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Scrum Open

Percentage: 86.7%

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Feedback

Congratulations! Your score on the Open assessment demonstrates you know some Scrum basics.

Scrum on,
Ken Schwaber

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Question 1 of 30

The length of a Sprint should be:

(choose the best answer)

- ☐ A. Short enough to keep the business risk acceptable to the Product Owner.
- ☐ B. Short enough to be able to synchronize the development work with other business events.
- ☒ C. One month or less. 
- ☐ D. All of the above. 



Feedback

All of these choices are appropriate considerations in determining the length of a Sprint.

Question 2 of 30

The Developers should have all the skills needed to:

(choose the best answer)

- ☐ A. Turn the Product Backlog items they select into an Increment of useful and valuable product functionality. 
- ☒ B. Complete the project as estimated when the date and cost are committed to the Product Owner. 
- ☐ C. Do all of the development work, except for specialized testing that requires additional tools and environments.


Feedback

The Developers are a group of professionals who do the work of delivering an Increment of done product at the end of each Sprint. As a team, Developers have all of the skills necessary to create a product Increment.

Question 3 of 30

During a Sprint, a Developer determines that the Scrum Team will not be able to complete the items in their forecast. Who should be present to review and adjust the Product Backlog items selected?

(choose the best answer)

- ☒ **A.** The Product Owner and the Developers. 
- ☐ **B.** The Developers.
- ☐ **C.** The Product Owner and all stakeholders.
- ☐ **D.** The Scrum Master, the project manager, and the Developers


Feedback

During the Sprint, scope may be clarified and re-negotiated between the Product Owner and the Developers as more is learned. It is important to be transparent when challenges arise since ultimately the entire Scrum Team is accountable for creating a valuable, useful Increment.

Question 4 of 30

The timebox for a Daily Scrum is?

(choose the best answer)

- ☐ A. Two minutes per person.
- ☐ B. 15 minutes for a 4-week sprint. For shorter Sprints it is usually shorter.
- ☐ C. The same time of day every day.
- ☐ D. 4 hours.
- ☒ E. 15 minutes. 


Feedback

The Daily Scrum is always a 15-minute event. Because it is a short event, the timebox is not influenced by the Sprint length.

Question 5 of 30

Who creates the Definition of Done?

(choose the best answer)

- ☐ A. The Scrum Master since they are responsible for the productivity of the Developers.
- ☐ B. The Product Owner since they are responsible for the product's success.
- ☐ C. The Scrum Team, in a collaborative effort where the result is the common denominator of all members' definitions.
- ☒ D. If it is not an organizational standard, the Scrum Team must create a Definition of Done appropriate for the product. 



Feedback

If the Definition of Done for an Increment is part of the standards of the organization, all Scrum Teams must follow it as a minimum. If it is not an organizational standard, the Scrum Team must create a Definition of Done appropriate for the product.

Question 6 of 30

Which statement best describes a Product Owner's responsibility?

(choose the best answer)

- ☒ **A.** Managing the project and ensuring that the work meets the commitments to the stakeholders. 
- ☐ **B.** Maximizing the value of the work the Scrum Team does. 
- ☐ **C.** Directing the Developers.
- ☐ **D.** Keep stakeholders from distracting the Developers.


Feedback

The Product Owner is accountable for maximizing the value of the product and the work of the Scrum Team.

Question 7 of 30

What is the function or purpose of Management in Scrum?

(choose the best answer)

- ☐ A. Identify and remove people that are not working hard enough.
- ☐ B. Continually monitor staffing levels of the Scrum Team.
- ☒ C. Support the Product Owner with insights and information into high value product and system capabilities. Support the Scrum Master to encourage organizational change that fosters empiricism, self-management, bottom-up intelligence, and intelligent product delivery. 
- ☐ D. Monitor the progress of the Developers on the Scrum Team.


Feedback

Management has no official role or accountability on a Scrum Team. However, management external to the Scrum Team is relevant in setting the vision and strategy to guide the overall direction of the organization.

Question 8 of 30

The Developers should not be interrupted during the Sprint and the Sprint Goal should remain intact. These are conditions that foster creativity, quality and productivity.

(Which one the following answers is FALSE?)

- ☐ A. The Developers may work with the Product Owner to add or remove work if they find themselves with more or less capacity than expected.
- ☐ B. The Product Owner can help clarify or optimize the Sprint when asked by the Developers.
- ☐ C. As a decomposition of the selected Product Backlog items, the Sprint Backlog changes and may grow as the work emerges.
- ☒ D. The Sprint Backlog is fully formulated in the Sprint Planning event and does not change during the Sprint. 

Feedback

The Sprint Backlog makes visible all of the work that the Developers identify as necessary to meet the Sprint Goal. The Developers modify the Sprint Backlog throughout the Sprint, and the Sprint Backlog emerges during the Sprint.

Question 9 of 30

Who should know the most about the progress toward a business objective or a release, and be able to explain the alternatives most clearly?

(choose the best answer)

- ☐ A. The Project Manager
- ☐ B. The Scrum Master
- ☐ C. The Developers
- ☒ D. The Product Owner


**Feedback**

The Product Owner is the sole person responsible for ordering the Product Backlog. Their responsibilities include making the Product Backlog visible, transparent, and clear to all.

Question 10 of 30

When might a Sprint be abnormally cancelled?

(choose the best answer)

- ☐ A. When the sales department has an important new opportunity.
- ☐ B. When it becomes clear that not everything will be finished by the end of the Sprint.
- ☒ C. When the Sprint Goal becomes obsolete. 
- ☐ D. When the Developers feel that the work is too hard.


Feedback

A Sprint could be cancelled if the Sprint Goal becomes obsolete. Only the Product Owner has the authority to cancel the Sprint.

Question 11 of 30

When does a Sprint conclude?

(choose the best answer)

- ☐ A. When all the tasks are completed by the Developers.
- ☐ B. When all Product Backlog items meet their Definition of Done.
- ☒ C. When the Sprint Retrospective is complete. 
- ☐ D. When the Product Owner decides enough has been delivered to meet the Sprint Goal.

Feedback

The Sprint is a container for the following timeboxed events: Sprint Planning, Daily Scrum, Sprint Review, and Sprint Retrospective. Sprints are fixed length events of one month or less to create consistency, and a new Sprint starts immediately after the conclusion of the previous Sprint.



The Sprint Retrospective concludes the Sprint, and is timeboxed to a maximum of three hours for a one-month Sprint. For shorter Sprints, the event is usually shorter

Though not typical, a Sprint can end if the Sprint Goal becomes obsolete. Only the Product Owner has the authority to end the Sprint prematurely.

Question 12 of 30

When should a Developer on a Scrum Team be replaced?

(choose the best answer)

- ☐ A. As needed, while taking into account a short-term reduction in productivity. 
- ☐ B. Every Sprint to promote shared learning.
- ☐ C. Never, it reduces productivity.
- ☒ D. As needed, with no special allowance for changes in productivity. 


Feedback

Scrum Teams typically go through some steps before achieving a state of increased performance. Changing membership typically reduces cohesion, affecting performance and productivity in the short term.

Question 13 of 30

Which of the following services is appropriate for a Scrum Master in regard to the Daily Scrum?

(choose the best answer)

- ☐ A. Facilitate in a way that ensures each team member has a chance to speak.
- ☒ B. Teach the Developers to keep the Daily Scrum within the 15 minute timebox. 
- ☐ C. Lead the discussions of the Developers.
- ☐ D. Ensure that all 3 questions have been answered.
- ☐ E. All answers apply.

Feedback

The Scrum Master ensures that the Developers have the event, but the Developers are responsible for conducting the Daily Scrum. The Scrum Master teaches the Developers to keep the Daily Scrum within the 15-minute timebox. The Scrum Master enforces the rule that only Developers participate in the Daily Scrum.

Question 14 of 30

What is the typical size for a Scrum Team?

(choose the best answer)

- ☐ A. Minimum of 7.
- ☐ B. 9.
- ☒ C. 10 or fewer.
- ☐ D. 7 plus or minus 2.






Feedback

A Scrum Team is small enough to remain nimble and large enough to complete significant work within a Sprint, typically 10 or fewer people. Generally smaller teams communicate better and are more productive

Question 15 of 30

Who is on the Scrum Team?

(choose the best three answers)

- ☒ **A.** Developers. 
- ☒ **B.** The Scrum Master. 
- ☐ **C.** Project Manager.
- ☒ **D.** The Product Owner. 


Feedback

The Scrum Team consists of the Scrum Master, the Product Owner and Developers. The Scrum Team is a cohesive unit of professionals focused on one objective at a time, the Product Goal.

Question 16 of 30

Why is the Daily Scrum held at the same time and same place?

(choose the best answer)

- ☐ A. The Product Owner demands it.
- ☐ B. Rooms are hard to book and this lets it be booked in advance.
- ☐ C. The place can be named.
- ☒ D. The consistency reduces complexity. 


Feedback

The Daily Scrum is held at the same time and place each day to reduce complexity.

Question 17 of 30

What is the main reason for the Scrum Master to be at the Daily Scrum?

(choose the best answer)

- ☐ A. To gather status and progress information to report to management.
- ☒ B. They do not have to be there; they only need to ensure the Developers have a Daily Scrum. 
- ☐ C. To write down any changes to the Sprint Backlog, including adding new items, and tracking progress on the burn-down.
- ☐ D. To make sure every team member answers the three questions.

Feedback

The Scrum Master only ensures that all Scrum events take place and are positive, productive, and kept within the timebox.

Question 18 of 30

True or False: The purpose of a Sprint is to produce a valuable and useful Increment of working product.



True



False

Feedback

The heart of Scrum is a Sprint, a timebox of one month or less during which a done, useful, and valuable working product Increment is created.

Question 19 of 30

Who has the final say on the order of the Product Backlog?

(choose the best answer)

- ☒ **A. The Product Owner.** 
- ☐ **B. The Stakeholders.**
- ☐ **C. The Scrum Master.**
- ☐ **D. The CEO.**
- ☐ **E. The Developers.**

Feedback

The Product Owner is the sole person responsible for ordering the Product Backlog.

Question 20 of 30

Who is responsible for managing the progress of work during a Sprint?

(choose the best answer)

- ☐ A. The most junior member of the team.
- ☐ B. The Product Owner.
- ☐ C. The Scrum Master.
- ☒ D. The Developers.


**Feedback**

The Developers use the Daily Scrum to inspect progress toward the Sprint Goal and to inspect how progress is trending toward completing the work in the Sprint Backlog.

Question 21 of 30

An organization has decided to adopt Scrum, but management wants to change the terminology to fit with terminology already used. What will likely happen if this is done?


(choose the best answer)

- ☐ A. Without a new vocabulary as a reminder of the change, very little change may actually happen.
- ☐ B. The organization may not understand what has changed with Scrum and the benefits of Scrum may be lost.
- ☐ C. Management may feel less anxious.
- ☒ D. All of the above. 

Question 22 of 30

When does a Developer become accountable for the value of a Product Backlog item selected for the Sprint?

(choose the best answer)

- ☐ A. During the Daily Scrum.
- ☐ B. At the Sprint Planning Event.
- ☐ C. Whenever a team member can accommodate more work.
- ☒ D. Never. The entire Scrum Team is accountable for creating value every Sprint. 


Feedback

All members of the Scrum Team share in the accountability for creating value every Sprint.

Question 23 of 30

How much work must the Developers complete for each Product Backlog item they select for a Sprint?

(choose the best answer)

- ☐ A. As much as it can fit into the Sprint.
- ☒ B. Enough so that each Product Backlog item they select meets the Definition of Done. 
- ☐ C. All development work and at least some testing.
- ☐ D. Analysis, design, programming, testing and documentation.

Feedback

The purpose of each Sprint is to deliver useful and valuable Increments that adhere to the Scrum Team's current Definition of Done.

Question 24 of 30

A Scrum Team consists of the following:

(choose the best three answers)



A. Product Owner



B. Scrum Master



C. Customers



D. Users



E. Developers


**Feedback**

The Scrum Team consists of one Scrum Master, one Product Owner, and Developers.

Question 25 of 30

Which statement best describes Scrum?

(choose the best answer)

- ☐ A. A complete methodology that defines how to develop software.
- ☐ B. A defined and predictive process that conforms to the principles of Scientific Management.
- ☐ C. A cookbook that defines best practices for software development.
- ☒ D. A framework for creating complex products in complex environments. 

Feedback

Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.

Question 26 of 30

Who is required to attend the Daily Scrum?

(choose the best answer)

- ☐ A. The Scrum Team.
- ☐ B. The Scrum Master and Product Owner.
- ☒ C. The Developers. 
- ☐ D. The Developers and Scrum Master.
- ☐ E. The Developers and Product Owner.

Feedback

Only the people doing the work described on the Sprint Backlog need to inspect and adapt at the Daily Scrum. If the Product Owner or Scrum Master are actively working on items in the Sprint Backlog, they participate as Developers, they will need to be at the Daily Scrum.

Question 27 of 30

Which Scrum events are timeboxed?

(choose the best three answers)

☐ A. Release Retrospective.

☒ B. Sprint Planning.



☐ C. Sprint Testing.

☐ D. Refinement.

☒ E. Sprint Retrospective.



☒ F. Sprint Review.



☐ G. Release Testing.


Feedback

The Scrum Guide states that the Sprint Planning, Sprint Retrospectives, and Sprint Reviews are timeboxed events. Sprints are fixed length events of one month or less to create consistency, and the Daily Scrum is a 15-minute event.

Question 28 of 30

The Product Backlog is ordered by:

(choose the best answer)

- ☐ A. Items are randomly arranged.
- ☒ B. Whatever is deemed most appropriate by the Product Owner. 
- ☐ C. Risk, where safer items are at the top, and riskier items are at the bottom.
- ☐ D. Least valuable items at the top to most valuable at the bottom.
- ☐ E. Size, where small items are at the top and large items are at the bottom.


Feedback

The Product Owner is accountable for effective Product Backlog management. The Product Backlog is an emergent, ordered list of what is needed to improve the product. It is the single source of work undertaken by the Scrum Team.

Question 29 of 30

Which statement best describes the Sprint Review?

(choose the best answer)

- ☒ **A.** It is when the Scrum Team and stakeholders inspect the outcome of a Sprint and figure out what to do next. 
- ☐ **B.** It is a demo at the end of the Sprint for everyone in the organization to check on the work done.
- ☐ **C.** It is a mechanism to control Developer activity during a Sprint.

Feedback

Every event in Scrum, besides the Sprint, which is a container for the other events, is an opportunity to Inspect and Adapt.

Question 30 of 30

Which two things should the Scrum Team do during the first Sprint?

(choose the best two answers)

- ☒ **A.** Deliver an Increment of useful and valuable product. 
- ☐ **B.** Develop a plan for the rest of the release.
- ☐ **C.** Determine the complete architecture and infrastructure for the product.
- ☒ **D.** Develop and deliver at least one piece of functionality. 
- ☐ **E.** Create the complete Product Backlog to be developed in subsequent Sprints.

Feedback

The heart of Scrum is a Sprint, which is one month or less during which a done, usable, valuable product Increment is created. This applies to every Sprint.