Course : Working in an Agile team

Practical course - 2d - 14h00 - Ref. QAG
Price : 1370 € E.T.

Breaking with traditional project management, the Agile Scrum model proposes a project direction and planning that is continuously re-evaluated, at the pace of [[sprints]]. This training course will teach you how to work in iterations, build a trusting customer/supplier relationship, construct project progress on realistic foundations and cope with changing priorities.

Teaching objectives

At the end of the training, the participant will be able to:

- Understanding the role of the Scrum master: Leader? Manager? Coach? Can we talk about management?
- Integrate the concept of the self-organized, value-driven team and the notion of collective intelligence
- Organize and review the progress of a sprint
- Building a release plan
- Understanding the power of the communicating group: the Agile team
- Writing User Stories and giving them business value

Intended audience

Any employee involved in an Agile project, especially project leaders, Agile managers and consultants.

Prerequisites

Have a culture of Agile practices acquired through training or experience. Have a sufficient level of English to understand the terms used.

Practical details

Teaching methods

This highly interactive course is based on numerous exercises and real-life situations that reflect the reality encountered by agile teams in companies.

Course schedule

PARTICIPANTS

Any employee involved in an Agile project, especially project leaders, Agile managers and consultants.

PREREQUISITES

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TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.
Participants also complete a placement test before and after the course to measure the skills they've developed.

1 Introduction

- The context and origins of Agile methods, its principles and organization.
- What is a Scrum Team and who makes it up?
- In what context is the Scrum approach effective?
- Overview of the main principles of the Scrum Method.

2 Team approach and organization

- The Scrum project life cycle.
- An iterative, incremental approach: releases, stories.
- The benefits of identical iterations.
- Self-organization and collaboration.
- Continuous improvement.
- Responsibility of each Scrum player: Product Owner, Scrum Master, development team.
- What skills do you need?
- Other roles: coach, facilitator, stakeholders.
- Overview of Scrum project processes.
- Change management in Scrum.
- The Agile team: the strength of a communicating group.
- Self-organized, value-driven team concept.

Exercise
Understanding the different roles involved in a Scrum project

3 Key points and moments in the life of an Agile team

- Iteration, the Sprint concept.
- Product requirements, product backlog (list of "User Stories").
- Creating tasks for the sprint backlog.
- The notion of "Reste à Faire", Burndown Charts.
- The Sprint Planning Meeting.
- The release plan, the Release Planning Meeting.

Exercise
Agile workshop: Sprint planning simulation, how to build a sprint and estimate backlog items. From story mapping to Roadmap: conducting a Planning Poker session. Identifying the different sprints.

4 Definition of requirements and priorities

- Detailed definition of the "User Story".
- The notion of a story's "business value".
- Write the recipe test that validates a Story.
- Selected functionalities, the product backlog ("product backlog").
- Prioritizing functionality, the Kano model.
- Requirements management tools.
- The ATDD concept (Acceptance Test Driven Development)

Role-playing
The life of an Agile team: Product Backlog Refinement Workshop. Describing and prioritizing User Stories with business value: Agile team simulation. Implementation of managerial and collaborative techniques to enable the team to function as a self-organizing unit.

5 The principles of planning within a Scrum team

- Breaking down a project into releases
- Effort points for a User Story.
- Planning Poker to estimate effort, how to use it.
- Measuring the team's ability to deliver.
- Release planning: associating backlog items with sprints.
- Build the release plan, the Roadmap.

Exercise
Discover Scrum load estimation, build a release plan. Understand through the workshop motivation through autonomy, or how a self-organized team establishing a common raison d'être automatically sustains its motivation.

6 Organization and flow of a Sprint for the Scrum Team

- Definition of the sprint scope.
- How to deduce tasks from product backlog stories.
- Definition of the plan containing the list of tasks (The Sprint Backlog).
- Collective estimation of workloads for each task. Team commitments.
- Priority tasks. Assignment of unfinished tasks from previous sprints.
- Assignment of tasks by team members for the start of the Sprint.
- Validate the prerequisites for launching a sprint.
- Daily work organization, the Daily Meeting.
- Feedback and continuous improvement.

Exercise
Daily Meeting: the benefits of a shared view of the project. Drawing up a sprint backlog: identifying the tasks for the stories in the first sprint, based on the team's velocity. Group workshop: update sprint and release burndowns at the end of the first sprint.

Dates and locations

REMOTE CLASS
2026 : 15 June, 28 Sep., 26 Nov.

PARIS LA DÉFENSE
2026 : 15 June, 28 Sep., 26 Nov.