

Course : Agile teamwork: contributing to collective performance

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

Price : 1610 CHF E.T.



4,8 / 5

In an Agile approach, teamwork is more important than tools or operating procedures. This course reinforces awareness of the collective dimension of Agile projects. It enables everyone to adopt Agile values and develop a winning attitude to this type of project.



Teaching objectives

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

- ✓ Clarify the role and missions of each member of the Agile Scrum team
- ✓ Understanding the group dynamics of an Agile team
- ✓ Apply a communication style based on interaction and trust
- ✓ Understanding the main Agile ceremonies and their purpose
- ✓ Embark on a process of change to move towards autonomy

Intended audience

Developers, testers, architects, future Agile managers and Scrum Masters, MOA/client/Product Owner, project managers, quality/methods managers.

Prerequisites

Basic knowledge of Agile methods.

Practical details

Teaching methods

Teamwork around case studies, using role-playing and Serious Games (Planning Poker...). Interactive hands-on workshops.

Course schedule

PARTICIPANTS

Developers, testers, architects, future Agile managers and Scrum Masters, MOA/client/Product Owner, project managers, quality/methods managers.

PREREQUISITES

Basic knowledge of Agile methods.

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

- A reminder of the Agile approach.
- The objectives and particularities of this approach.
- Context and organization.

2 The Agile team

- Who are the players?
- The responsibilities of the various players.
- Everyone's role.
- The team, the Product Owner and the Scrum Master.
- Cooperation and mutual aid.
- A thirst for knowledge and a spirit of adaptation.

Hands-on work

Identify and define the missions of each player: the team, the Product Owner and the Scrum Master.

3 Communication and group dynamics

- The importance of good communication.
- The basic principles.
- Different types of communication.
- Listening to your interlocutor.
- Communication and facilitation tools.
- The rules of group dynamics: iteration and interaction.
- How do you work in iterative mode?

Role-playing

Chairs Game (breaking down silos). Ball Point Game (Interaction, communication and continuous improvement). Prejudice Game (awareness and consequences). La crevasse (trust), other games.

4 Agile team rituals: group cohesion

- Basic principles. Attitudes that promote cohesion.
- Maintain cohesion within the group.
- The tools. Building needs.
- Business needs, business test management, scenarios (Users Stories, ATDD, BDD).
- Agile ceremonies.
- Objectives and procedures (Planning Meeting, Daily Standup, Review and Retrospective...).
- How can you produce estimates of the complexity of the functions to be developed in a fun way?
- Planning Poker. The advantages.

Role-playing

Estimation of "Users Stories" (Planning Poker, Wall planning). Scrum From Hell (daily team update). Retrospective: identification of obstacles to progress and areas for improvement.

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.

5 Agile team management

- Motivate effectively, close to operations.
- Skills and involvement of resources.
- How can you support your teams towards autonomy?
- Define information recipients and associated resources.

Storyboarding workshops

Collective reflection on concrete cases. Experience sharing and exchange of best practices.

Dates and locations

REMOTE CLASS

2026 : 18 June, 18 June, 1 Oct., 1 Oct., 30 Nov.,
30 Nov.