

# Course : Scrum Master

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

Price : 1720 CHF E.T.

 4,6 / 5

BEST

## Teaching objectives

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

- ✓ Know the activities of the Scrum Master.
- ✓ Understand the Scrum framework.
- ✓ Know the role of the Scrum Master.
- ✓ Get certified as a Scrum Master.
- ✓ Plan out your actions as a Scrum Master in an Agile project
- ✓ Certification
- ✓ This course prepares the trainees to take Professional Scrum Master I certification from Scrum.org. The exam (MCQ in Eng
- ✓ TRAINING PROGRAM

## Certification

The exam is taken online at a later point, in English. It consists of 80 multiple-choice questions and lasts 60 minutes.

## Practical details

### Teaching methods

Training conducted in a participatory manner. Workshops and role-playing. Continuous adaptation to the needs of the trainees. Analysis and sharing of experiences.

## Course schedule

### 1 Agility overview

- Why agility? New needs, motivations, culture, principles, the benefits.
- The manifesto and its principles.
- Its fields of application.
- Comparison with traditional methods.
- Origins and manifesto.
- Overview of Scrum and other agile methods.
- Discussions⇒Analysis and sharing of experiences.

## PARTICIPANTS

## PREREQUISITES

## 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.

## 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

## 2 The Scrum Guide™

- Scrum theory: empirical process, pillars, values.
- Artifacts: Increment, Product Backlog, Sprint Backlog, Definition of Done.
- Global view of the events and the Sprint concept.
- Events: Sprint planning, Daily Scrum, Sprint Review, Sprint Retrospective.
- Roles: the Scrum team, the Product Owner, the Scrum Master, the development team.
- Scenario: Analysis and thinking about roles.

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](mailto:psh-accueil@orsys.fr) to review your request and its feasibility.

## 3 The Scrum Master

- Their qualities and skills.
- Their relationships with stakeholders.
- Multiple duties.
- Collaboration between the Product Owner, Scrum Master, and team around the Product Backlog.
- Changes to the Product Backlog.
- Hands-on work: Setting up a Product Backlog. Work on User Stories.

## 4 Best practices to master

- Estimation and velocity.
- Techniques: Wall planning, planning poker.
- Product Backlog (what it contains, prioritization, refinement) and User Stories (the different writing models).
- Visual management (monitoring and information radiators): Kanban board, Burndown chart, Burnup chart, etc.
- The retrospective (how it works, examples of techniques).

## 5 Role and behavior of the Scrum Master

- Being able to remove obstacles (in the team, in the organization).
- Servant Leader and coaching.
- How to identify communication and collaboration problems.
- Team cohesion and values (steps in creating a team, tools for sharing values).
- Tools to facilitate team decision making (five-finger voting, decider protocol, resolver protocol, etc.).
- Managing conflicts in the team.
- Hands-on work: Setting up Sprints. Role-playing meetings.

## 6 Preparation and certification

- Tips for the exam.
- Mock exam with commented correction.
- Providing a voucher for the official examination.
- Exam: Taking the Professional Scrum Master I certification from Scrum.org. This exam (MCQ in English) is open-book.

## Dates and locations

### REMOTE CLASS

2026: 16 Mar., 20 Apr., 21 May, 15 June, 15 June, 21 Sep., 21 Sep., 19 Oct., 23 Nov., 23 Nov., 14 Dec.