

Course : Become an Agile manager

Practical course - 2d - 14h00 - Ref. AGG

Price : 1320 € E.T.



4,4 / 5

BEST

This training course will provide you with the essential elements for mastering the role of Scrum Master. You'll learn how to support the team in applying the Scrum framework and adapting it to the context. You will also learn how to encourage the team to progress and become autonomous.



Teaching objectives

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

- ✓ The role of Agile manager
- ✓ Managing a project using the Scrum method
- ✓ Apply Scrum principles to the entire process
- ✓ Uniting stakeholders
- ✓ Act as interface between project team and customer/MOA
- ✓ Prepare for certification "Scrum Master" (optional) Professional Scrum Master® 1 (PSM1®) from Scrum.org

Intended audience

Project managers, future agile managers (Scrum Master).

Prerequisites

Good interpersonal skills, knowledge of the fundamentals of Agile culture (or have taken the DAD course 'Understanding the Agile approach'), sufficient English for the exam.

Practical details

Hands-on work

This highly interactive course is supported by numerous exercises.

Teaching methods

Self-positioning test at the start of the course. Assessment of skills acquired throughout the session through exercises (50 to 70% of the time). End-of-training validation test.

Course schedule

PARTICIPANTS

Project managers, future agile managers (Scrum Master).

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 Agility

- Why Agility? New needs, motivations, culture, principles, benefits.
- The manifesto and its principles.
- Its fields of application.

Storyboarding workshops

Discovering Agility concepts

2 Identifying the Scrum Master role

- Its qualities and skills.
- Relations with stakeholders.
- Cumulative mandates.

Hands-on work

The Scrum Master and stakeholders.

3 The Scrum Guide™

- Scrum theory: empirical process, pillars, values.
- Artifacts: increment, Product Backlog, Sprint Backlog, Definition of done.
- Global view of events and the notion of a sprint.
- Events: Sprint Planning, Daily Scrum, Sprint Review, Sprint Retrospective.
- Roles: Scrum team, Product Owner, Scrum Master, development team.

Role-playing

Analysis and reflection on roles.

4 Managing human relations within an Agile team

- Manage team conflicts.
- Be able to remove obstacles (in the team, in the organization).
- Servant Leader and coaching.
- Identify communication and collaboration problems.
- Team cohesion and values (steps in building a team, tools for sharing values).
- Tools to facilitate team decision-making (five-finger voting, decider protocol, resolver protocol, etc.).

Hands-on work

Classic obstacles.

5 Deepening Scrum situations (best practices to master)

- Estimation and velocity.
- Techniques: wall planning, planning poker.
- Product backlog (what it contains, prioritization, refinement) and user story (different writing models).
- Visual management (monitoring and information radiators): Kanban board, Burndown chart, Burnup chart, etc.
- Retrospective (how it works, examples of techniques).

Role-playing

The agile boat (promoting shared values and objectives). Backlog estimation and presentation.

TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.

6 Scaling

- A few rules.
- Scrum from scrum.
- Nexus.
- SAFe.

Options

Certification : 250€ HT

Examen Professional Scrum Master® I (PSM I®) de Scrum.org®. À l'issue du module de formation, le passage de la certification est en option : possible mais pas obligatoire. L'examen (en anglais) sera passé ultérieurement : fourniture du voucher pour l'examen officiel. L'examen s'effectuera en ligne et durera en moyenne 1h00 à travers un QCM de 80 questions à choix unique et choix multiples : 85% de bonnes réponses sont nécessaires pour l'obtention de la certification. Le diplôme est téléchargeable sur le site Scrum.org. Ce cours est la propriété exclusive d'ORSYS. Bien que préparant à la certification Scrum.org®, son contenu ne constitue pas une approbation de Scrum.org®.

Dates and locations

REMOTE CLASS

2026 : 4 May, 4 June, 2 July, 6 Aug., 17 Sep., 8 Oct., 19 Nov., 17 Dec.

PARIS LA DÉFENSE

2026 : 2 Apr., 4 May, 4 June, 2 July, 6 Aug., 17 Sep., 8 Oct., 19 Nov., 17 Dec.

LUXEMBOURG

2026 : 4 June, 17 Sep., 17 Dec.