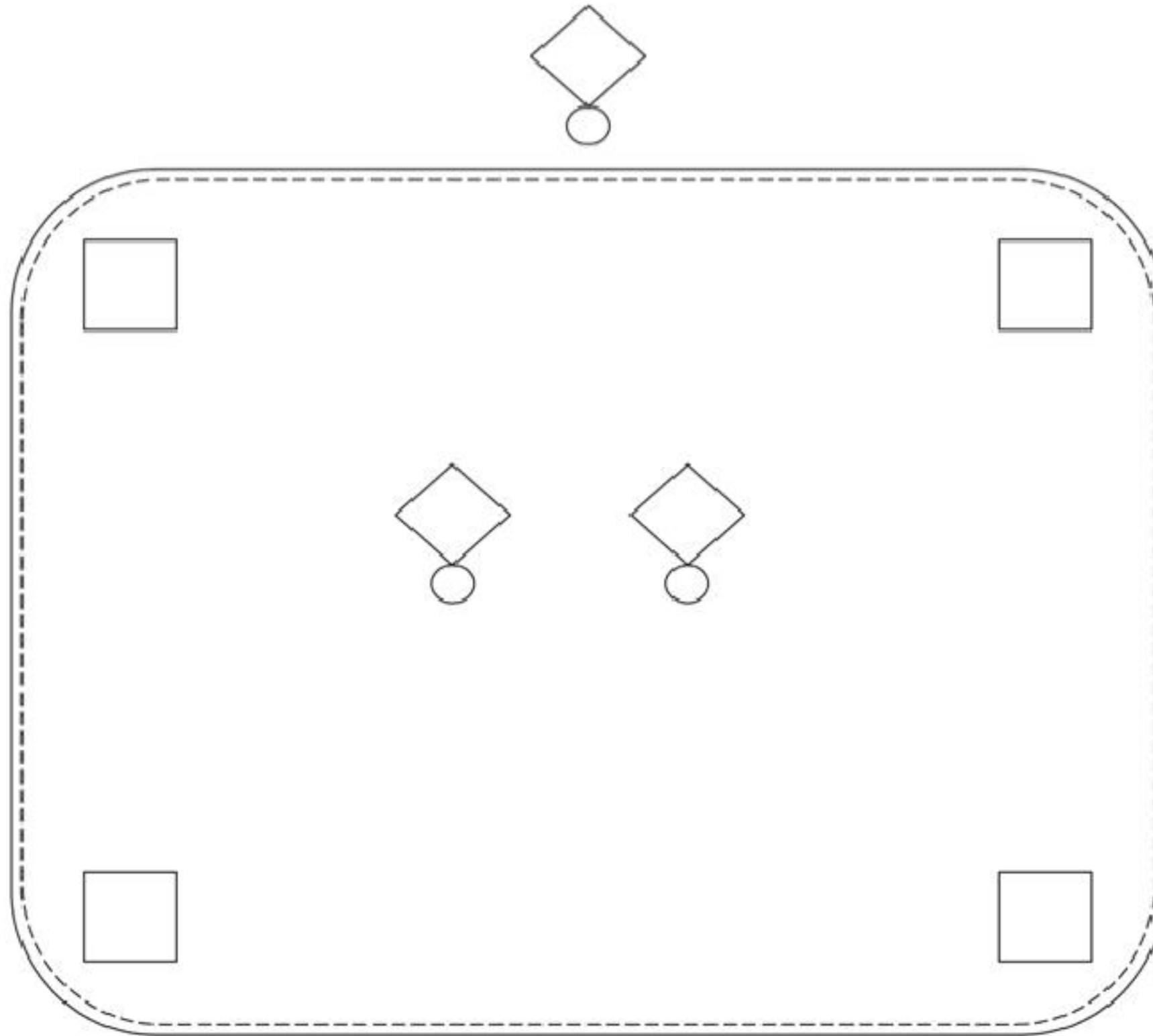
IMPLEMENTINGSCRUM.COM/SUBSCRIBE LEARN HOW TO CREATE THIS.

Scrum Team

Scrum Events

Scrum Artifacts & Commitments

Scrum Values



My Reflections & Key Learnings



Remind Mike to MAKE TIME for me to “unpack my brain” here during the training...

TEAR OUT THIS PAGE AND USE IT OVER THE TWO DAYS FOR PERSONAL NOTES

Scrum 101: Overview

**During Lunch Break
- Make a drawing of
your own version of
Scrum in less than
10 minutes!**

Scrum Team

Developers
Product Owner
Scrum Master

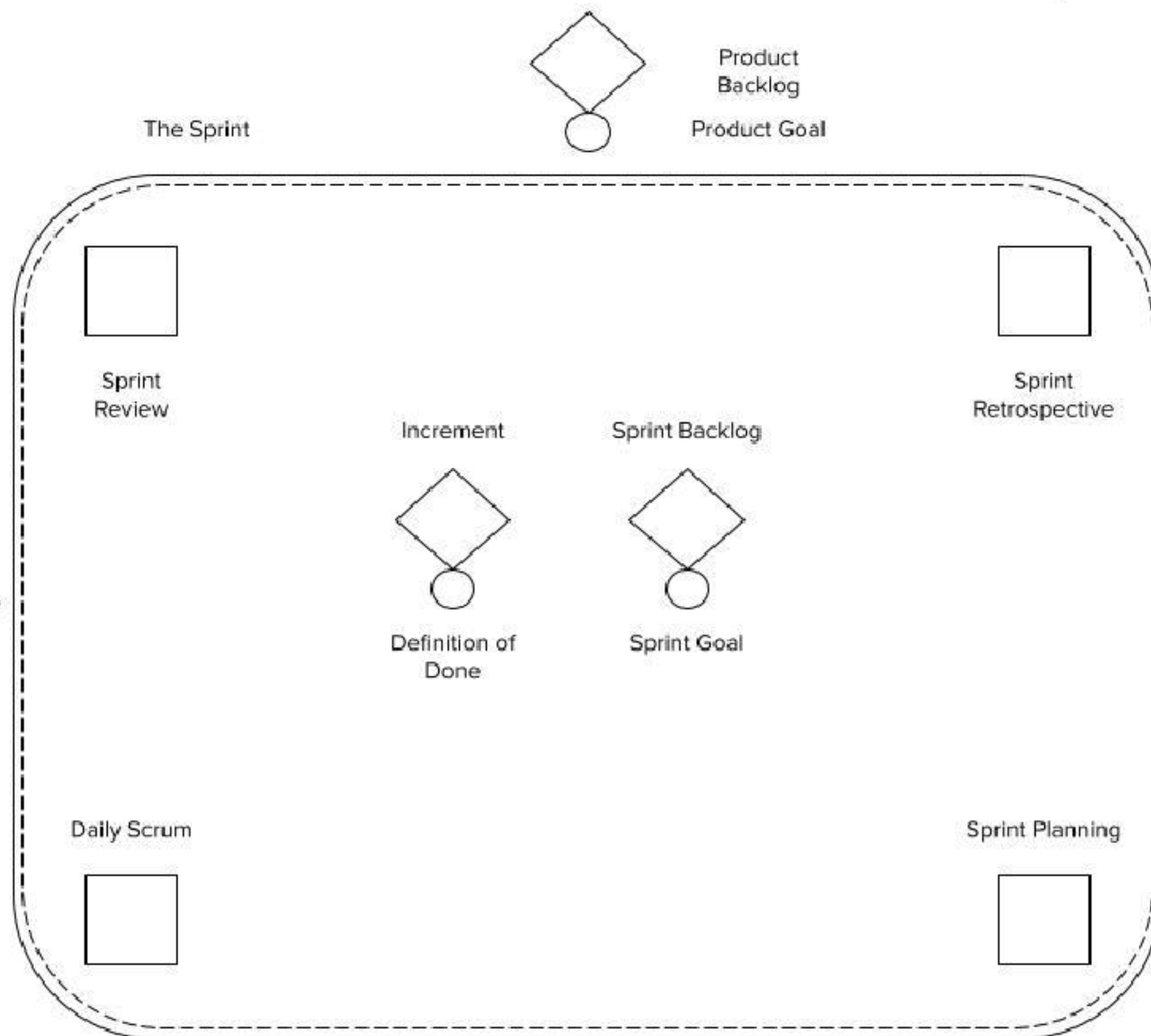
"Accountabilities"

Scrum Events

The Sprint
- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

Scrum Artifacts & Commitments

Product Backlog
- Product Goal
Sprint Backlog
- Sprint Goal
Increment
- Definition of Done



Scrum Values

Focus
Openness
Respect
Commitment
Extreme Courage

Transparency

Inspection

Adaptation

