

# Course : ISTQB® Foundation level, Agile Tester (CTFL-AT): Certification

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

Price : 2040 CHF E.T.

 3,8 / 5

## Teaching objectives

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

- ✓ Be efficient in activities related to testing an Agile project by working with the team.
- ✓ Adapting testing fundamentals to an Agile project.
- ✓ Selecting and applying the right tools and methods for the project.
- ✓ Helping the team as a whole conduct effective tests.

## Certification

The exam is taken in the form of a 40-question multiple-choice test lasting 90 minutes (available in English or French). A minimum score of 65% correct answers is required to pass. The exam is supervised by a GASQ examiner. The certification exam takes place at the end of the training session: for classroom-based sessions, it is taken on paper or on a digital tablet; for virtual classroom sessions, the exam is taken online.

## Remote certifications

[See the certifier's official documentation](#) for the list of prerequisites for completing the online certification exam.

## Practical details

### Teaching methods

This course relies on a combination of hands-on exercises and instruction in fundamental methods and concepts.

### Course schedule

## 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

## 1 Fundamentals of Agile software development

- Agile software development and the Agile manifesto.
- The integrated approach.
- Notion of early and frequent feedback.

### Exercise

- Understanding the Agile Manifesto. Putting together an integrated team and making it work.

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.

## 2 Characteristics of Agile approaches

- Approaches of Agile software development
- Collaborative User Story creation.
- Retrospectives.
- Continuous integration.
- Version and iteration schedule.

### Exercise

- MCQ preparation for the test. Optimizing retrospectives. Building an iteration schedule and a release schedule.

## 3 Differences between traditional testing and Agile approaches

- Testing and development activities.
- Project activity products.
- Testing levels.
- Test management and configuration management tools.

### Exercise

- Planning test activities in an Agile project. Tester-developer or developer-tester?

## 4 Status of testing in Agile projects

- Communicating test statuses, progress, and product quality.
- Managing risks of regression by improving manual and automated test cases.

### Exercise

- MCQ: Questions about principles, practices and fundamental practices of Agile.

## 5 Roles and skills of a tester in an Agile team

- Skills of an Agile tester.
- The role of a tester in an Agile team.

### Role-playing

- Tester headset on an Agile project.

## 6 Methods, techniques and tools for Agile testing

- Test-driven development.
- The test pyramid.
- Test quadrants, test levels, and test types.
- The role of a tester.
- Product quality risk assessment and estimating test effort.
- Techniques in Agile projects.
- Tools in Agile projects.

### Role-playing

Being a tester in a Scrum team. Identifying and handling product risks. Test reporting and analysis.

## 7 ISTQB® certification exam

- 40-question MCQ. 60-minute duration.
- Taking the exam.

## Dates and locations

### REMOTE CLASS

2026: 22 June, 22 June, 5 Oct., 5 Oct., 7 Dec.,  
7 Dec.