

SCRUM

EVENTS



This exercise helps participants to understand how empiricism is incorporated in the Scrum events. What is the timebox of each event? Who attends? And what is inspected and adapted during each event?

1. As a Scrum Facilitator put the Scrum events cards on the floor.
2. Invite participants to form groups and hand each group a subset of the red/green cards.
3. In the first round, ask the group(s) to put the cards under the correct event. If the group thinks a statement is correct, green side should be up; if the statement is incorrect, red should be displayed. In total, 5 statements are incorrect.
4. In the second round, invite the groups to have a look at the cards of the other group(s). If they have questions or doubts, they can turn the card 90 degrees.
5. In the final round, discuss all cards and/or highlight the questions and important things to remember.



Scrum Facilitators work globally with trainers in the Netherlands, United Kingdom, and Singapore. Our mission is to help professionals become awesome Scrum Facilitators by supporting Scrum Masters, Product Owners, Developers and Leaders. A Scrum Facilitator's work is based on Scrum Goals, Values & Principles. A Scrum Facilitator uses these aspects to support the effective use of Scrum in their organisation.

Scrum Facilitators are partners with **Scrum.org** and **ProKanban.org**. We design all classes to maximise the learning impact and student value. Our classes are highly interactive, industry relevant and an enjoyable learning experience. Each class has two certified, knowledgeable experts with extensive real-life experience.



SPRINT PLANNING

Timebox: max. 8 hours
Attended by: Scrum Team



SCRUM EVENTS

V1.0

DAILY SCRUM

Timebox: max. 15 minutes
Attended by: Developers



SCRUM EVENTS

V1.0

SPRINT REVIEW

Timebox: max. 4 hours

Attended by: Scrum Team & stakeholders



SCRUM EVENTS

V1.0

SPRINT RETROSPECTIVE

Timebox: max. 3 hours
Attended by: Scrum Team



SCRUM EVENTS

V1.0

SPRINT

Timebox: 1 month or less

Attended by: Scrum Team



SCRUM EVENTS

V1.0

Inspect Product
Backlog and likely
completion dates

Inspect Product
Backlog and likely
completion dates

Define a shared Sprint Goal

Define a shared Sprint Goal

Adapt the Definition of
'Done' to increase
product quality

Adapt the Definition of
'Done' to increase
product quality

Developers create a
plan for the next 24
hours

Developers create a
plan for the next 24
hours

Inspect marketplace
changes & potential
use of the Product



Inspect marketplace
changes & potential
use of the Product

The Product Owner
informs the team of
the velocity required
for the next Sprint



The Product Owner
informs the team of
the velocity required
for the next Sprint

Adapt the Product Backlog

Adapt the Product Backlog

A daily status meeting
with the Scrum Master
as chairperson



A daily status meeting
with the Scrum Master
as chairperson

Inspect how the Sprint
went with regards to
people and
relationships



Inspect how the Sprint
went with regards to
people and
relationships

Developers inspect
their progress towards
the Sprint Goal

Developers inspect
their progress towards
the Sprint Goal

The Scrum Team inspects itself



The Scrum Team
inspects itself

The steering
committee decides
what to do next

The steering
committee decides
what to do next

The stakeholders
applaud the
Developers for their
hard work



The stakeholders
applaud the
Developers for their
hard work

Figure out how to
make the next Sprint
more enjoyable

Figure out how to
make the next Sprint
more enjoyable

The Developers
promote the Increment
to stakeholders

The Developers
promote the Increment
to stakeholders

Inspect the Increment



Inspect the Increment

Create the Sprint Backlog

Create the Sprint Backlog

Adapt the Product Backlog

Adapt the Product Backlog



Contains the Sprint
Planning, Daily Scrums,
development work,
Sprint Review and
Sprint Retrospective



Contains the Sprint
Planning, Daily Scrums,
development work,
Sprint Review and
Sprint Retrospective

Gets cancelled if the
Sprint Goal becomes
obsolete

Gets cancelled if the
Sprint Goal becomes
obsolete

May be considered a
project with no more
than a one-month
horizon

May be considered a
project with no more
than a one-month
horizon

A timebox of one month or less during which a 'Done', useable, and potentially releasable Increment is created

A timebox of one month or less during which a 'Done', useable, and potentially releasable Increment is created