Course : Applying Professional Scrum™

Scrum.org Official Training

Practical course - 2d - 14h00 - Ref. PSL
Price : 2150 € E.T.

This is a hands-on course providing the knowledge needed to work with Scrum. Together, participants will experiment with building a product with Scrum, and working in agile. This course is designed to be industry agnostic. Participants in this course are eligible to take the Professional Scrum Master™ (PSM) certification.

Teaching objectives

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

- Learn what agility is and how Scrum differs from traditional methods
- Assimilate (or review) the fundamentals of Scrum and how to use them
- Developing a clear vision of day-to-day work with Scrum
- Evaluate the concrete benefits that Scrum will bring to your team
- Exploring the challenges and different responsibilities within a Scrum team
- Identify and avoid common pitfalls

Intended audience

Any team or individual wishing to experience working with Scrum through practice. Candidates for Professional Scrum Master™ (PSM) certification.

Prerequisites

Internet skills and notions of agility and Scrum required.

Certification

Participants in Applying Professional Scrum™ training will receive a password to take the PSM™ certification. Recognized by the industry, Scrum.org certifications are rigorous assessments requiring a minimum score of 85%. A second chance to pass the certification is given to participants who have made their attempt within 14 days of the training. Participation in the training course entitles the participant to 14 PDU credits from PMI.
Comment passer votre examen ?

PARTICIPANTS

Any team or individual wishing to experience working with Scrum through practice. Candidates for Professional Scrum Master™ (PSM) certification.

PREREQUISITES

Internet skills and notions of agility and Scrum required.

TRAINER QUALIFICATIONS

The experts who lead the training courses are specialists in the subjects covered. They are approved by the publisher and certified for the course. They have also been validated by our teaching teams in terms of both professional knowledge and teaching skills for each course they teach. They have at least three to ten years of experience in their field and hold or have held positions of responsibility in companies.

ASSESSMENT TERMS

Assessment of targeted skills prior to training.
Assessment by the participant, at the end of the training course, of the skills acquired during the training course.
Validation by the trainer of the participant's learning outcomes, specifying the tools used: multiple-choice questions, role-playing exercises, etc.
At the end of each training course, ITTCERT provides participants with a course evaluation questionnaire, which is then analysed by our teaching teams. Participants also complete an official evaluation of the publisher.
An attendance sheet for each half-day of attendance is provided at the end of the training course, along with a certificate of completion if the participant has attended the entire session.

Practical details

Teaching methods

Training in French. Official course material in digital format and in English. Good understanding of written English.

Course schedule

1 Sprint 1: kick off

- What is a complex product? Why a timebox?
- The basics of self-management. The concept of Done.
- Team training and standardization. Sprint Retrospective.

2 The foundations of Scrum

- The origins of Scrum. Lean and Rugby. The links between empiricism and complexity.
- The pillars of empiricism. The Scrum framework and product development.
- Comparison between traditional methods and Scrum. Scrum's areas of application.

3 Sprint 2: exploring the Scrum framework

- Events, responsibilities and artifacts. Scrum mechanics.
- Product backlog, Sprint backlog and artifacts and associated objectives. The notion of transparency.
- Practical visualization of the Product backlog and Sprint backlog. Defining Done.

4 Deepening the Scrum framework

- Reconnecting Scrum elements to principles and theory. Impact on teams.
- Sprint review and Sprint retrospective. Commitments.
- Scrum team collaboration and efficiency. Multidisciplinarity and self-management.

5 Sprint 3: planning with Scrum

- Product owner responsibilities. Planning poker. Impact of ScrumBut.
- Scrum practice. Measuring progress. Multiple views of the product backlog.
- Experimenting with effective Sprint planning and daily Scrum. Continuous refinement and estimation techniques.

6 Sprint 4: getting started with Scrum

- Practical use of Scrum. The challenges of scaling up. Integrated environments.
- Les prérequis organisationnels et au niveau de l'équipe. Les responsabilités des uns et des autres.
- Experimenting with planning poker.

Dates and locations

REMOTE CLASS

PARIS LA DÉFENSE

TEACHING AIDS AND TECHNICAL RESOURCES

The teaching resources used are the publisher's official materials and practical exercises.

TERMS AND DEADLINES

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

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you have specific accessibility requirements? Contact Ms FOSSE, disability advisor, at the following address: psh-accueil@orsys.fr so that we can assess your request and its feasibility.

2026 : 25 June, 17 Dec.

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