

COURSES & TRAINING

TRANSITION TOOLS FROM GROUP TRANSFORMATION

SCRUM MASTER

PLUS

COURSE LEARNING OBJECTIVES

By the end of the course you will :

- be able to understand that agile is a robust approach for product delivery
- have a good knowledge of the Scrum framework and the role of a Scrum Master
- be able to show your ability to facilitate Scrum events and agile practices
- be able to coach a team to continually grow, through creating an environment which encourages inspection and adaptation.

AGENDA



- Module 1 - Getting started
Agile and the Agile Mindset
- Module 2 - The Scrum Framework
- Module 3 - Skills of a Scrum Master
- Module 4 - Scrum Master Relationships
- Module 5 - Product Backlog and User Stories
- Module 6 - Estimating and Planning
- Module 7 - The Scrum Events
- Module 8 - Scrum Master Tools
- Course close and next steps

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GETTING STARTED

PLUS

OPTIONAL CERTIFICATION

This course has been designed to kick-start your Lloyds Banking Group Scrum Master journey. As part of that journey you may wish to validate your knowledge with industry certification. Lloyds Banking Group are providing funding to all participants of this class to work towards Scrum.org PSM certification following this class.



This course is not licensed by Scrum.org, what you have discovered can be used in conjunction with further studies to demonstrate an understanding of the Scrum framework and how to apply it to maximise the value delivered with a product by passing the PSM certification. You can read more about the certification here: www.scrum.org/professional-scrum-certifications/professional-scrum-master-assessments

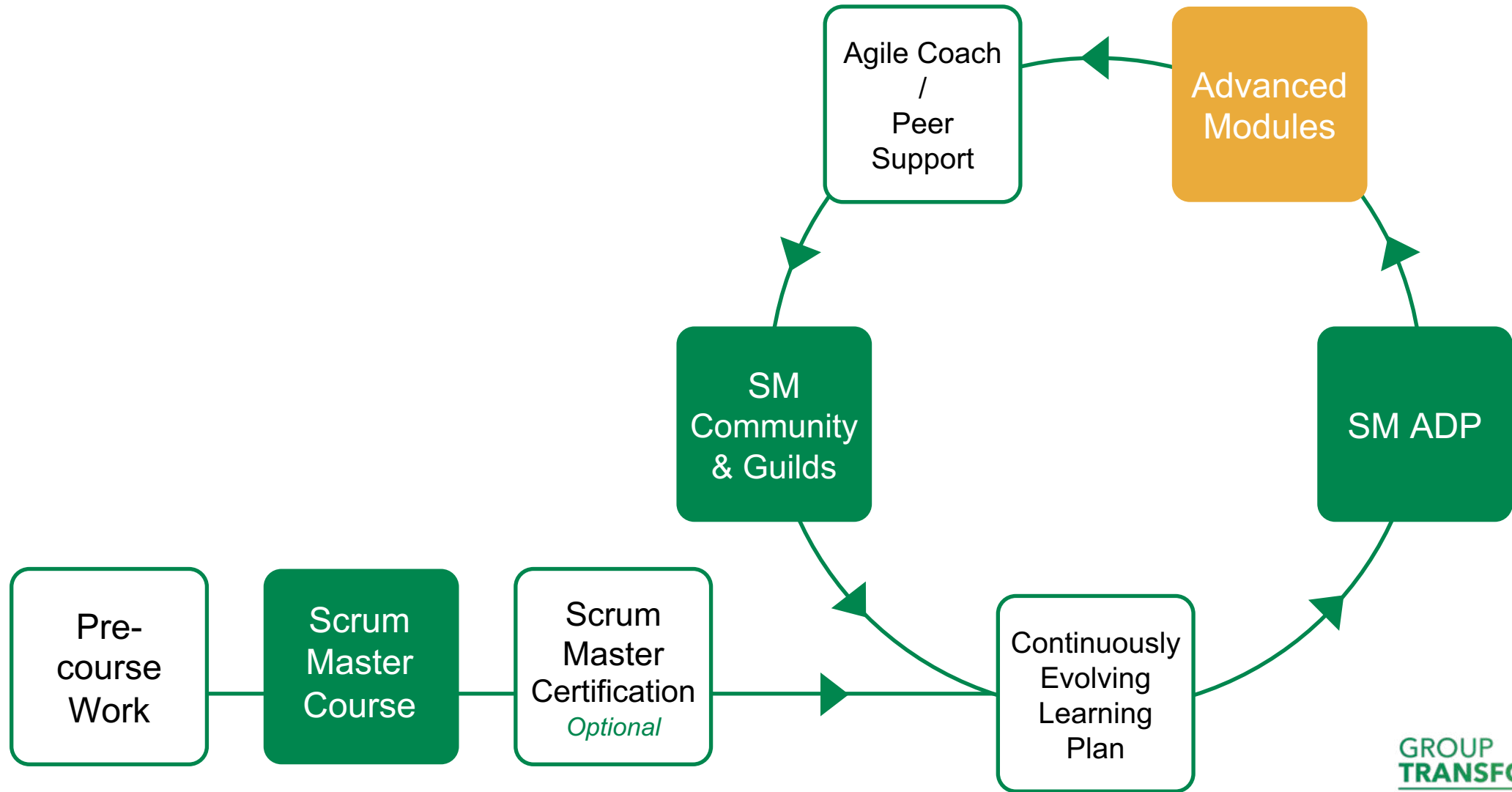
Requirements for optional certification:

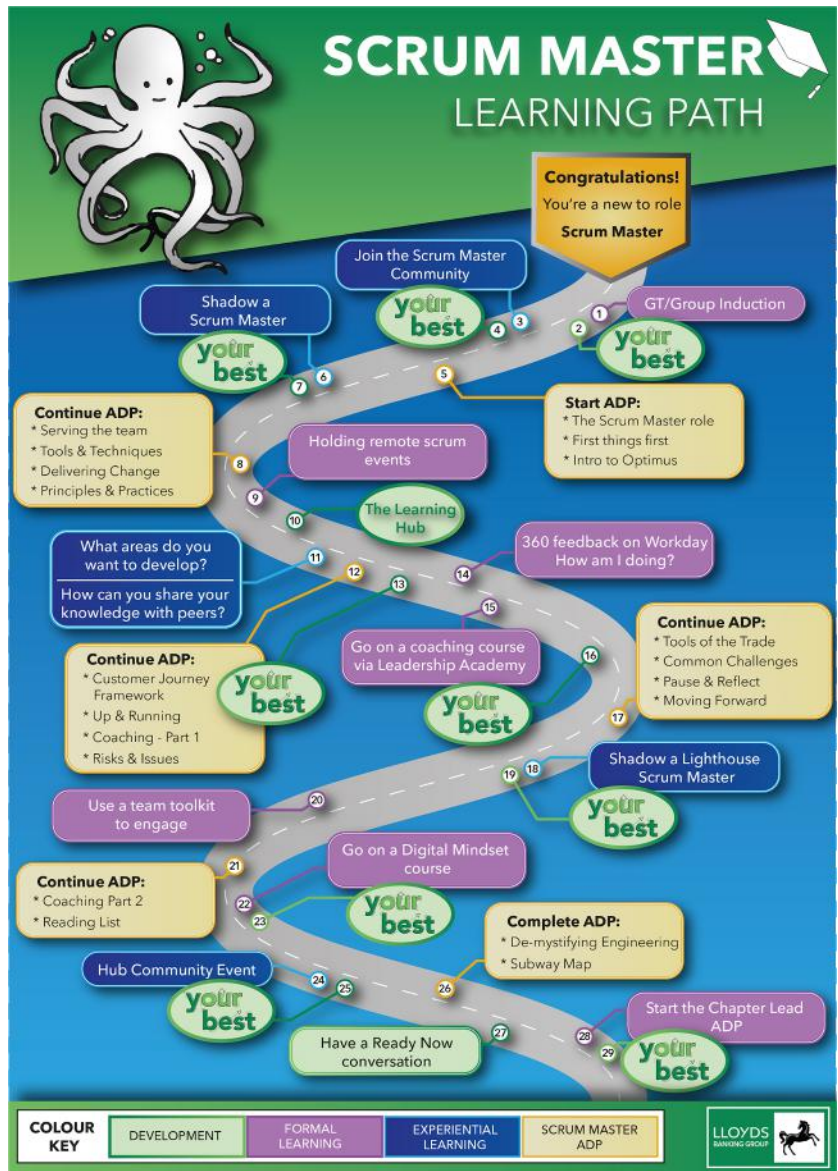
- Complete this two-day Scrum Master course
- Contact Radtac by visiting radtac.com/LBG-Certification to complete the request form.
- Ensure your request is received by Radtac within 90 days of the final date of your course.
- Complete the pre-examination preparation provided by Scrum.org sent with your exam link & detailed on the next slide

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YOUR LEARNING JOURNEY





Scrum Master Learning Journey

- The Scrum Master Community is designed to connect the 450+ Scrum Masters across GT together to help share their knowledge, experiences, skills and good practice with one another
- There is no better coach, teacher or trainer than your peer doing exactly the same job as you. We'll always learn more from our peers than in a classroom and having a support network to bounce of, talk to, solve common problems and share knowledge with is key culturally to any transformation.
- There is lots of activity within the Community, including Hub events, case studies, peer-to-peer learning sessions and loads more
- That said, there has to be a backbone of learning for our Communities to use as a foundation of knowledge and build upon and that's where the learning journey comes in
- Built by and for Scrum Masters, the Accelerated Development Programme provides hints & tips to put the skills you've learnt on your Scrum Master course into practice
- Move through the Learning Journey and keep your eyes peeled, we'll be adding more & more to this throughout the coming months!

See what's happening next on our Hive page here: <https://hive.intranet.group/groups/scrum-master-community>

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MODULE 1: AGILE AND THE AGILE MINDSET

PLUS

HOW WE DELIVER CHANGE IN LBG



Delivery Approach



Agile Delivery



Waterfall Delivery

FASTPATH

There are only 2



Policy

Group's Change Policy

Designed to help manage the risk of delivering change in Lloyds Banking Group and to help mitigate the risks of poor delivery which can lead to consequences such as operational losses, reputational damage or negative experiences for our customers.



Process

Lab Cycle (Confluence)

FastPath Toolkit



Tools

CMT, Clarity, JIRA, Confluence

CMT, Clarity *



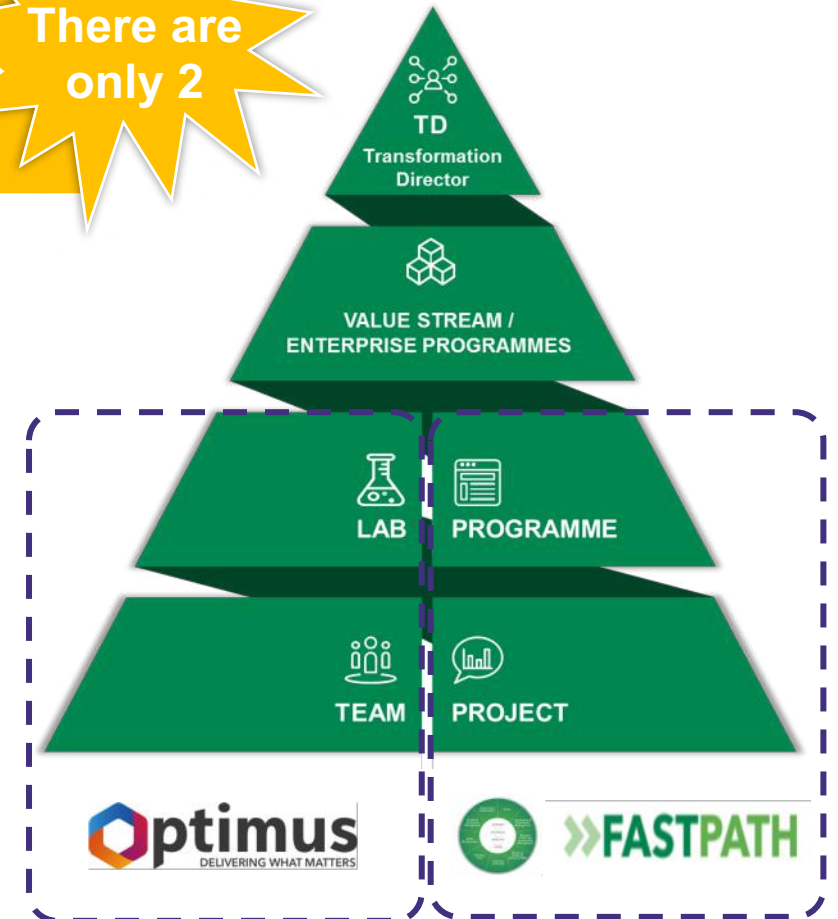
Ways of Working

Adoption of Agile principles e.g. Kanban, Stand Ups.

This is where there is a lot of work underway



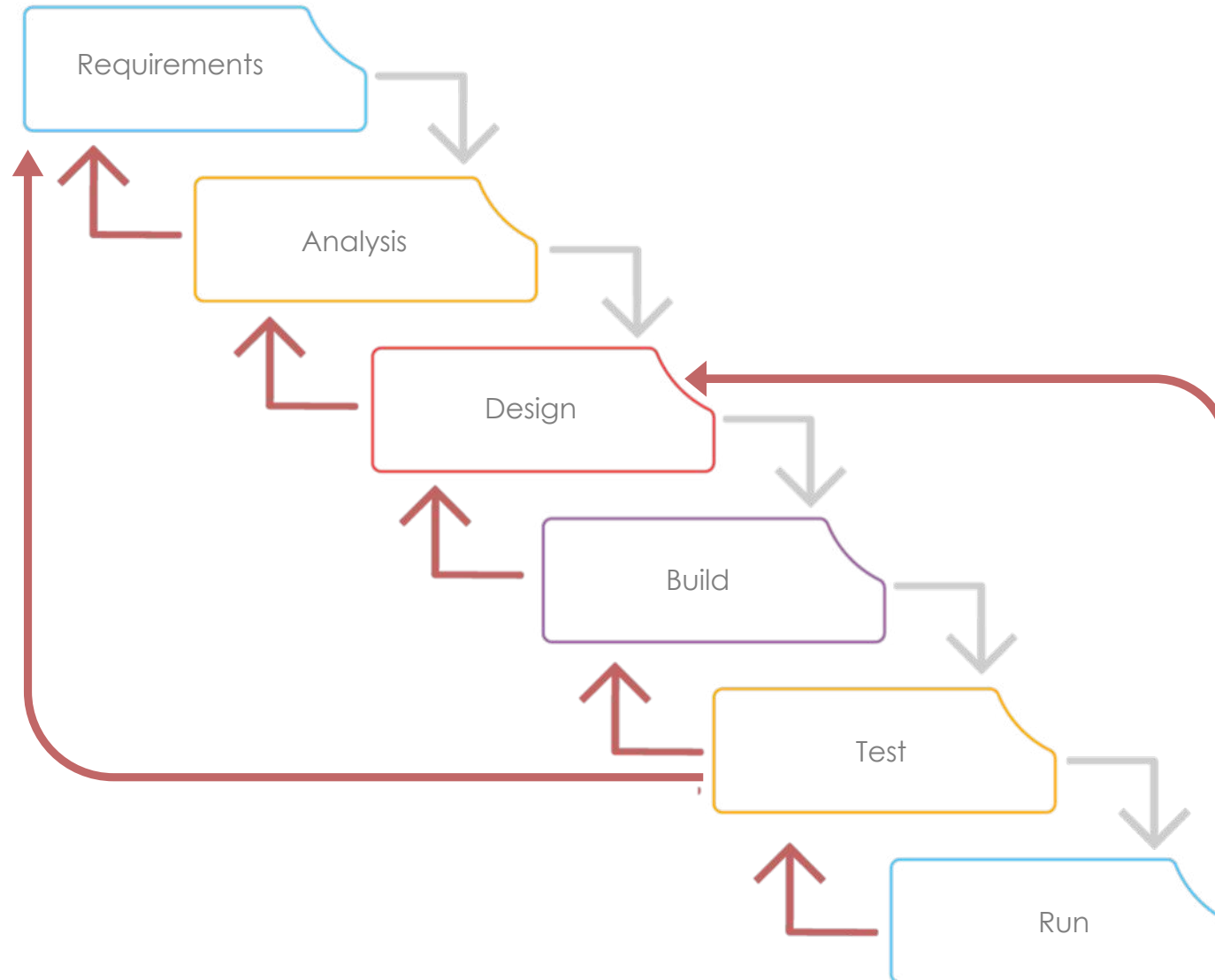
* FastPath projects can also use JIRA / Confluence.



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WATERFALL



“Risky and
Invites Failure”
Dr. Winston Royce (1970)

Source: “Managing the Development of Large Software Systems” – Winston Royce 1970

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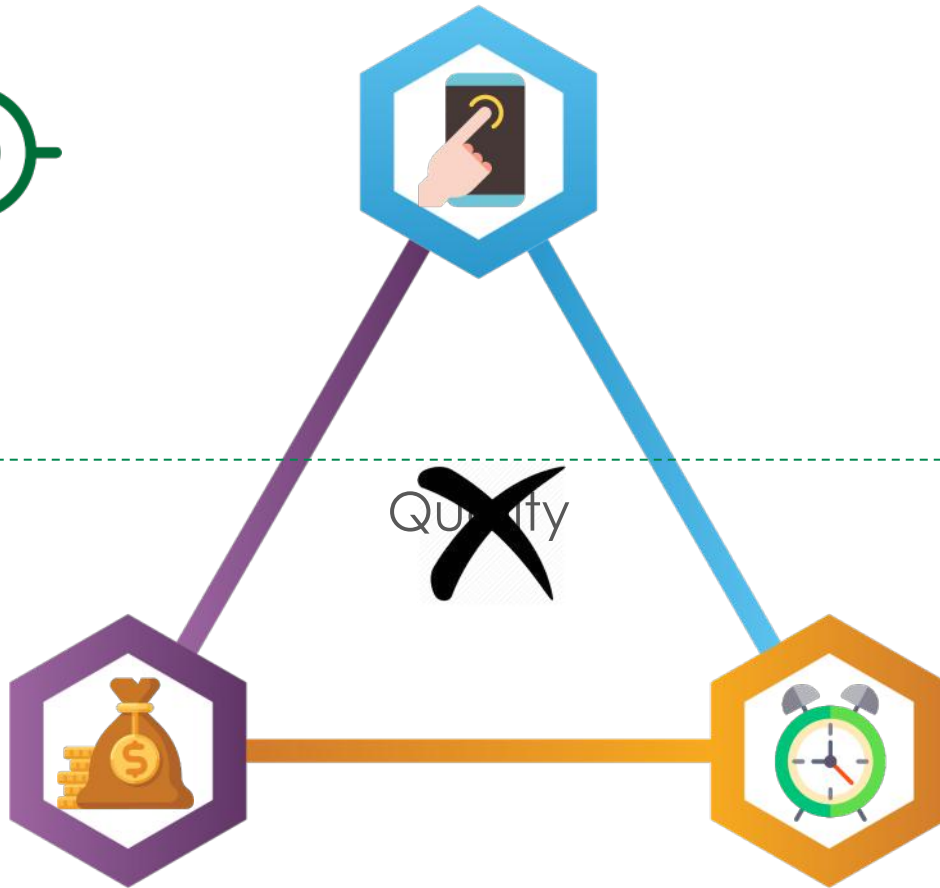
Confidential

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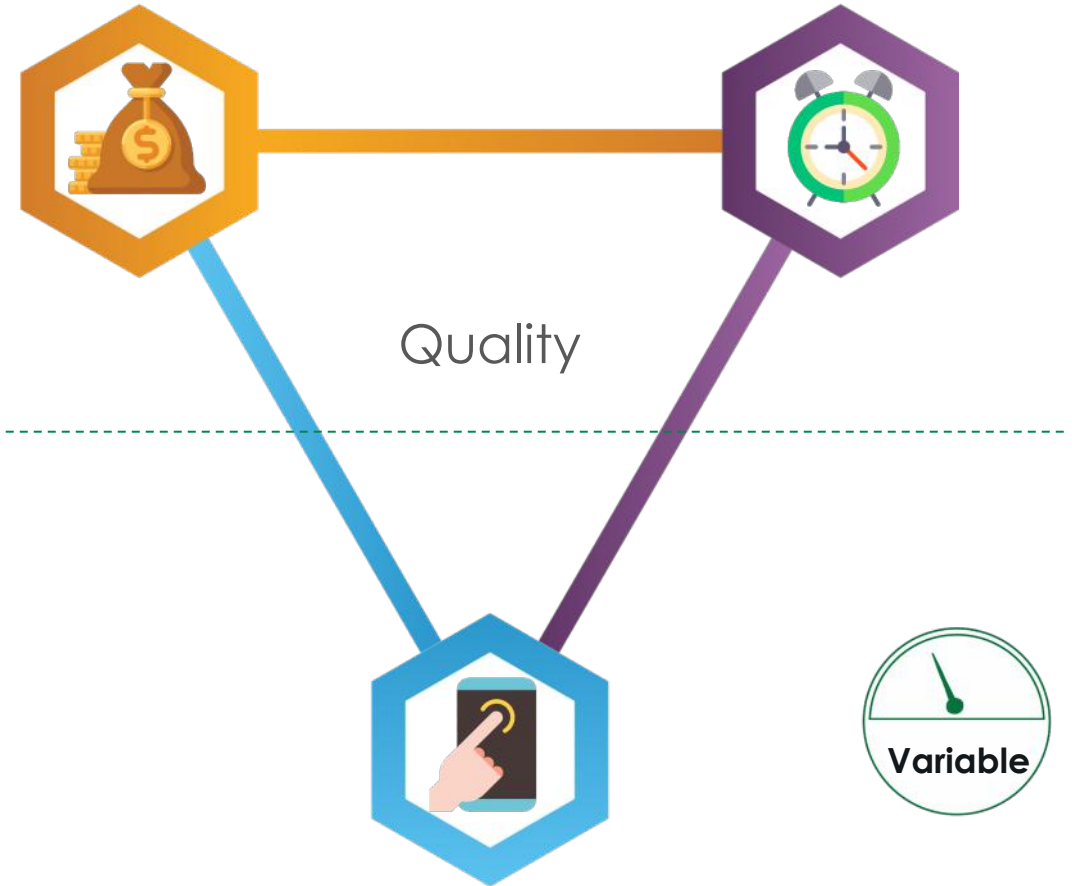


IRON TRIANGLE

Fixed



Waterfall Project

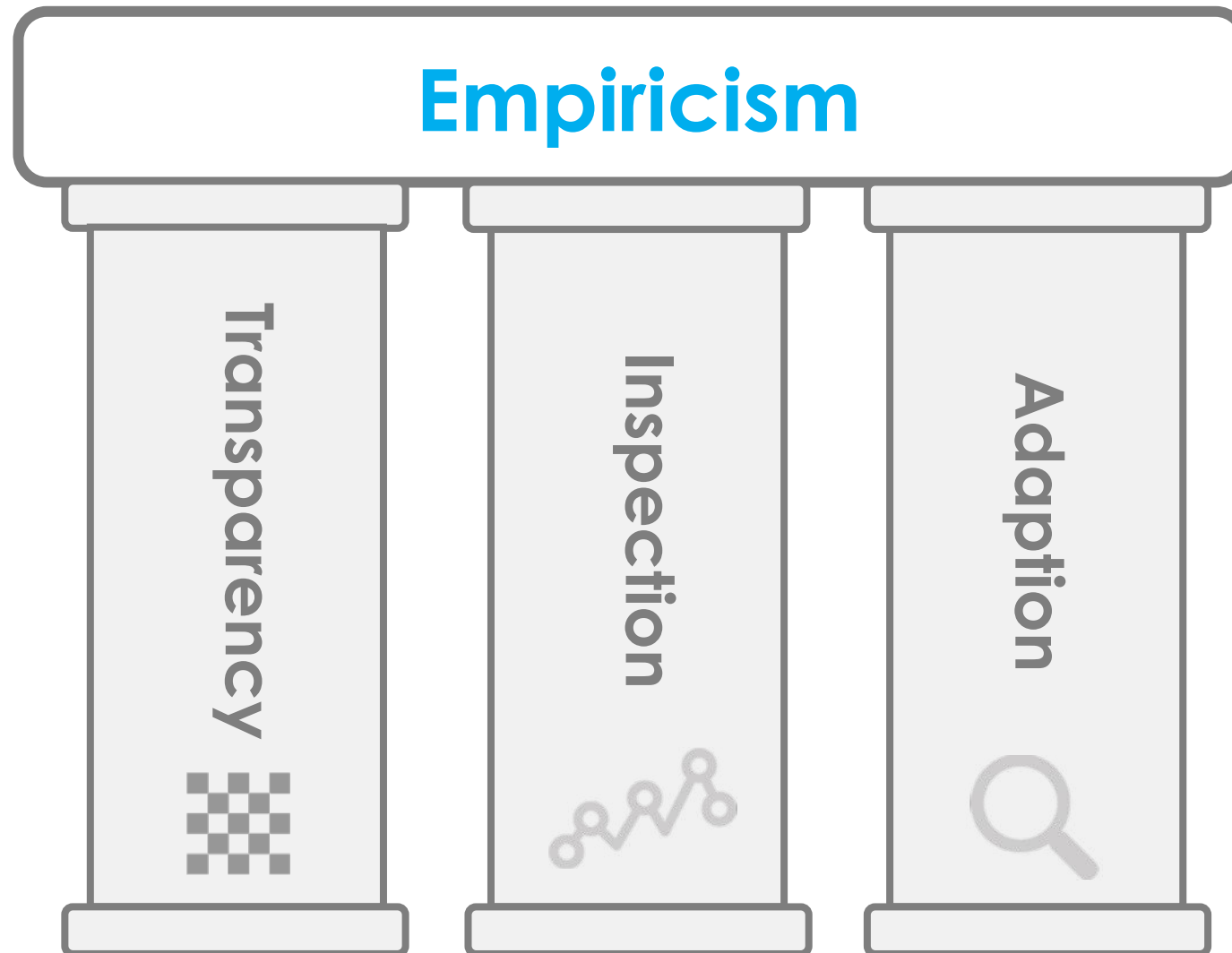


Agile Project

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EMPIRICISM



AGILE MANIFESTO - VALUES

Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Source: www.agilemanifesto.org

AGILE MANIFESTO – PRINCIPLES 1 TO 6

Our highest priority is to satisfy the customer through early and continuous delivery of business value.

1

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

2

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

3

Agile Manifesto Principles

1 to 6

4

Business people and developers must work together daily throughout the project.

5

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

6

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

Source: www.agilemanifesto.org

AGILE MANIFESTO – PRINCIPLES 7 TO 12

Working Software is the primary measure of progress.

7

Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

8

Continuous attention to technical excellence and good design enhances agility.

9

Agile Manifesto Principles 7 to 12

Simplicity--the art of maximizing the amount of work not done--is essential.

10

The best architectures, requirements, and designs emerge from self-organizing teams.

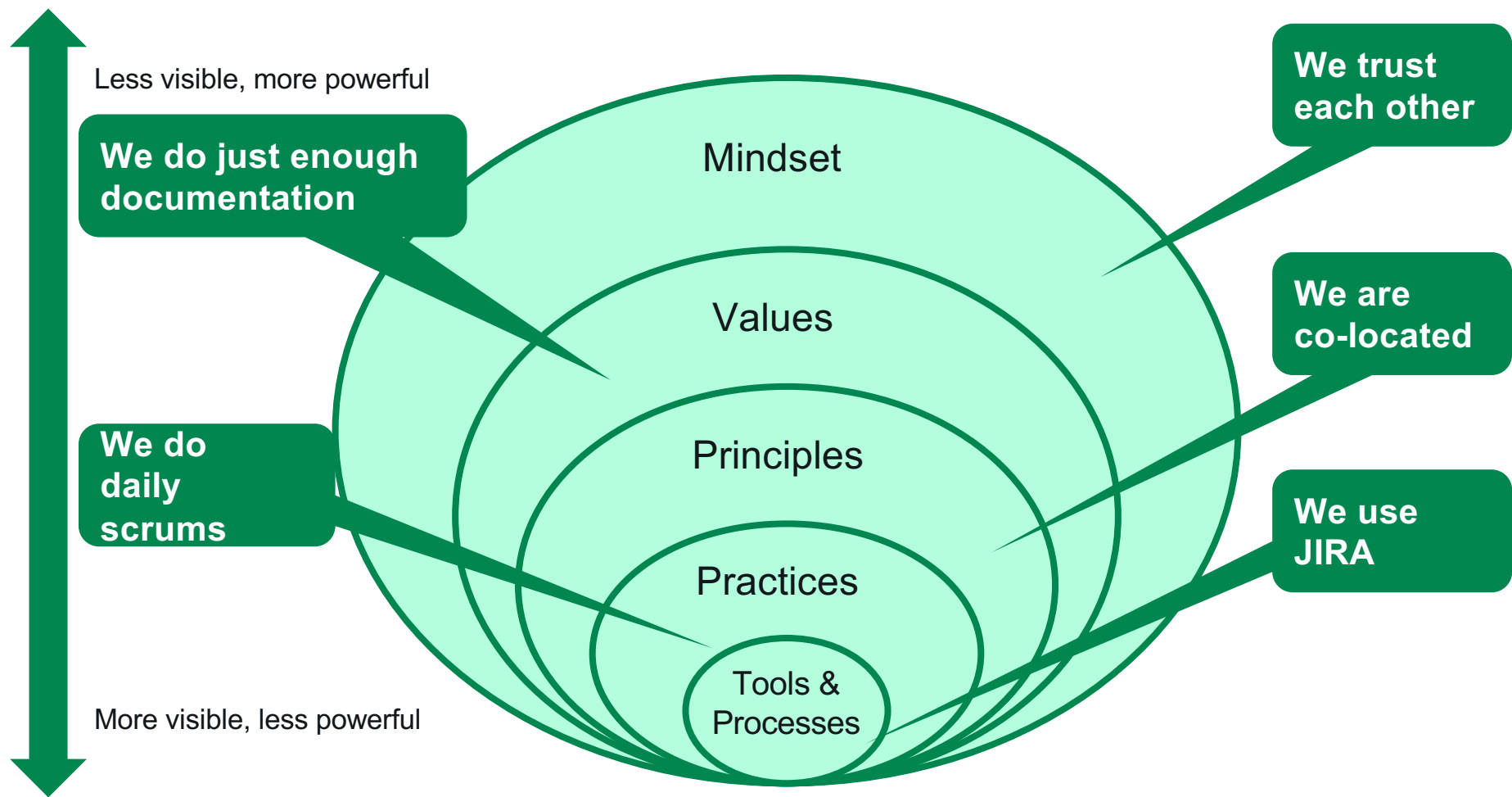
11

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behaviour accordingly.

12

Source: www.agilemanifesto.org

AGILE MINDSET



Source: Radtac

AGILE MINDSET

to give customers, colleagues & stakeholders what
they need
as early as possible,
get feedback

to keep learning and improving

to have a shared mindset
where diversity of thought is important



AGILE & FRAMEWORKS AND PRACTICES

The Agile Umbrella

Frameworks

Scrum XP DSDM

Kanban Crystal

Lean DAD

SAFe

Additional Practices

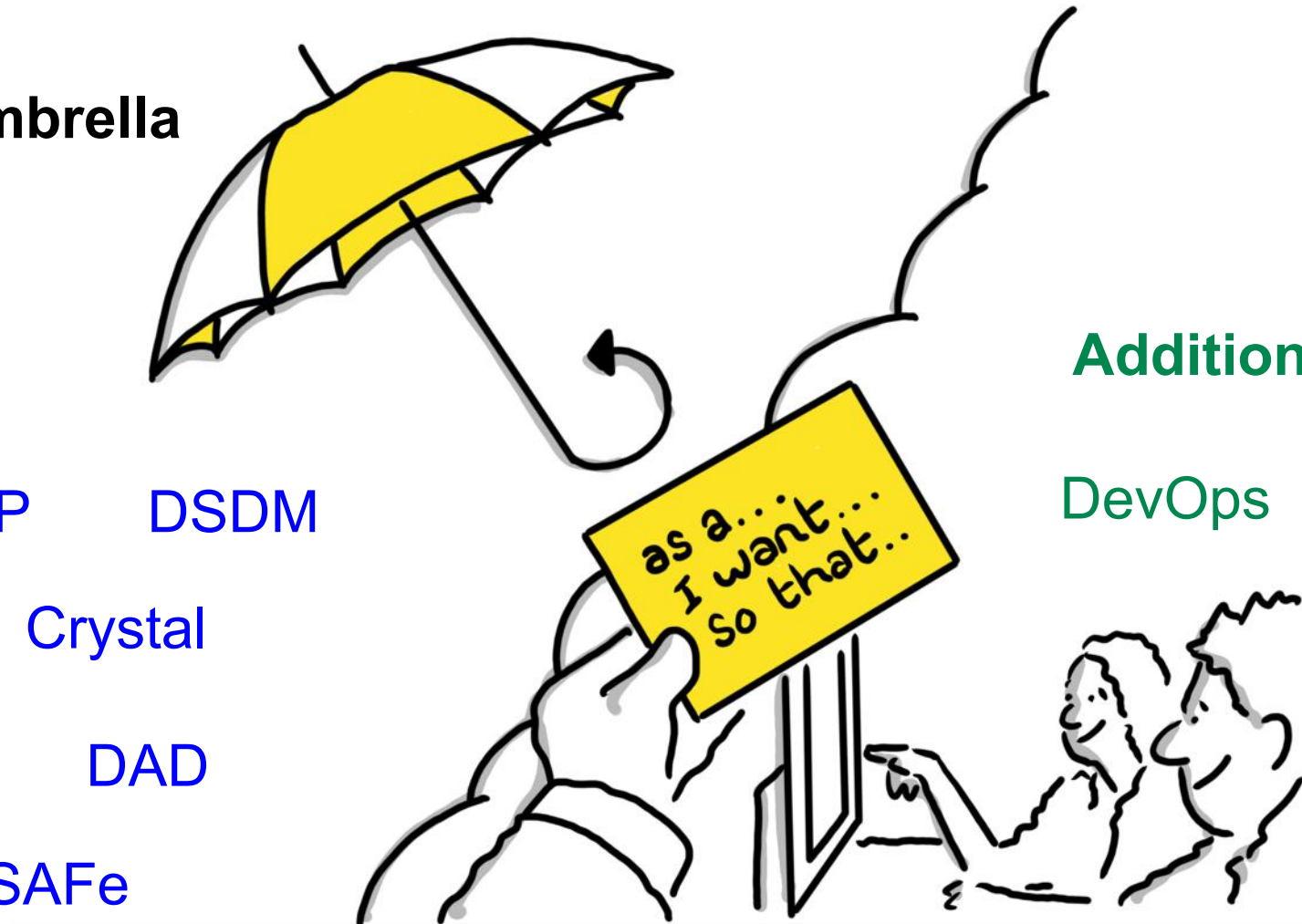
DevOps ATDD TDD

User Stories

Story Points

Pairing

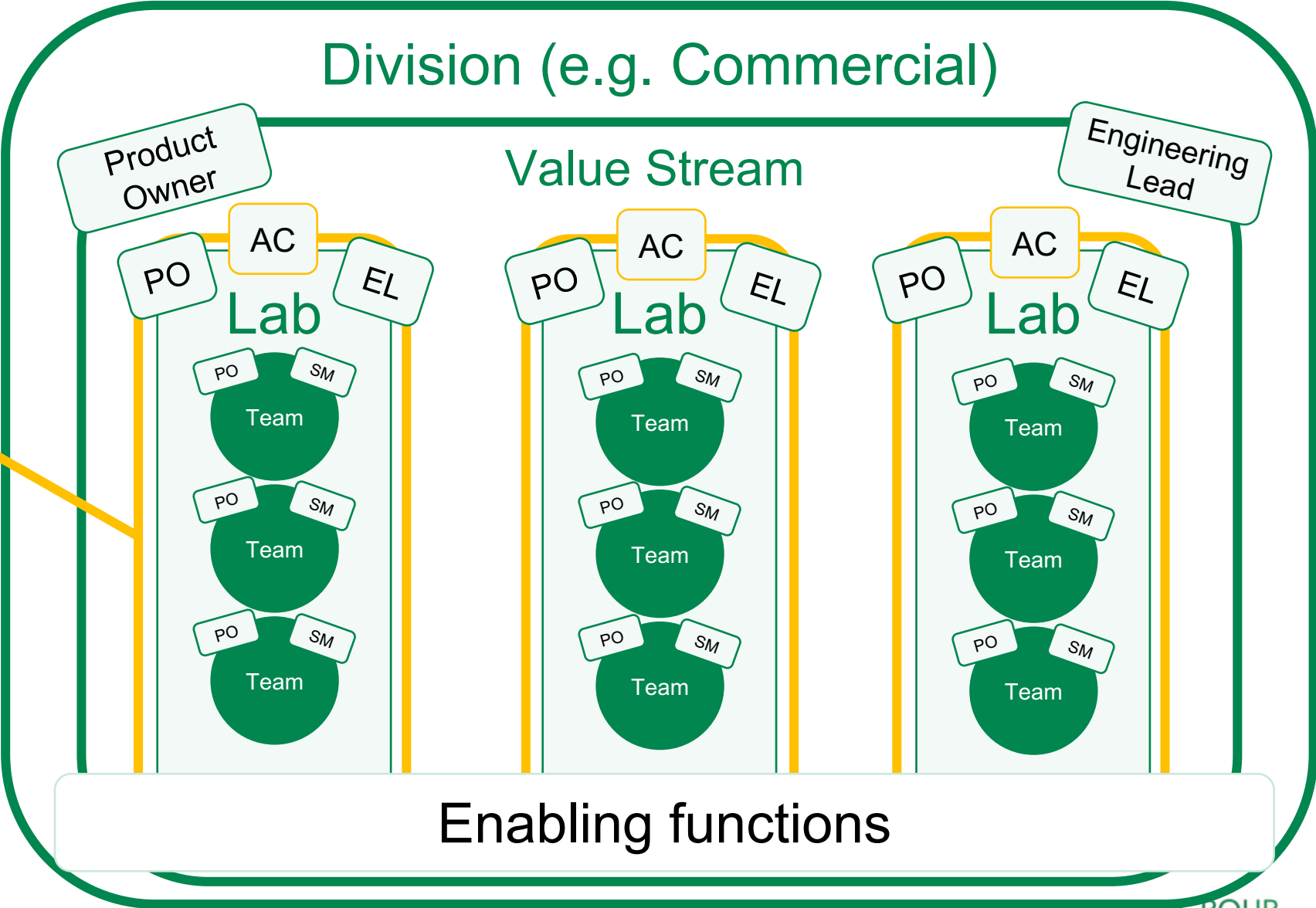
Continuous Integration



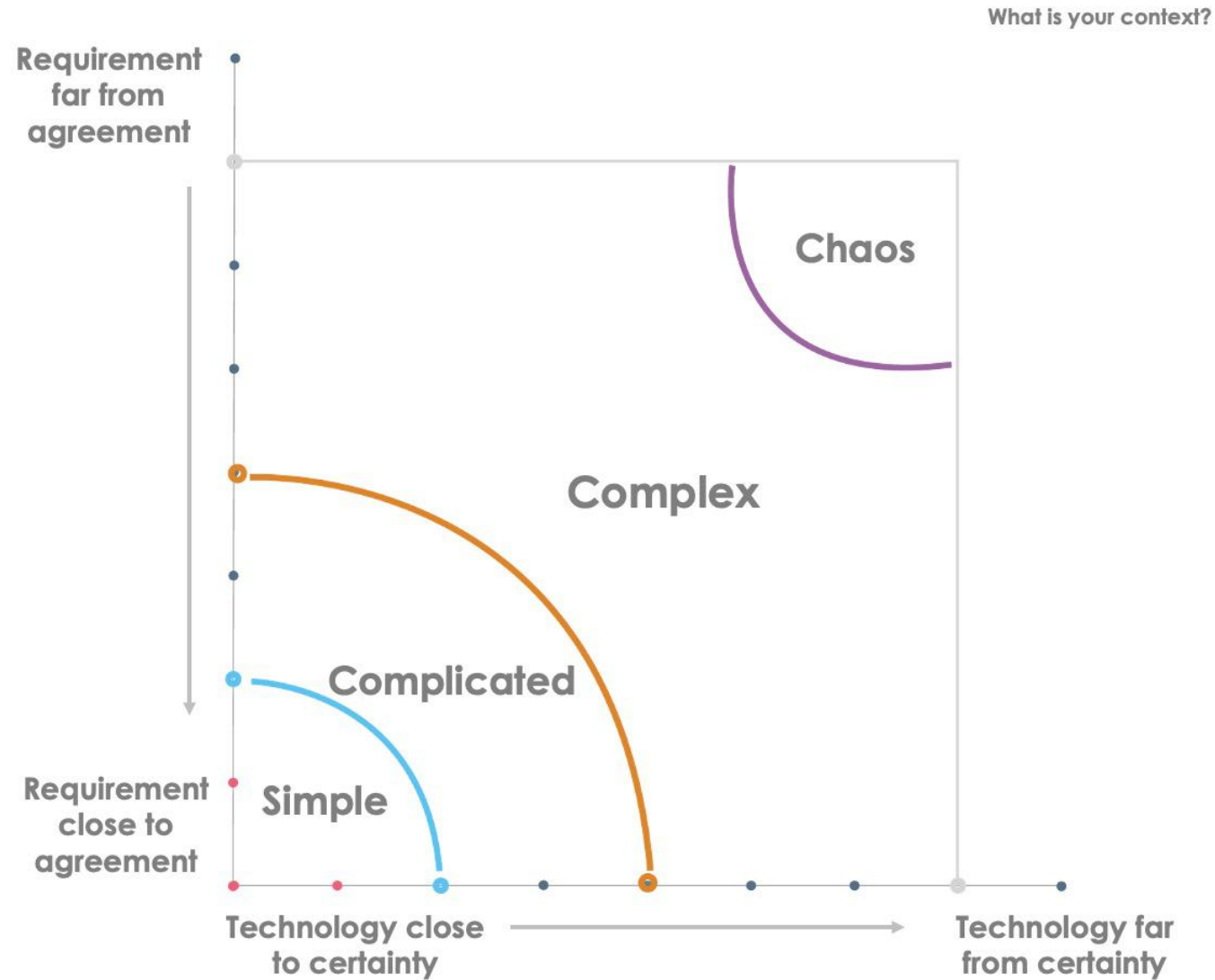


To help colleagues seamlessly deliver what matters to our customers.

AC = Agile Coach



When to use Agile



END OF MODULE

Parking lot
review and
questions?

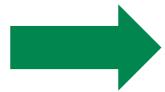
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MODULE 2: THE SCRUM FRAMEWORK AND THE SCRUM MASTER

PLUS

THE COMPONENTS OF SCRUM

Scrum Team

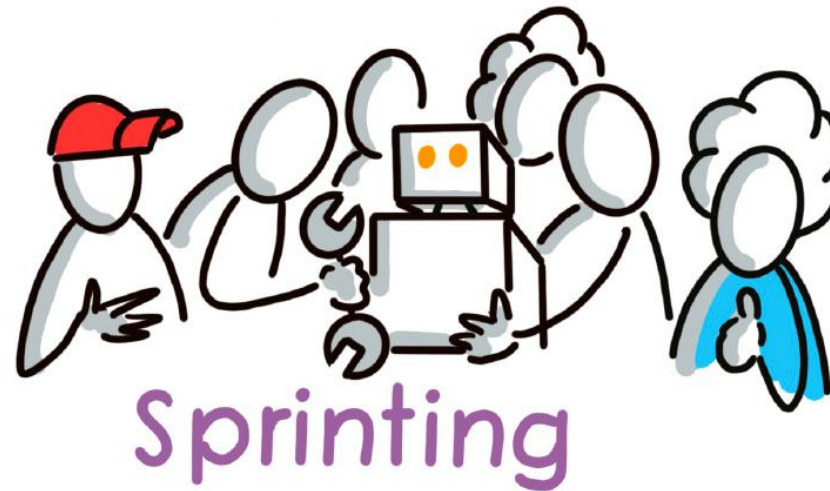
- Product Owner
- ScrumMaster
- Developers

Scrum Events

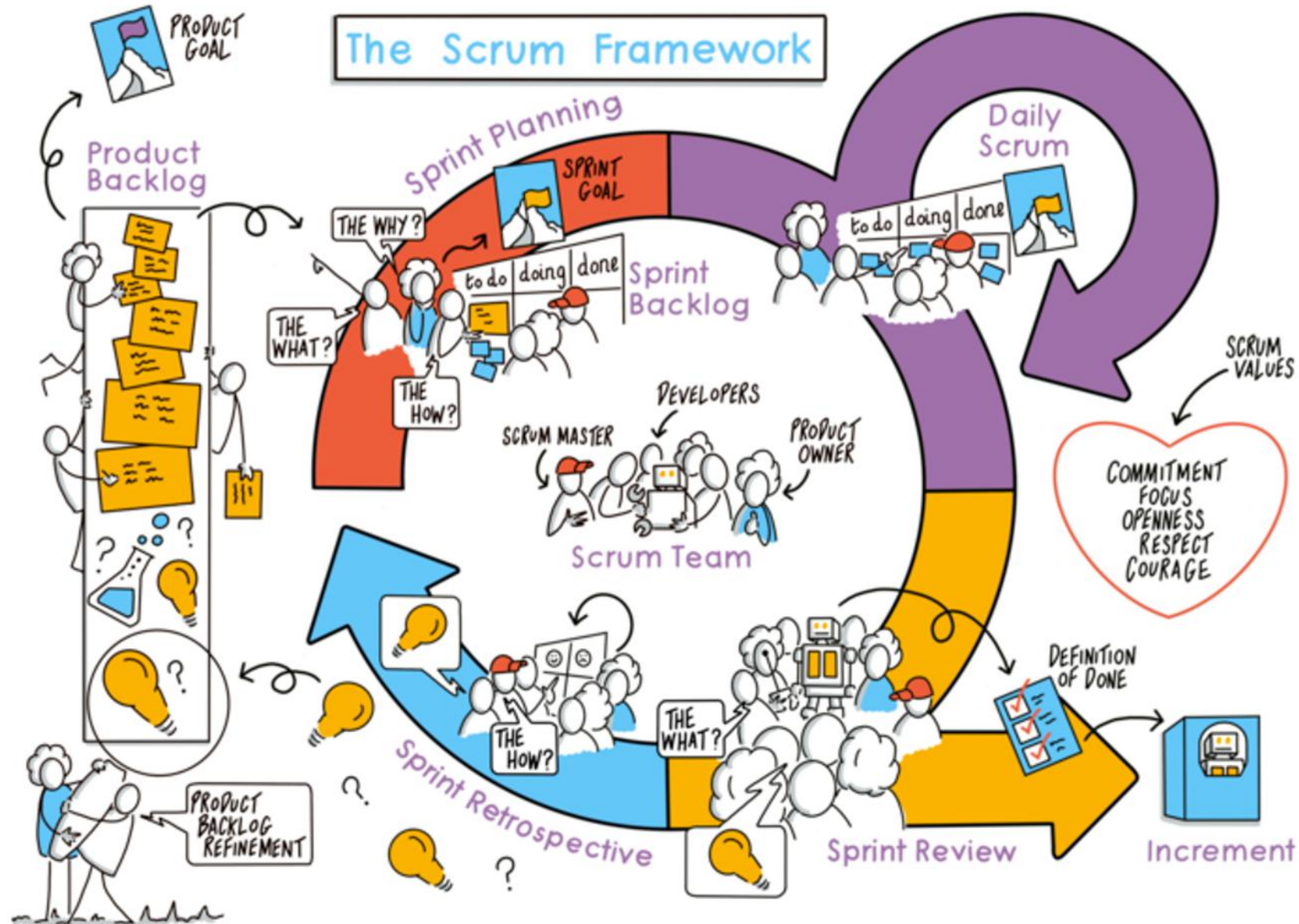
- The Sprint
- Sprint Planning
- Daily Scrum
- Sprint Review
- Sprint Retrospective

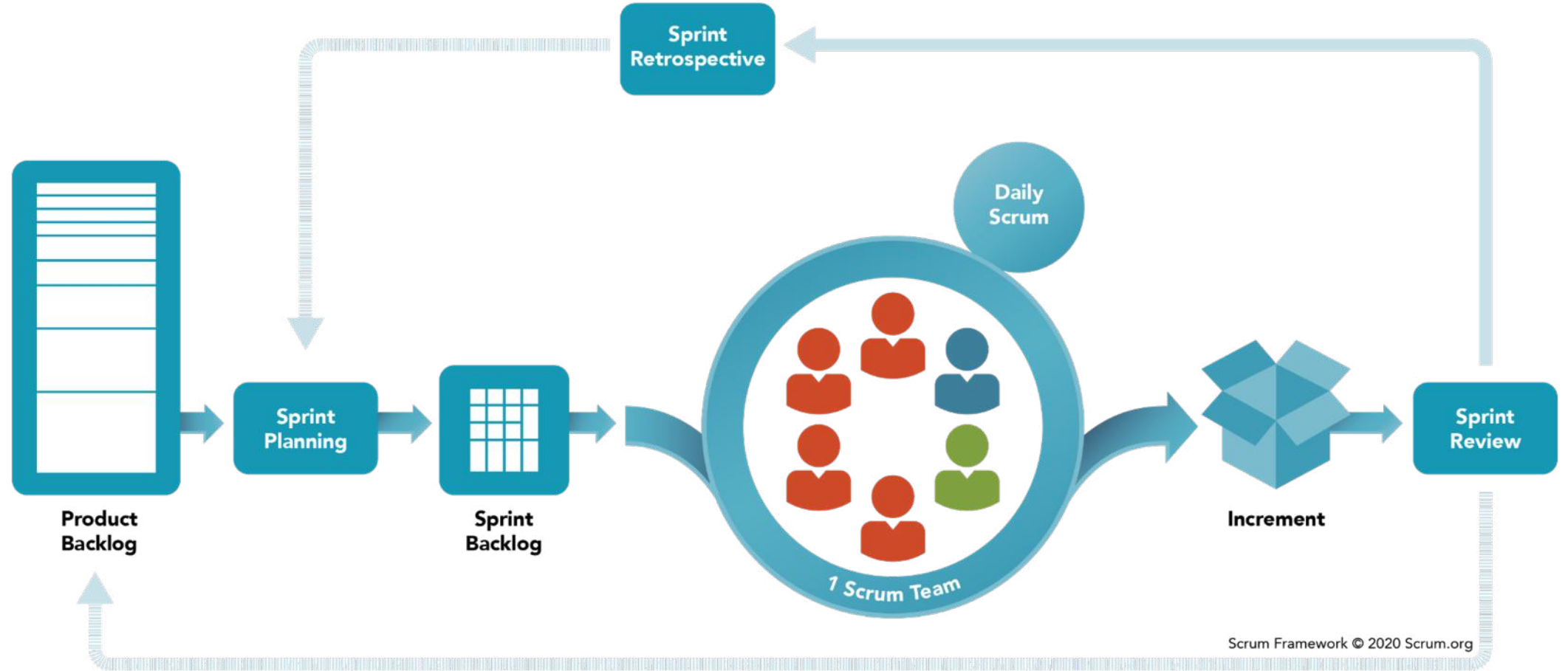
Scrum Artefacts

- Product Backlog
- Sprint Backlog
- Increment

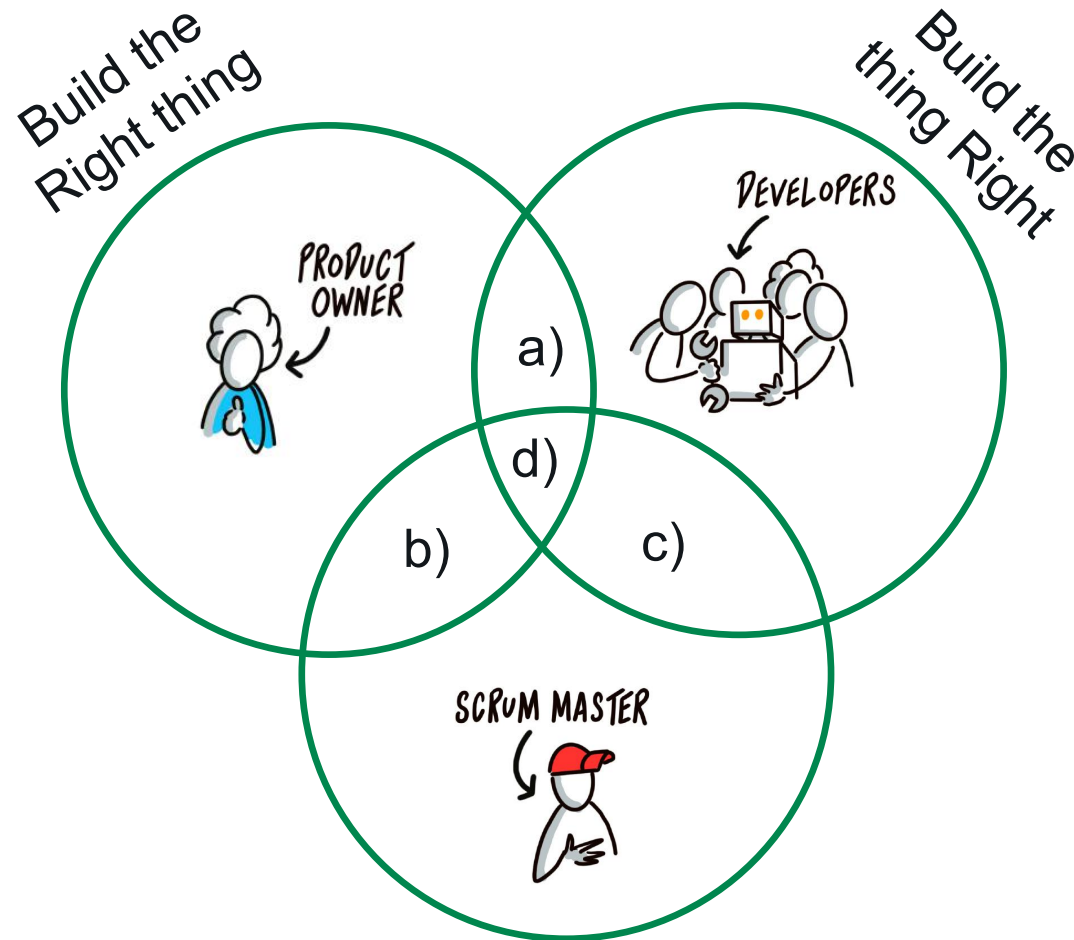


THE SCRUM FRAMEWORK





BUILDING IT RIGHT OR FAST?



ScrumMaster's job is to shorten the feedback loop which will in turn accelerate learning.

- a) Perfect product but we may miss the market window.
- b) Great value but will probably be building technical debt.
- c) Quick and great technically but will anyone use it?
- d) The important thing is to find the right balance.

Build the thing fast and well

Source: Henrik Kniberg - <https://www.crisp.se/konsulter/henrik-kniberg>

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THE SCRUM MASTER

The Scrum Master is accountable for establishing Scrum as defined in the Scrum Guide. They do this by helping everyone understand Scrum theory and practice, both within the Scrum Team and the organization.

- Causes the removal of impediments to the Scrum Teams Progress
- Accountable for the Scrum Team's effectiveness
- Coaches the team members in self-management and cross-functionality
- Ensuring that all Scrum events take place
- A true leader who serves the Scrum Team and the larger organization
- Leading, training, and coaching the organization in its Scrum adoption



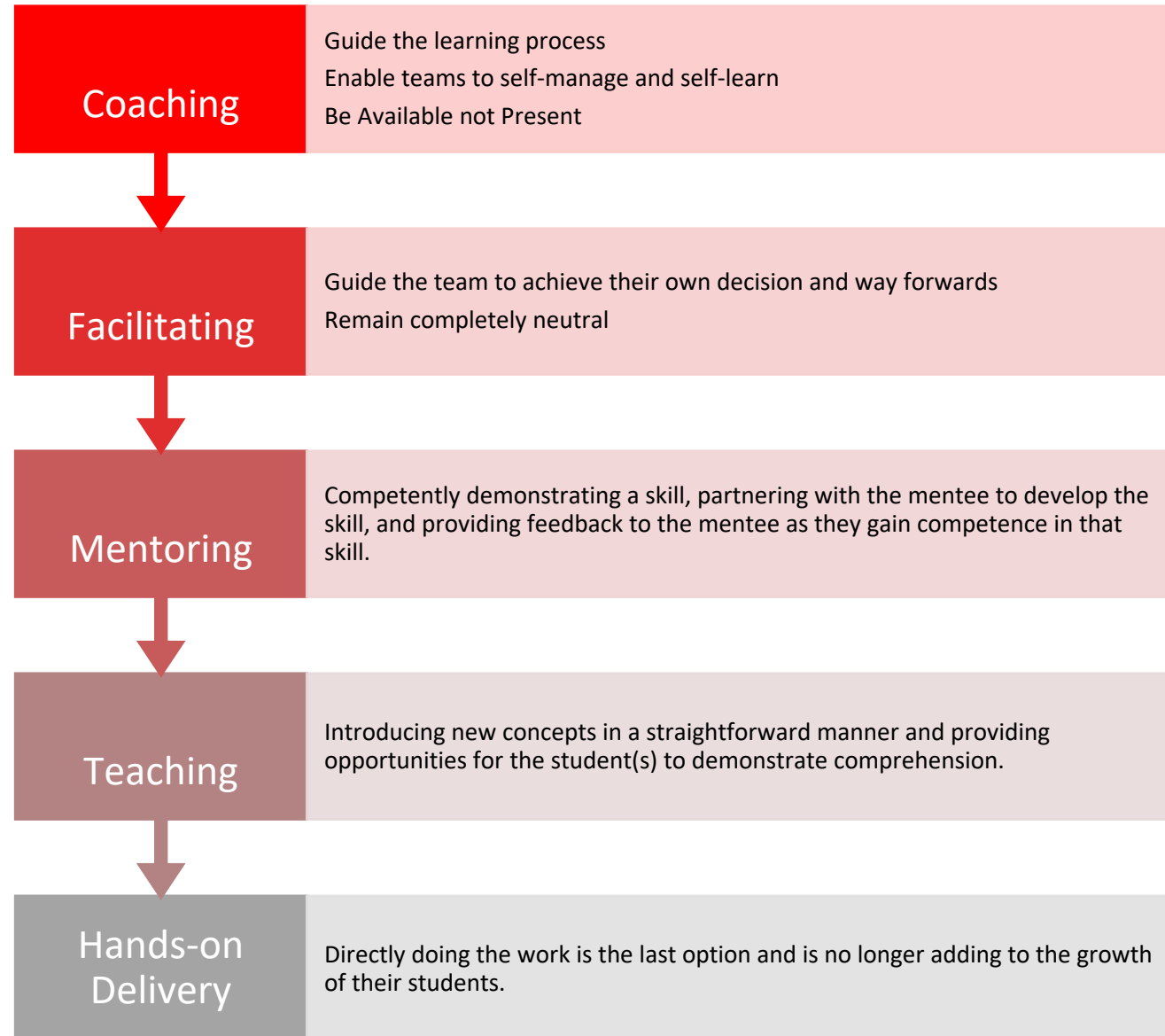
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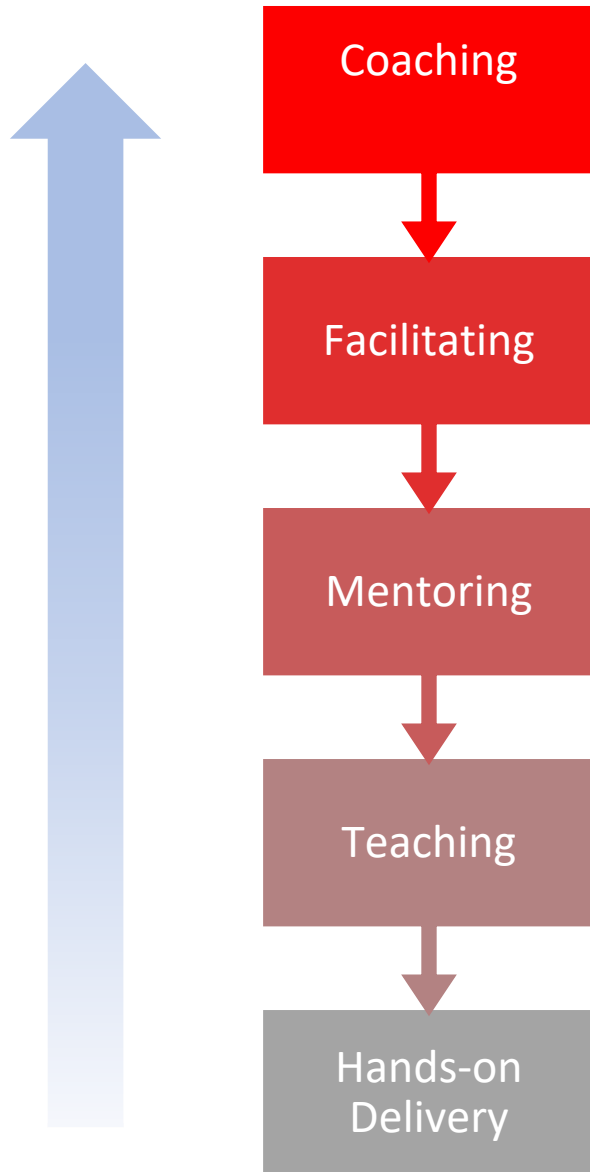
MODULE 3: THE SKILLS AND MINDSET OF A SCRUM MASTER

PLUS

FUNCTIONAL MODES OF THE SCRUM MASTER



FUNCTIONAL MODES OF THE SCRUM MASTER

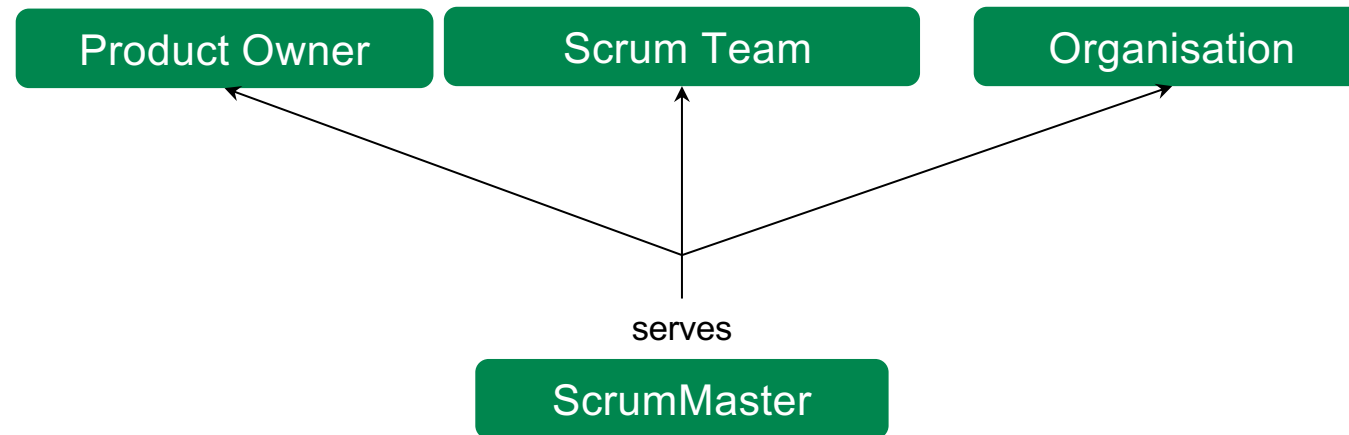


The scrum master must analyse any given interaction and recognise where they need to be in that moment, from Coaching down to Teaching.

They must move down through the modes to provide aid where necessary and then return back up through the modes once that need is fulfilled.

The key to being a good scrum master is self awareness; recognising where they need to be in this flow at a given time and to recognise that greater return is found at the higher modes

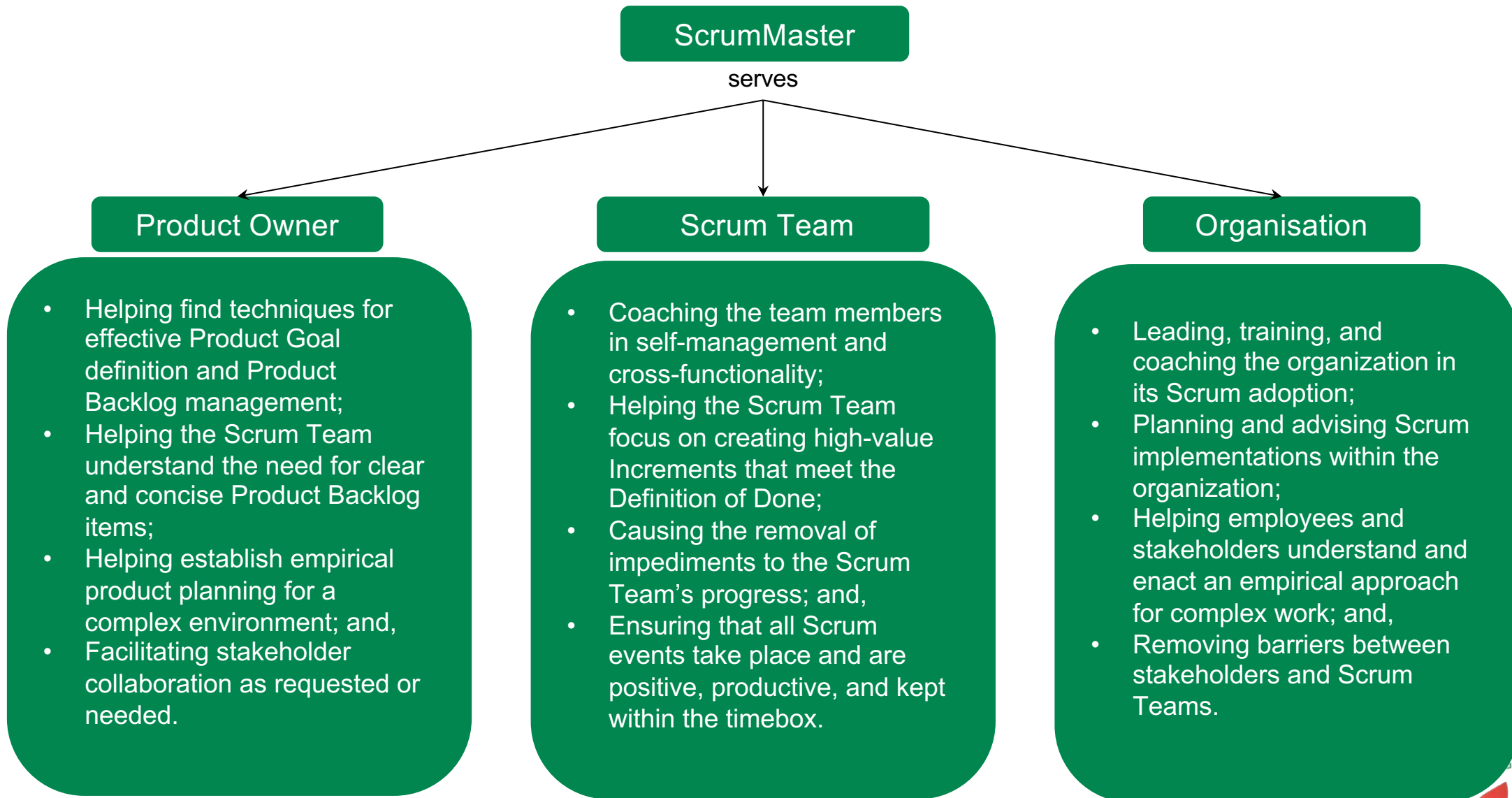
WHO DOES THE SCRUM MASTER COACH?



Scrum Guide says...

- Accountable for establishing Scrum, by helping everyone understand Scrum theory and practice as defined in the guide
- Are true leaders who serve both the team and the organisation
- Is accountable for the Scrum Team's effectiveness – by improving the team's practices within the Scrum framework

WHO DOES THE SCRUM MASTER COACH?



COACHING SKILLS

| Move away from... | Move towards... |
|--|---|
| Coordinating individual contributions | Coaching the whole team to collaborate |
| Acting as a subject matter expert | Being a facilitator |
| Driving towards specific outcomes | Being invested in the teams overall performance |
| Knowing the answer | Asking the team for the answer |
| Directing | Guiding |
| Focus on deadlines and technical options | Focus on business value |
| Fixing problems | Helping others fix problems |


COACHING VALUES

Maintaining neutrality
with respect to the team
and client's values or
preferences

Being self aware and self-
managing

Helping the team or
client identify and
articulate their own plan
for growth and
development

Helping the team or
client realise when they
are not aligning with their
own goals and to 'keep
their eye on the end goal'



A leader's role is not to control people or stay on top of things but rather to guide, energise and excite.

Jack Welch, former CEO of General Electric

DRIVING CHANGE

Individuals Resist Change when they...

- Feel threatened
- Feel insecure
- Feel dictated to
- Feel responsible
- Lack knowledge
- Have a fear of the unknown
- Distrust change agents / management
- Have vested interests and existing investments

Individuals Drive Change when they...

- Feel empowered
- Have confidence
- Are given the tools they need
- Are trusted
- Have high morale
- Understand the plan
- Understand why change is occurring and have buy-in
- Have reduced the unknowns

Powerful questions are open ended, thought provoking questions that trigger curiosity and stimulate creativity and new insights.

- What else?
- If this wasn't your problem, how would you fix it?
- If there were no consequences, what would you do?
- If you did nothing, what would happen?
- If you had access to a magic wand, what would you use it for?
- What did you learn?
- Who else could you go to for help?
- What have you tried so far?
- What other issues are actually more important than this one, if any?

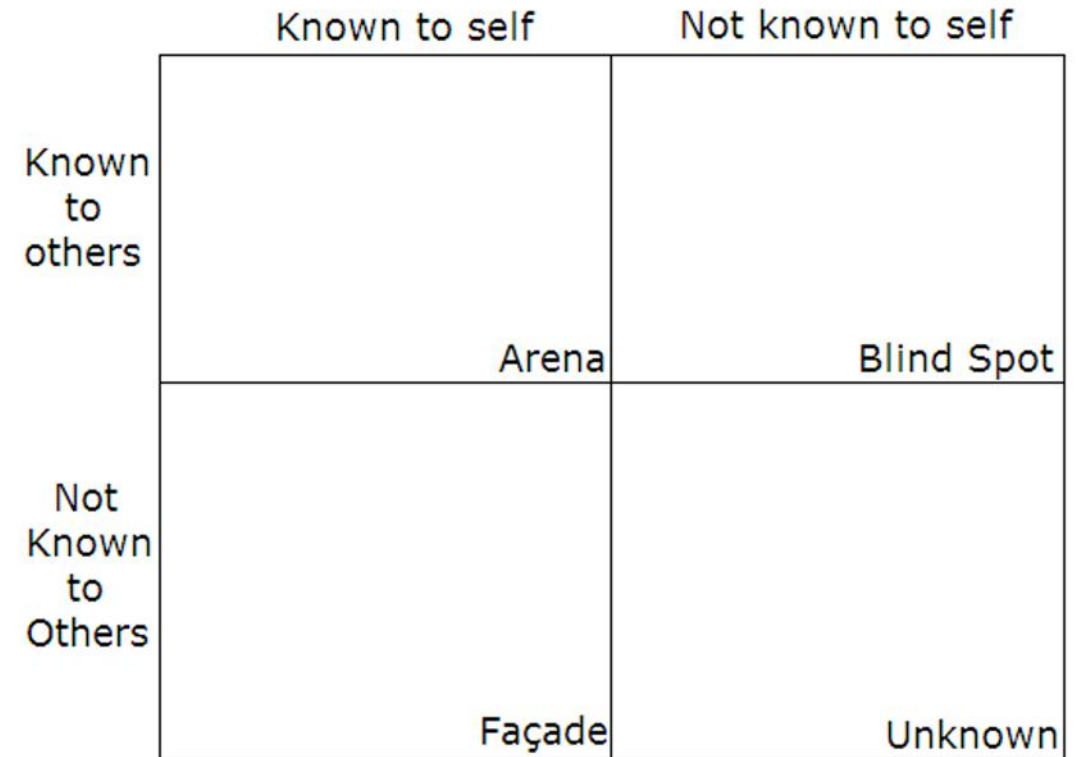
Always be sure to coach the person, not the problem

SELF-AWARENESS AND SELF MANAGEMENT

- Self-awareness Checklist

- To improve yourself you must first know yourself
- Consider the impact of yourself on any given situation, your bias and lack of context in a given situation.
- Remember that you do not, and could not, know everything.
- Never forget that you don't know the answer to every question.
- Be present. Consider active listening, awareness of the environment, self-management, and consciously preparing for coaching.
- Finally, remember, you should learn as much as the people you are coaching.

Johari Window



Created by psychologists Joseph Luft and Harrington Ingham in 1955

TRUE LEADERSHIP

True leadership

Listens and supports team members in decision identification

Understands and empathises with others

Encourages and supports the personal development of each individual

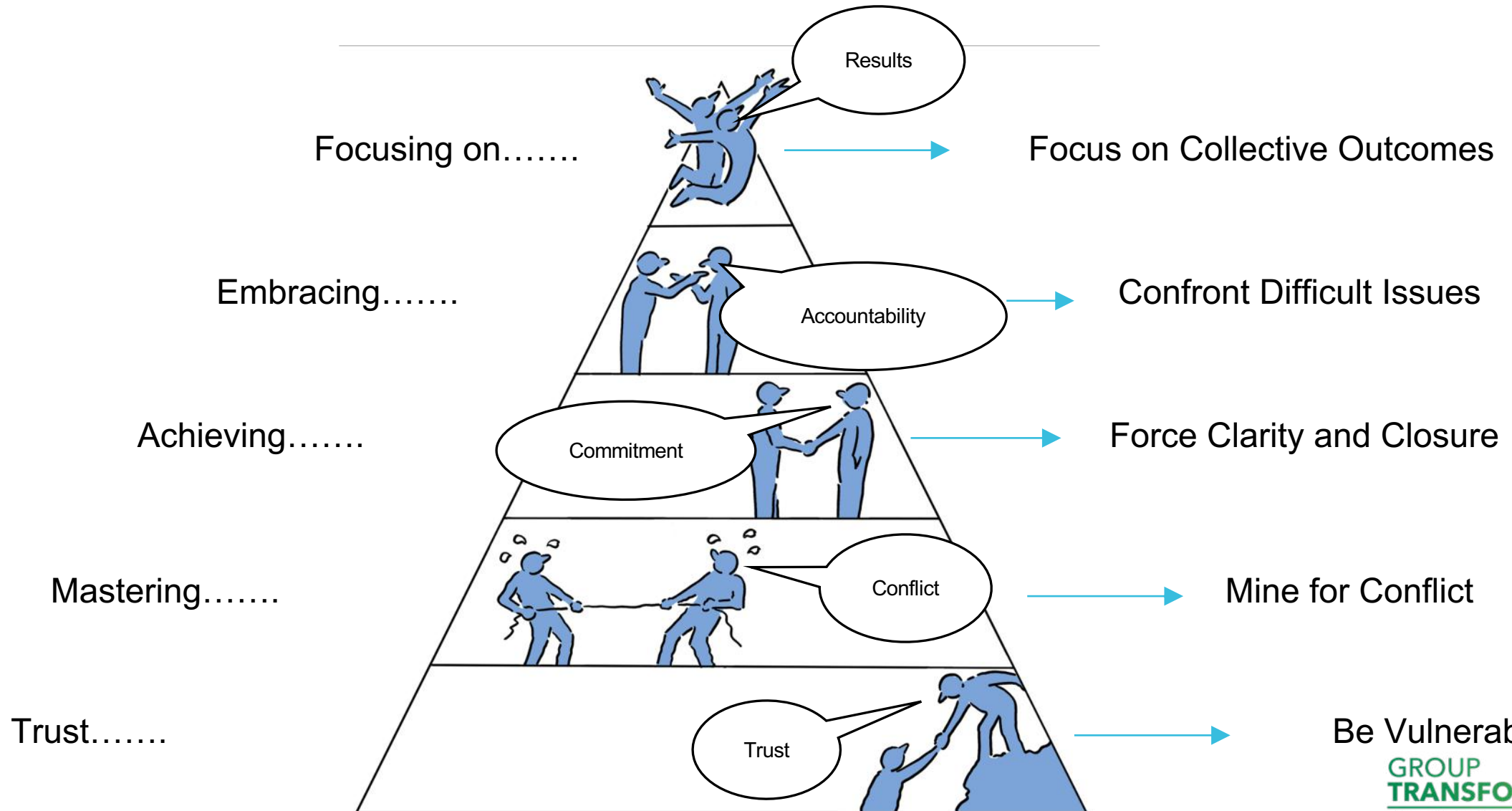
Persuades rather than uses authority

Thinks beyond day-2-day realities

Looks for help without diminishing other's commitments

Is open and appreciates openness

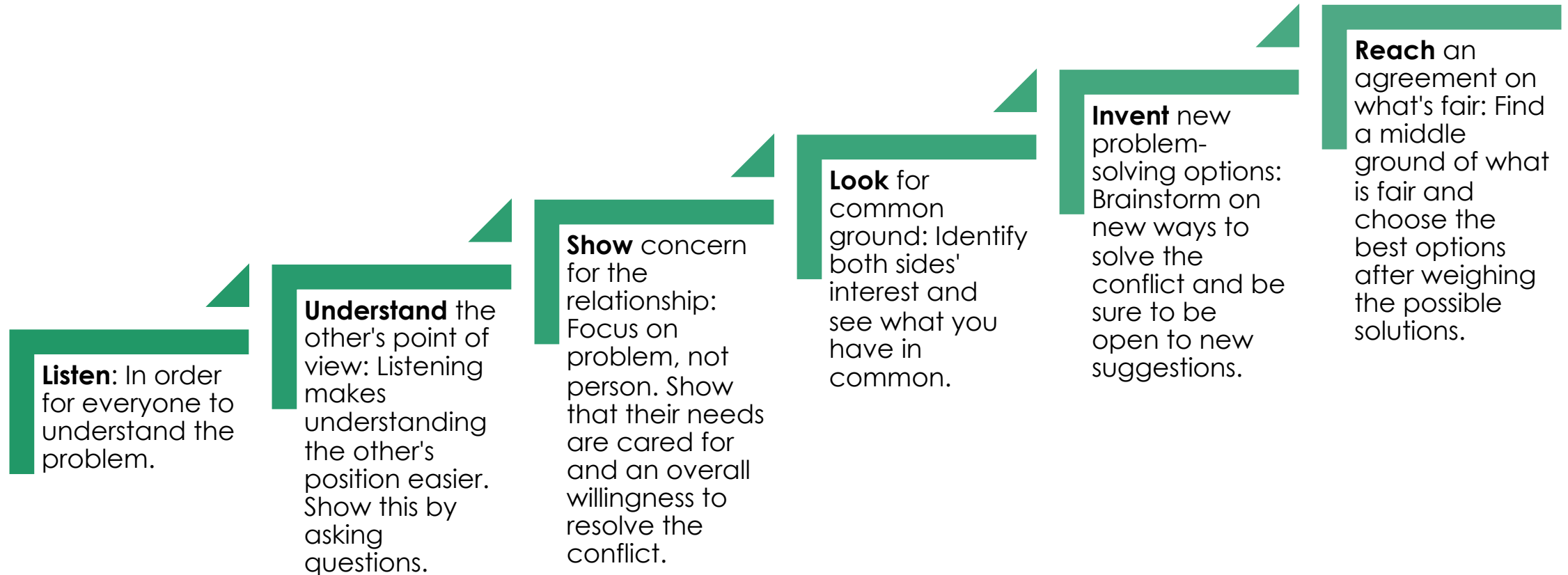
AVOIDING DYSFUNCTIONAL TEAMS



Source: Lencioni, P. (2002). The five dysfunctions of a team : a leadership fable. San Francisco: Jossey-Bass.

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DEALING WITH CONFLICT IN TEAMS

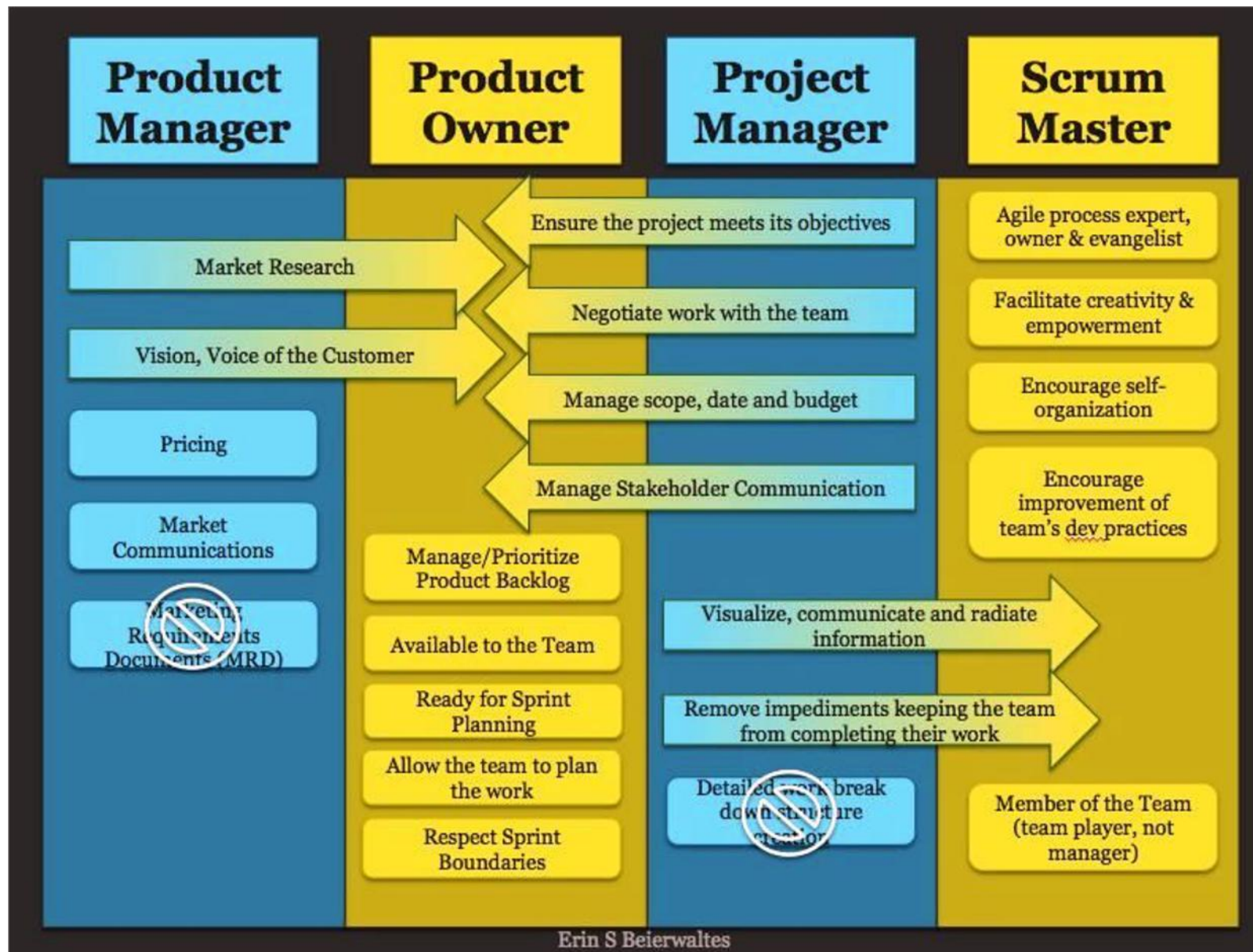


MOVING FROM PM TO SM?



| Project Manager | Scrum Master |
|---|---|
| Focus is on results and reports | Focus is on people and their environment |
| Answers to management | Answers to the development team |
| Utilises status reports, project plans and financials to communicate progress | Utilises team delivery and stakeholder feedback to communicate progress |
| Responsible for delivery of product | Responsibility to deliver a successful environment for the development team |





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MODULE 4: SCRUM MASTER RELATIONSHIPS

PLUS

THE SCRUM TEAM

A cohesive unit of professionals focused on one objective at a time, the Product Goal.



- Consists of one Scrum Master, one Product Owner, and Developers (accountabilities)
- Cross-functional and Self-managing.
- Typically 10 or fewer people.
- No sub-teams or hierarchies.
- Responsible for all product-related activities e.g. stakeholder collaboration, maintenance, operation, experimentation, research and development.
- The entire Scrum Team is accountable for creating a valuable, useful Increment each sprint.

THE PRODUCT OWNER

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

The Product Owner is one person, not a committee.

Product Backlog management includes:

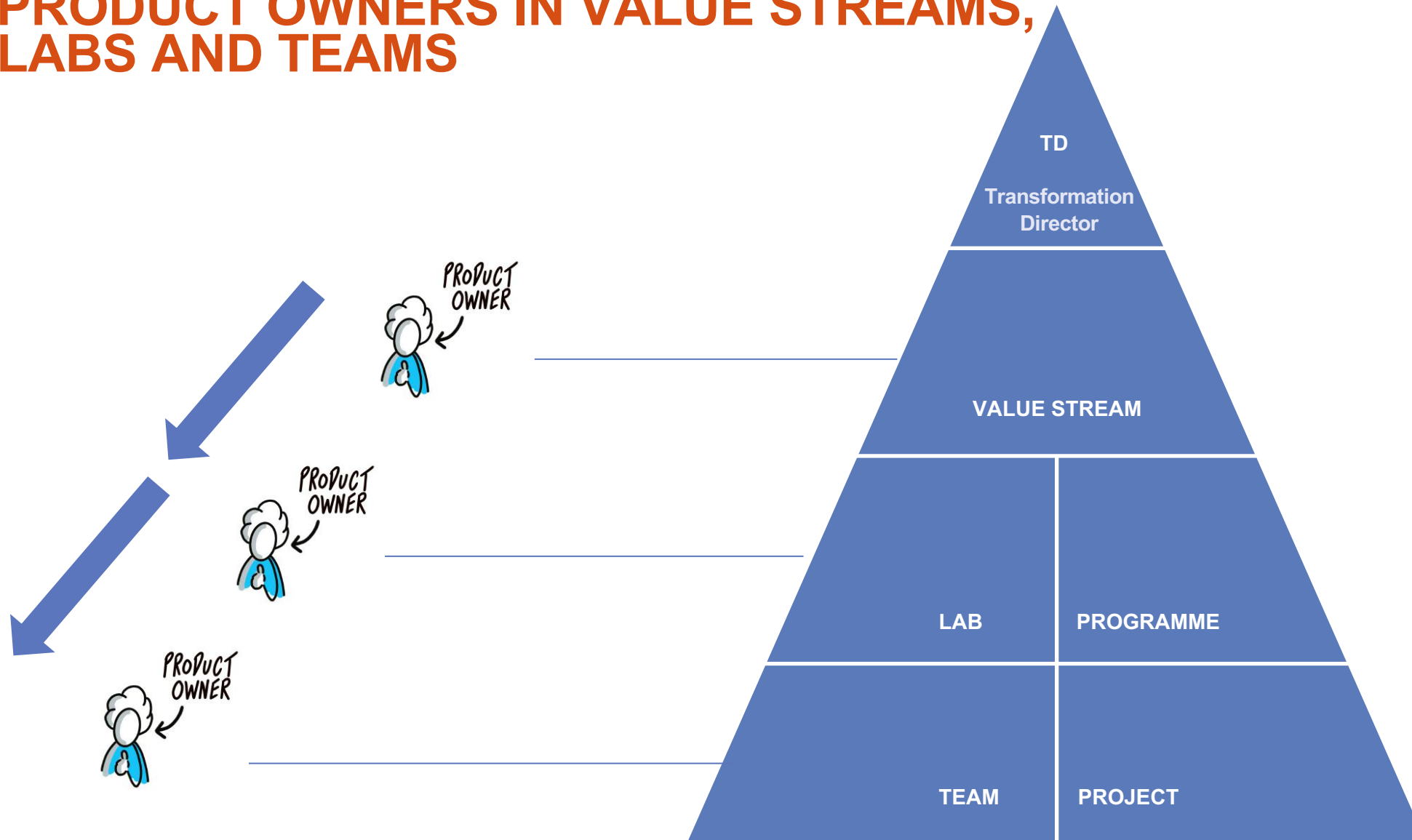
- Developing and explicitly communicating the Product Goal;
- Creating and clearly communicating Product Backlog items;
- Ordering Product Backlog items; and,
- Ensuring that the Product Backlog is transparent, visible and understood.



**Desire
Authority
Responsibility
Knowledge
Availability**

The Product Owner may do the above work or may delegate the responsibility to others. Regardless, the Product Owner remains accountable.

PRODUCT OWNERS IN VALUE STREAMS, LABS AND TEAMS

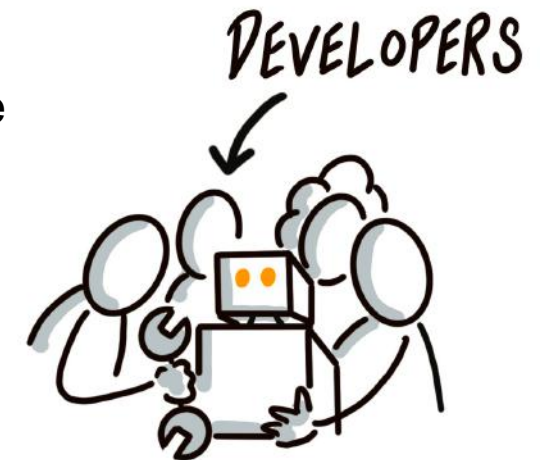


THE DEVELOPERS

Committed to creating any aspect of a usable Increment each Sprint.

The specific skills needed by the Developers are often broad and will vary with the domain of work. However, the Developers are always accountable for...

- Creating a plan for the Sprint, the Sprint Backlog;
- Instilling quality by adhering to a Definition of Done;
- Adapting their plan each day toward the Sprint Goal; and,
- Holding each other accountable as professionals.



STARTING UP A NEW TEAM?

Find the right people

Understand the product needs and vision

Create team development environments

- Tools

- Resources

- Processes

Define quality standards

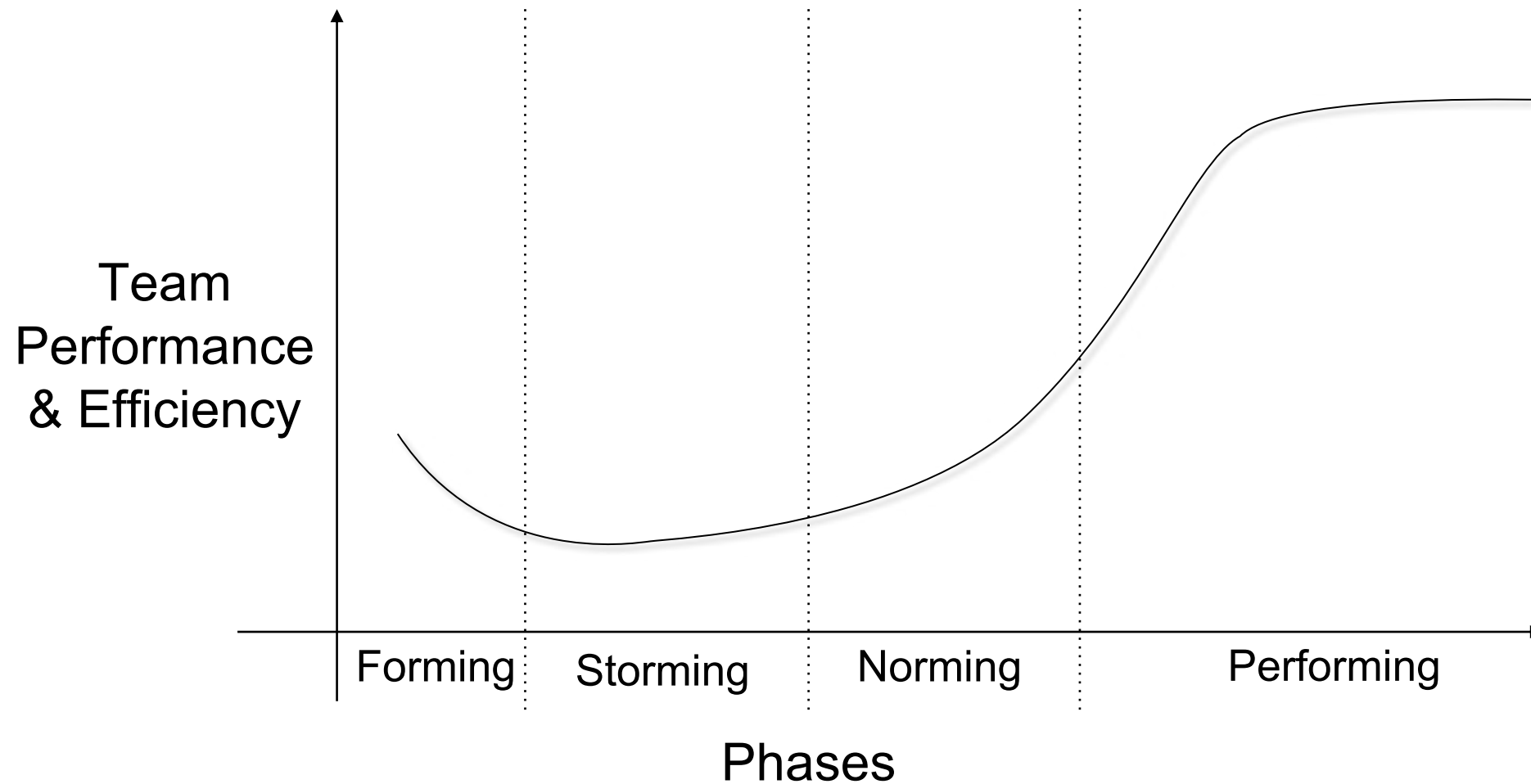
- Ready

- DoD

- Team charter

Create a sustainable environment which encourages the team to innovate

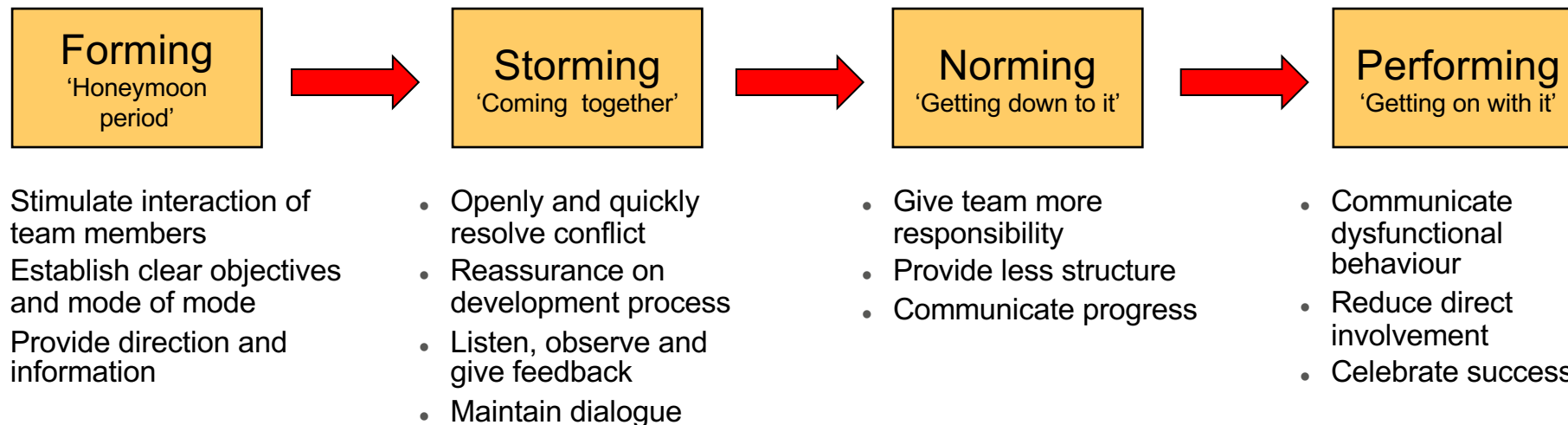
TUCKMAN'S GROUP DEVELOPMENT MODEL



Bruce Tuckman 1965

TUCKMAN GROUP DEVELOPMENT MODEL

- Collection of individuals
- Hesitant, sizing up the situation
- Suspicious and closed
- Safe ground and peripheral subjects
- Seeking group identity
- Unfocused work
- Polarisation and disunity
- Confusion of objectives
- Challenging ideas
- Individual assertiveness
- Personal agendas
- Unfocused work
- Harmony, tolerance levels established
- Cohesiveness and sharing
- Established norms and practices
- Moderate work
- Constructive feedback
- Resolves problems
- Supportive
- Creative
- Productive work



SELF MANAGING TEAMS

| Tightly Managed Teams | Self Managing Teams |
|-------------------------------|-----------------------------------|
| Take directions | Take initiative |
| Seek individual reward | Focus on team contributions |
| Focus on low-level objectives | Concentrate on solutions |
| Compete | Co-operate |
| Stop at pre-set goals | Continuously improve |
| React to emergencies | Take steps to prevent emergencies |

T-SHAPED TEAMS

Broad – can turn their hand to many things

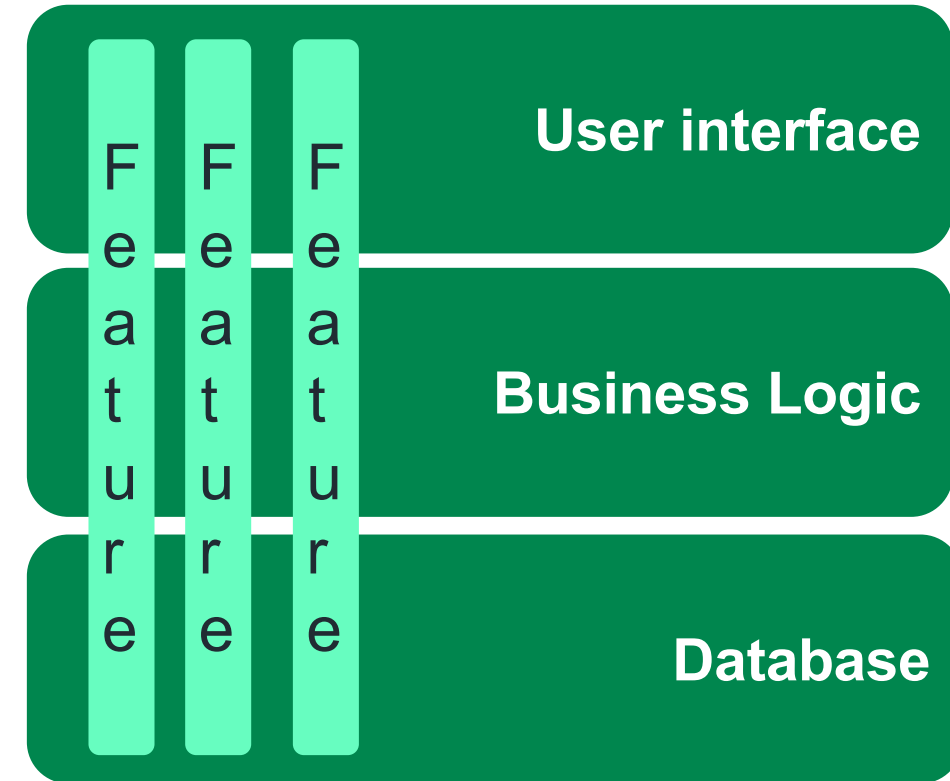
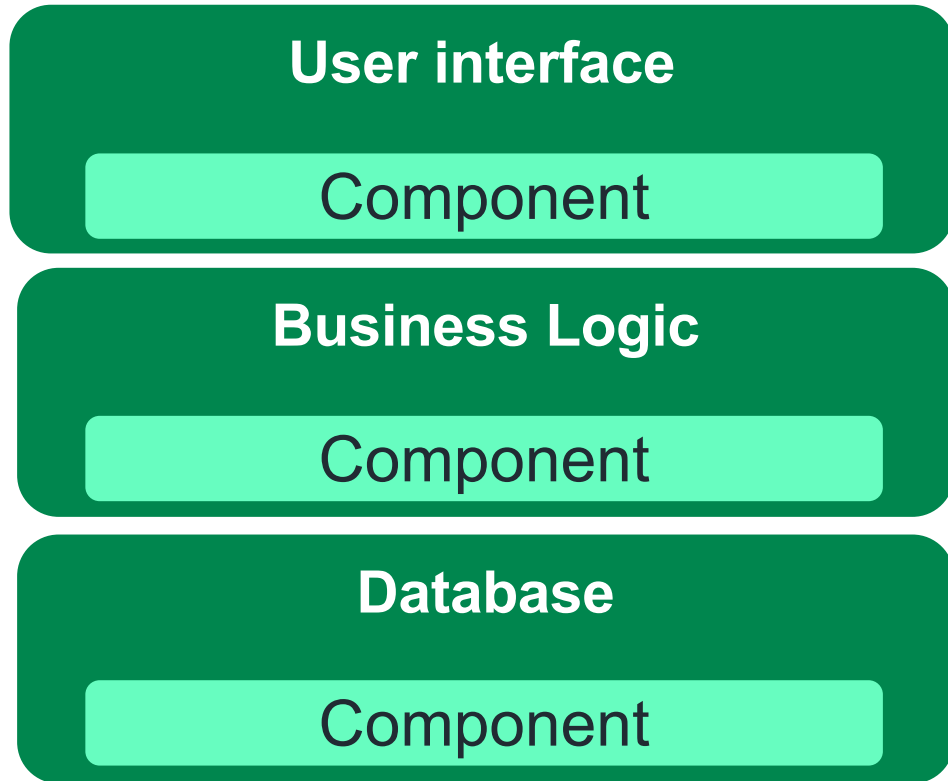


| | Charlie | Bob | Alice |
|--------------------------|---------|-----|-------|
| Java coding | 1 | 3 | 4 |
| Writing acceptance tests | 3 | 3 | 2 |
| User interface design | 2 | 4 | 2 |
| | | | |

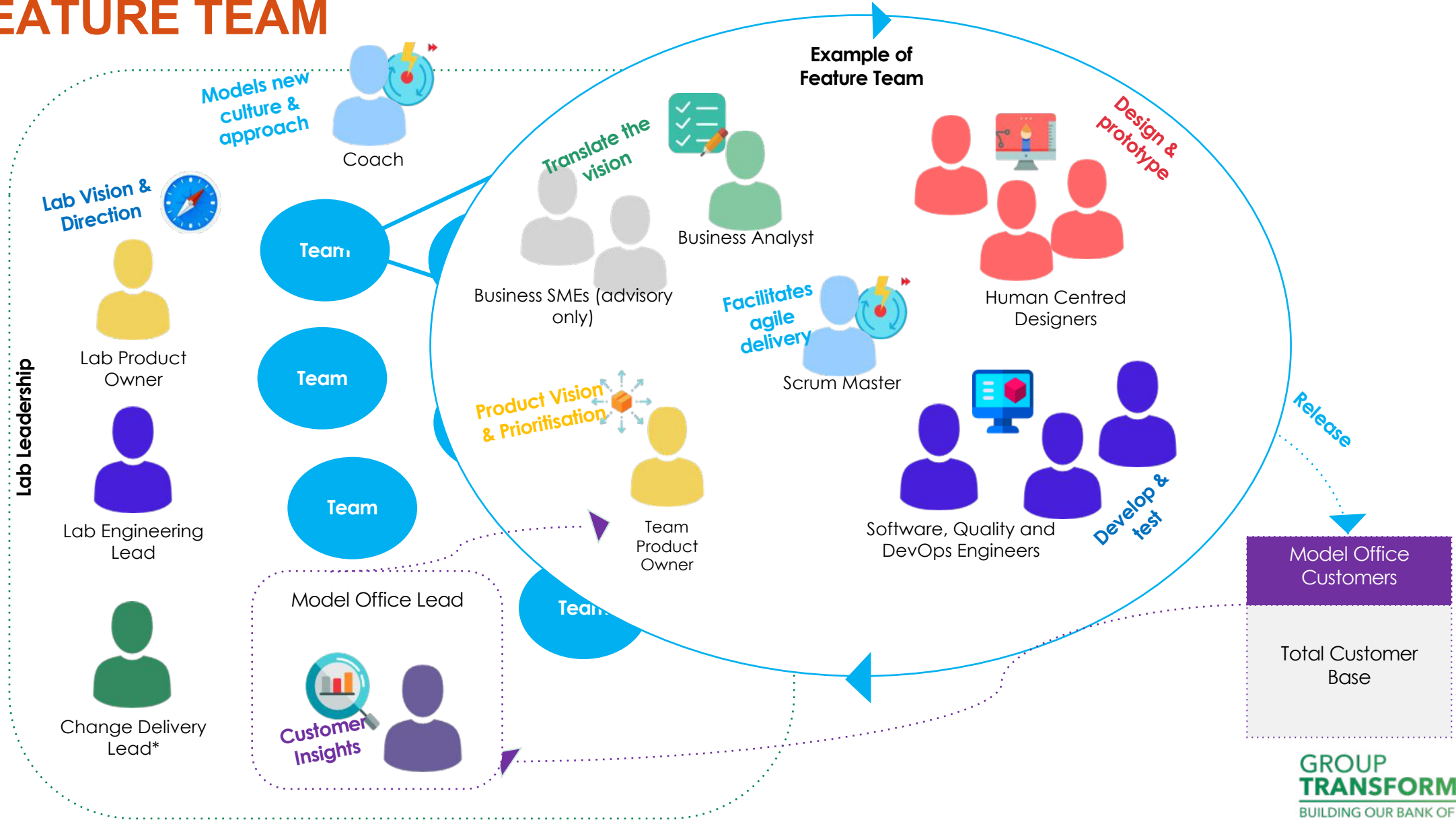
Skills map

- 1 – Would like to learn
- 2 – Can do this with help
- 3 – Can do this unaided
- 4 – Can teach others

FEATURE TEAMS



FEATURE TEAM

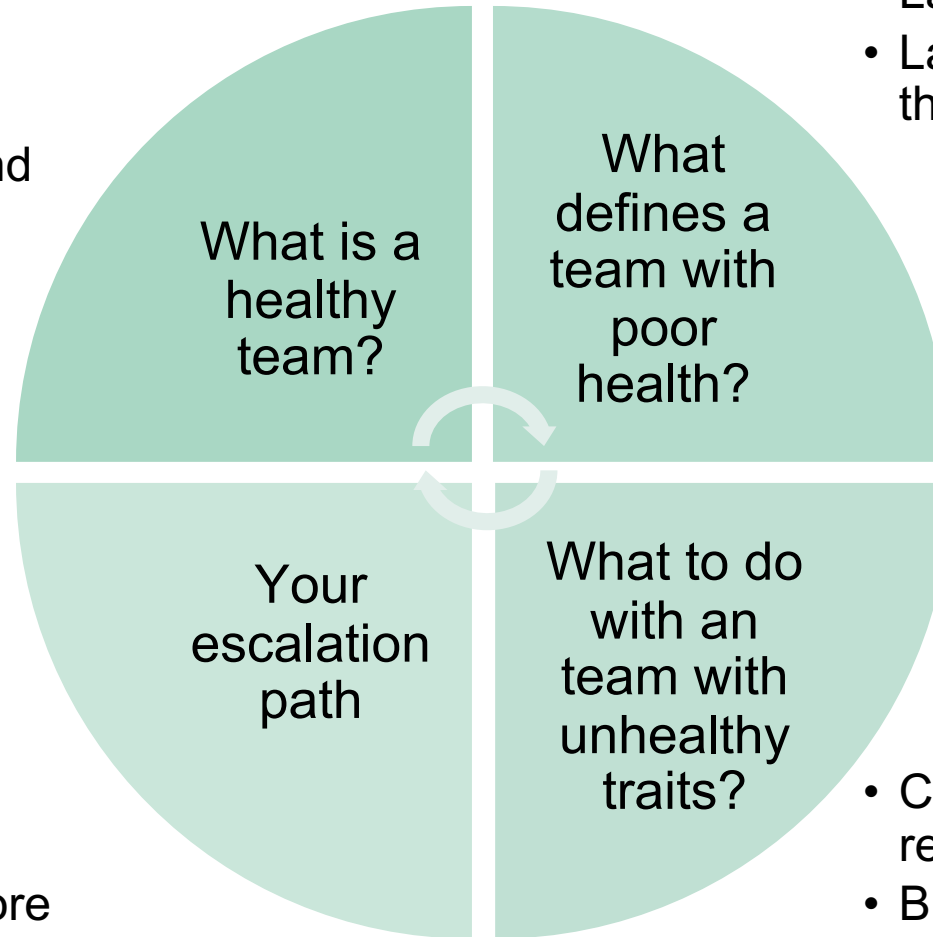


*Transitory role which may not be required in all labs

Note: The roles and information contained in this pack are subject to further changes

FACILITATING TEAM HEALTH

- Focus of Approach
- Awareness of impediments
- Environment of trust and safety



- Lack of focus
- Lack of team-based thinking or delivery

- Respect your own limitations
- Have a path ready before you need it

- Create a recognition of responsibility
- Bring awareness
- Support the team

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MODULE 5: PRODUCT BACKLOG AND USER STORIES

PLUS

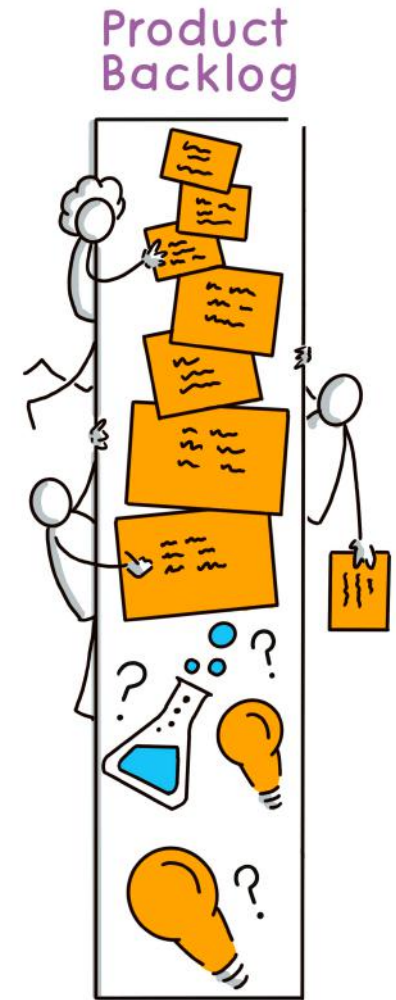
PRODUCT BACKLOG AND REFINEMENT

Product Backlog - Scrum guide says..

- is an emergent, ordered list of what is needed to improve the product
- is the single source of work undertaken by the Scrum Team
- Product Backlog items that can be Done by the Scrum Team within one Sprint are deemed ready* for selection in a Sprint Planning event
- They usually acquire this degree of transparency after refining activities
- Attributes often vary with the domain of work.
- The Developers who will be doing the work are responsible for the sizing of backlog items.
- The Product Owner may influence the Developers by helping them understand and select trade-offs.

Refinement - Scrum guide says..

- is the act of breaking down and further defining Product Backlog items into smaller more precise items
- is an ongoing activity to add details, such as a description, order, and size



Source: <http://www.scrumguides.org>

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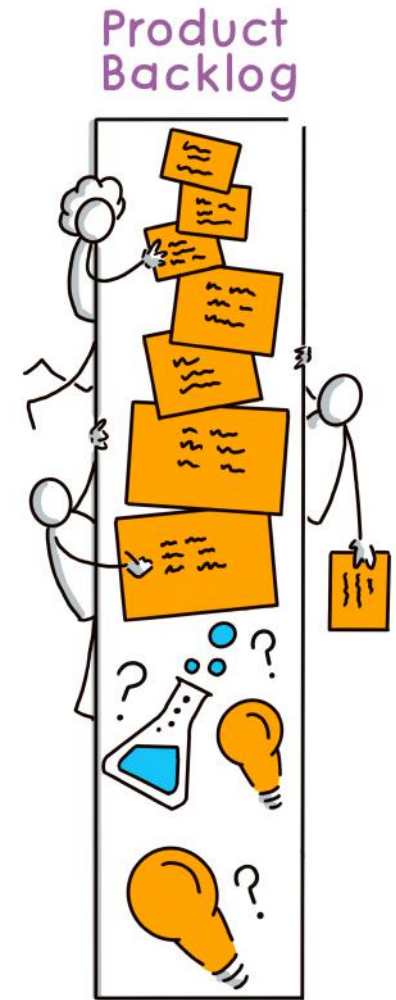
PRODUCT GOAL

Product Goal - Scrum guide says...

The Product Goal describes a future state of the product which can serve as a target for the Scrum Team to plan against. The Product Goal is in the Product Backlog. The rest of the Product Backlog emerges to define “what” will fulfil the Product Goal.

A product is a vehicle to deliver value. It has a clear boundary, known stakeholders, well-defined users or customers. A product could be a service, a physical product, or something more abstract.

The Product Goal is the long-term objective for the Scrum Team. They must fulfil (or abandon) one objective before taking on the next.



Source: <http://www.scrumguides.org>

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PRODUCT BACKLOG ITEMS

F

Features – New features driven by end-user or stakeholder needs. **Split into smaller pieces and prioritised in Refinement.**

S

Spikes – Research and proof-of-concepts to know what to build and how to build it. **Considered and prioritised in Refinement.**

US

User stories – to deliver Features or to enable delivery.

B

Bugs – Defects in existing Features.



READY or DEFINITION OF READY

A simple checklist to create a common understanding of readiness for a user story to be worked on in a sprint.

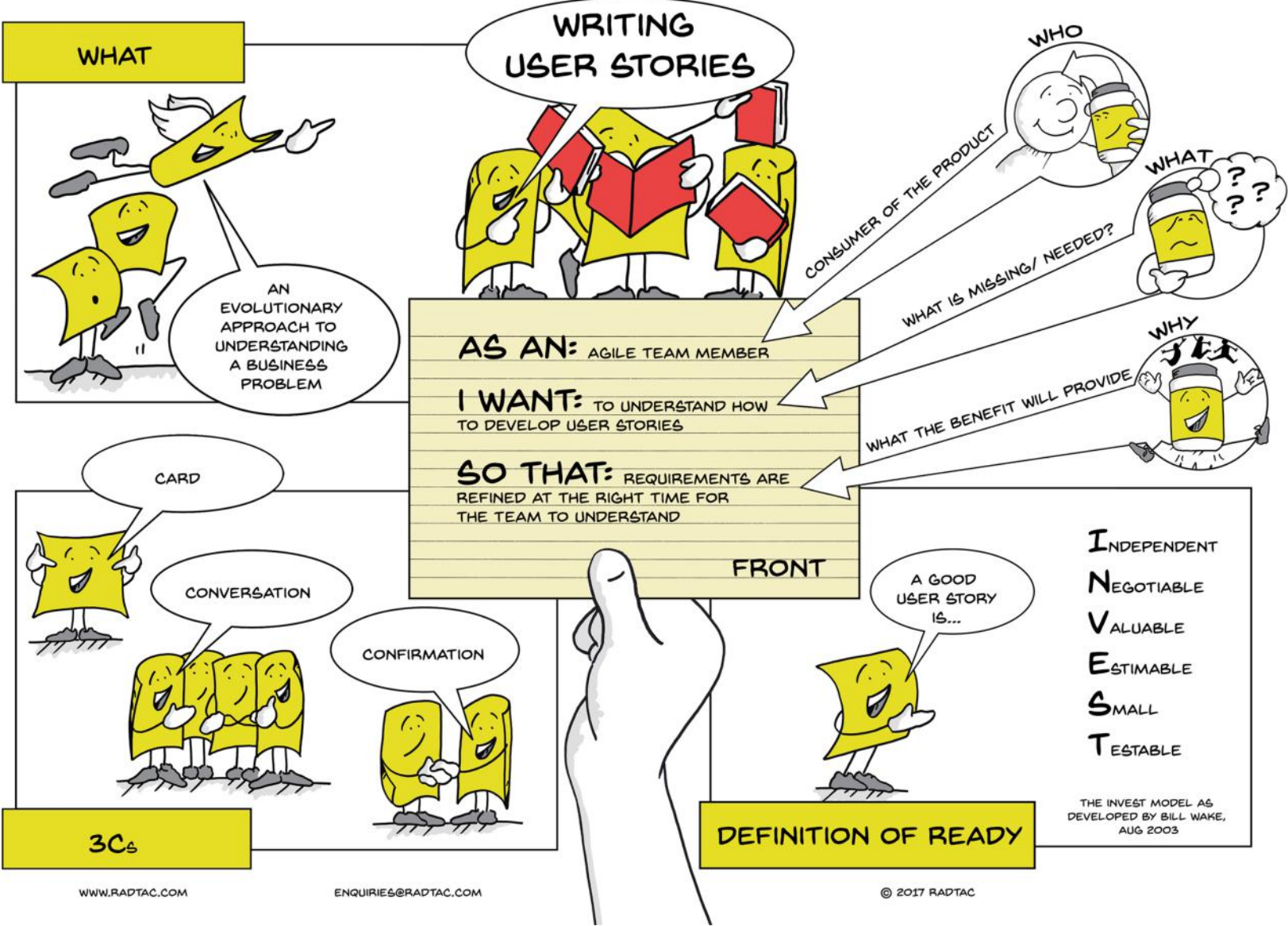
Tends to grow

Visible - put it on the Agile team board!

Definition of Ready

- ☐ Describes what, not how
- ☐ Independent
- ☐ Negotiable
- ☐ Valuable
- ☐ Estimable
- ☐ Stories are small enough
- ☐ Testable
- ☐ Delivers business value
- ☐ Requirement understood by Development Team
- ☐ Acceptance Criteria agreed

USER STORIES



WWW.RADTAC.COM

ENQUIRIES@RADTAC.COM

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USER STORIES

Story cards do not contain enough information to build from

High-level representation of the requirement and acceptance criteria
A token / promise for a more detailed conversation later

Stories can be used beyond software e.g.

Stories for research work, document creation etc.
Coaching Stories for Agile Enablement work

Created by Product Owner

Supported by ScrumMaster,
Developers and other Stakeholders



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TRANSITION TOOLS FROM GROUP TRANSFORMATION

SCRUM MASTER

PLUS

AGENDA

- Module 1 - Getting started
Agile and the Agile Mindset
- Module 2 - The Scrum Framework
- Module 3 - Skills of a Scrum Master
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- Module 5 - Product Backlog and User Stories
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- Module 7 - The Scrum Events
- Module 8 - Scrum Master Tools
Course close and next steps



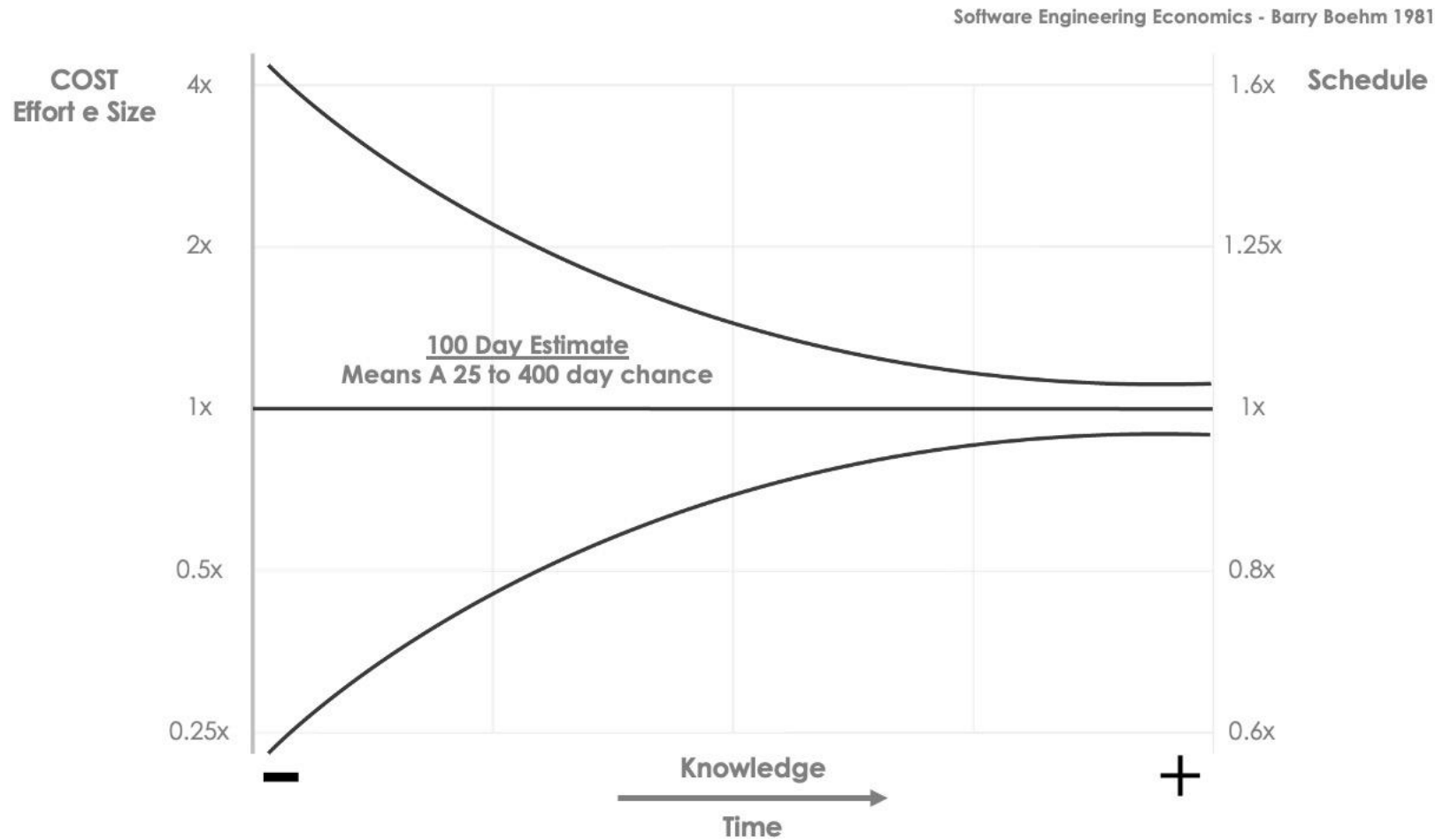
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MODULE 6: ESTIMATING AND PLANNING

PLUS

THE CONE OF UNCERTAINTY



- Make releases as small as possible.
- Use iterative development to gain more knowledge.

Source: Software Engineering Economics - Barry Boehm 1981

AGILE ESTIMATING

Story Points



- Identify simplest Story and give it a size of 2 points
- Estimate sizes of other Stories relative to the 2-point Story

T-shirt sizes



- XL, L, M, S, XS
- Hard to calibrate but good to communicate uncertainty

PLANNING POKER

Planning Poker

Poker 'cards' for each player

E.g. 0,1,2,3,5,8,13,20,40,100, infinity
(Fibonacci-like sequence)

Team agrees smallest Story and baselines it as a size 2.

Product Owner explains Story ensures everyone understands

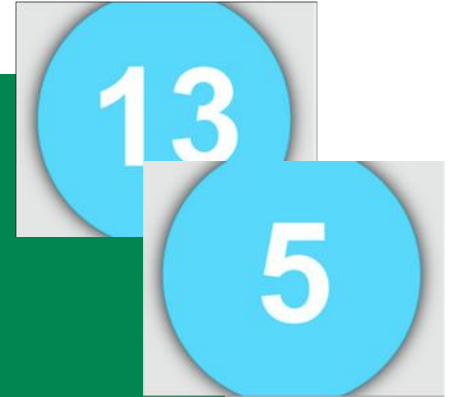
Each player, at the same time, shows their estimate card

Team iterates and discusses until consensus reached

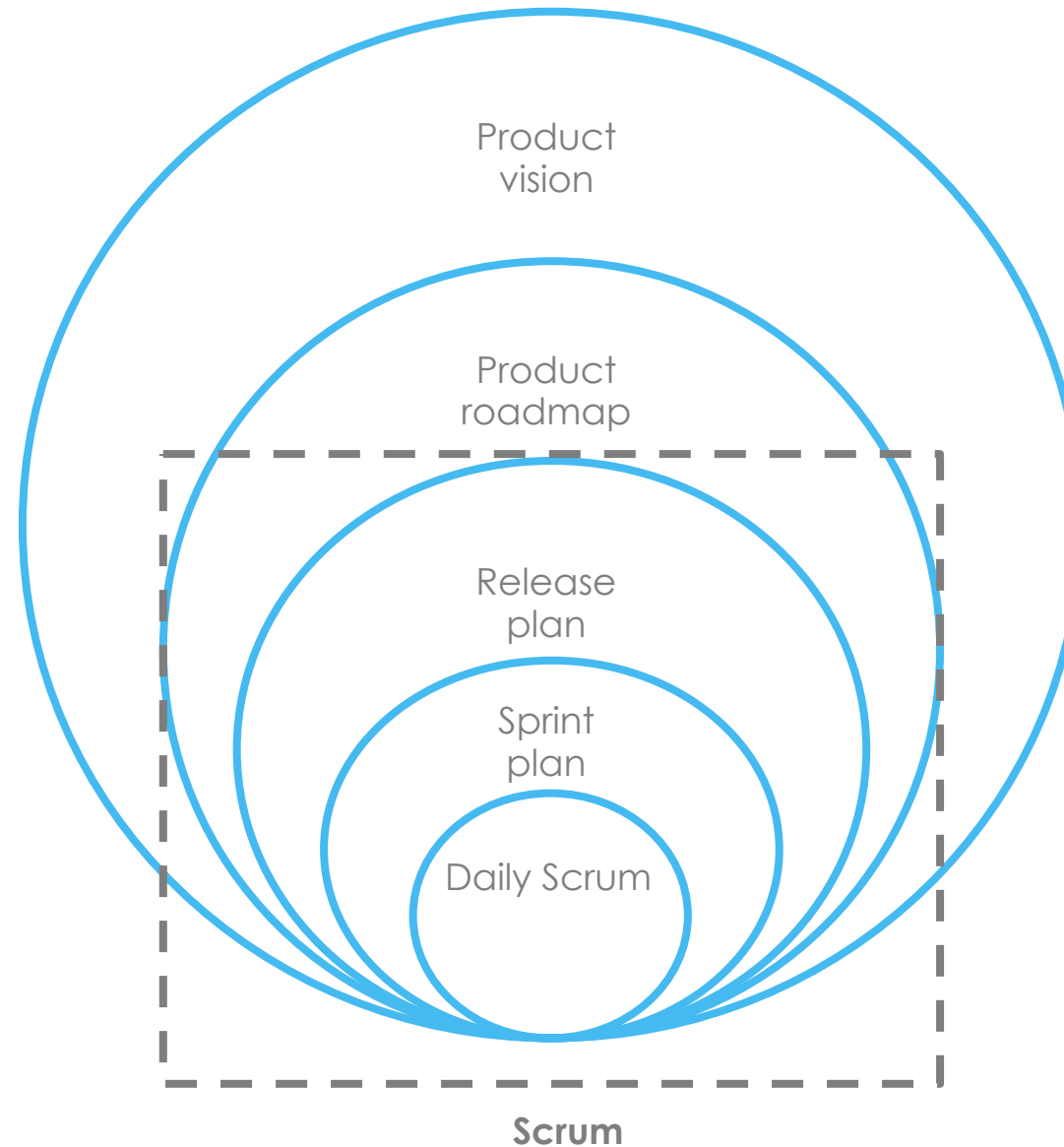
Facilitator records the Story point value

Encourages discussion, but prevents endless discussion

Particularly useful for Product Backlog Refinement, or size estimating for Release planning. Less frequently used for estimating tasks in Sprint planning



MULTI LEVEL PLANNING



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SCRUM MASTER

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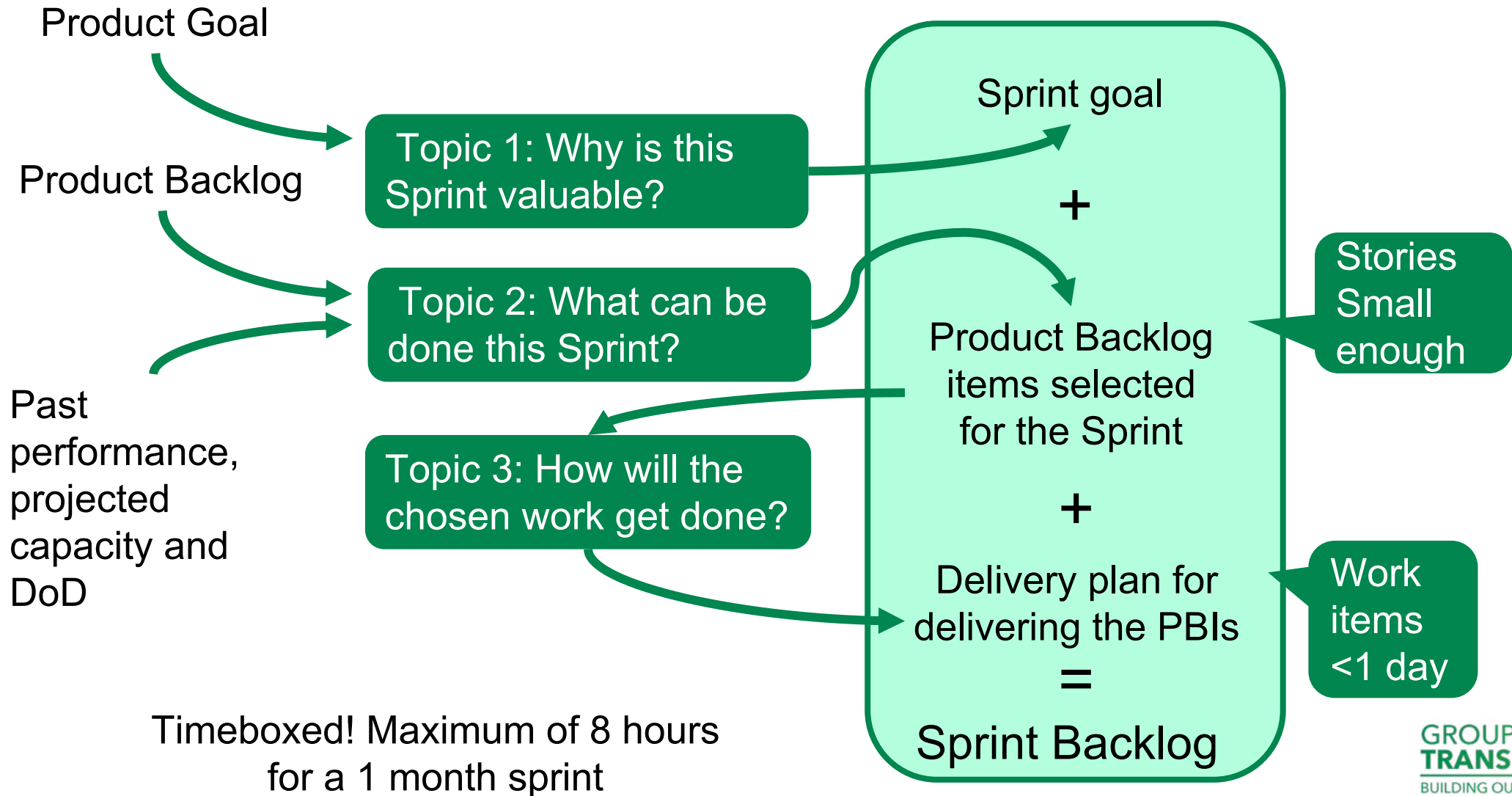
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MODULE 7: THE SCRUM EVENTS

PLUS

SPRINT PLANNING



SPRINT GOAL AND SPRINT BACKLOG



Scrum guide says..

... a Sprint Goal communicates why the Sprint is valuable to stakeholders. The Sprint Goal must be finalized prior to the end of Sprint Planning.



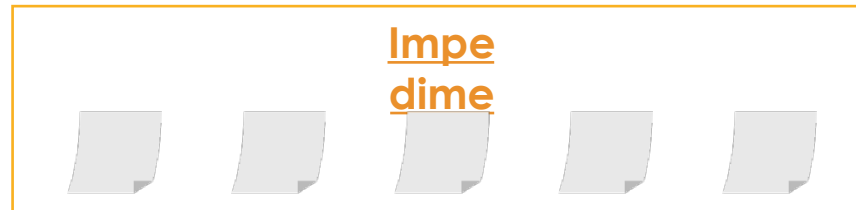
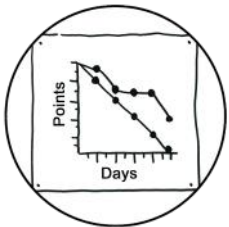
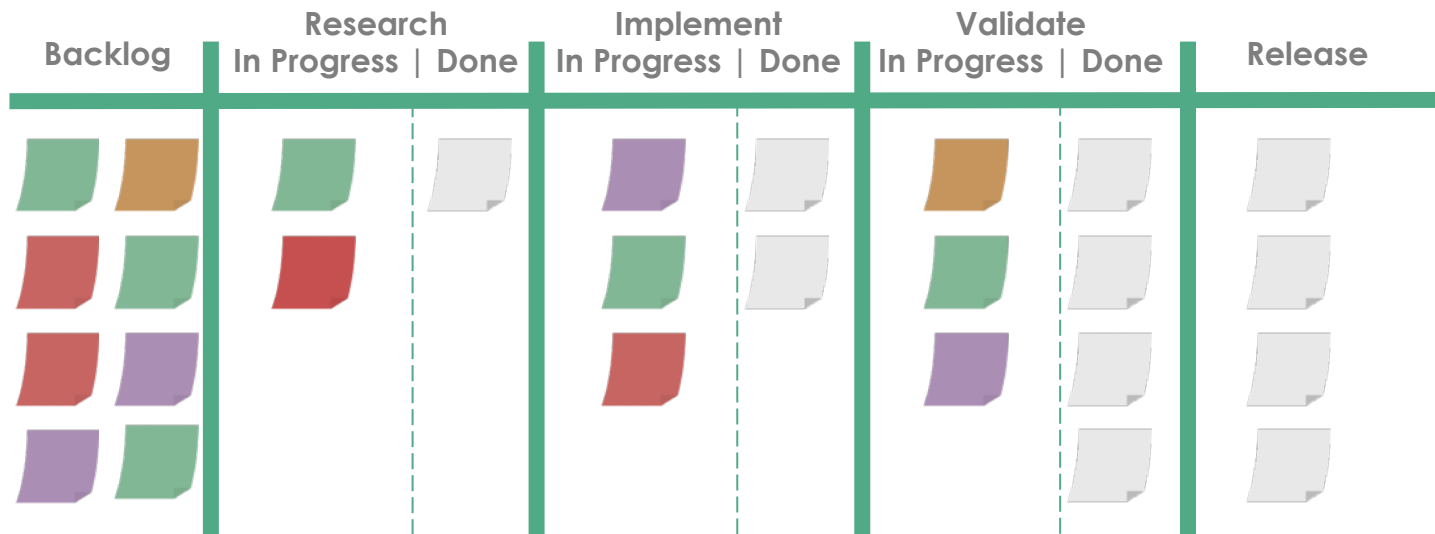
Scrum guide says...

The Sprint Backlog is composed of the Sprint Goal (why), the set of Product Backlog items selected for the Sprint (what), as well as an actionable plan for delivering the Increment (how).

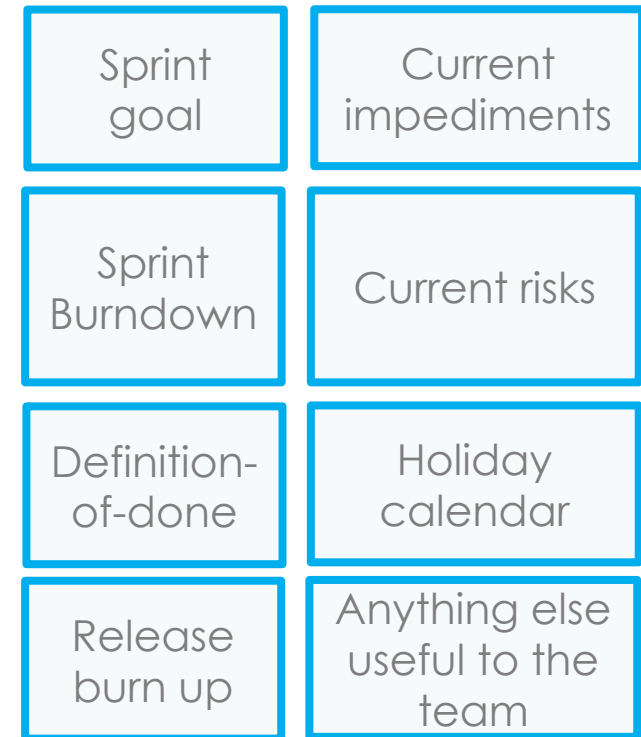
The Sprint Backlog is a plan by and for the Developers. It is a highly visible, real-time picture of the work that the Developers plan to accomplish during the Sprint in order to achieve the Sprint Goal. Consequently, the Sprint Backlog is updated throughout the Sprint as more is learned. It should have enough detail that they can inspect their progress in the Daily Scrum.

What does the ScrumMaster do?

TEAM BOARDS



- Team Board as an Information Radiator



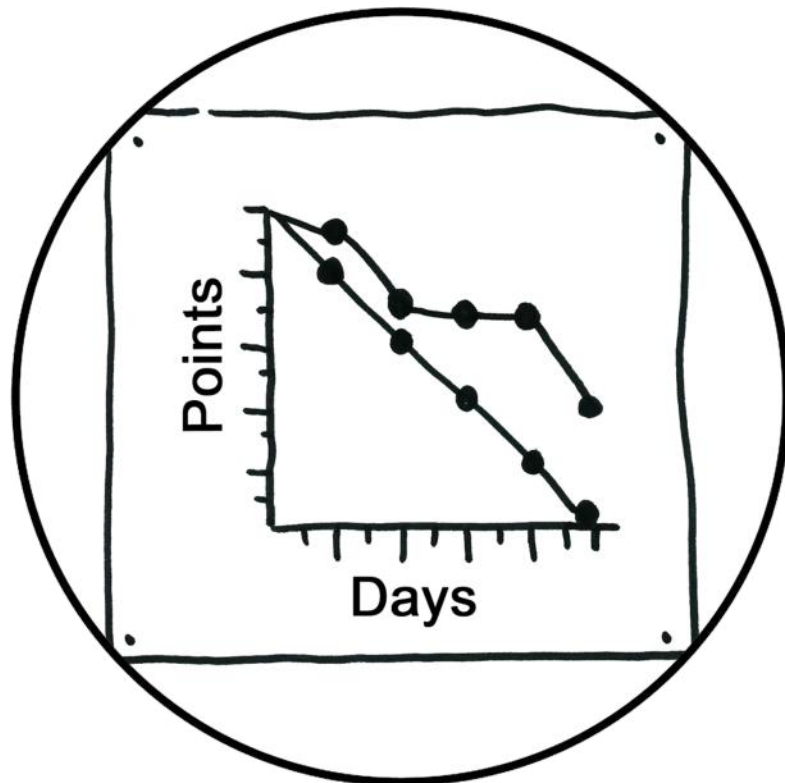
Also consider: product vision, architecture diagram...

Tip: Low tech is best!

BURN DOWN

Amount of work remaining

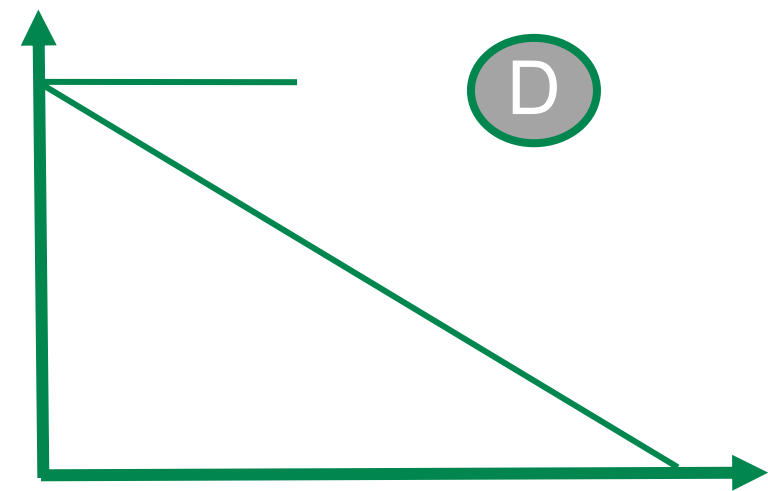
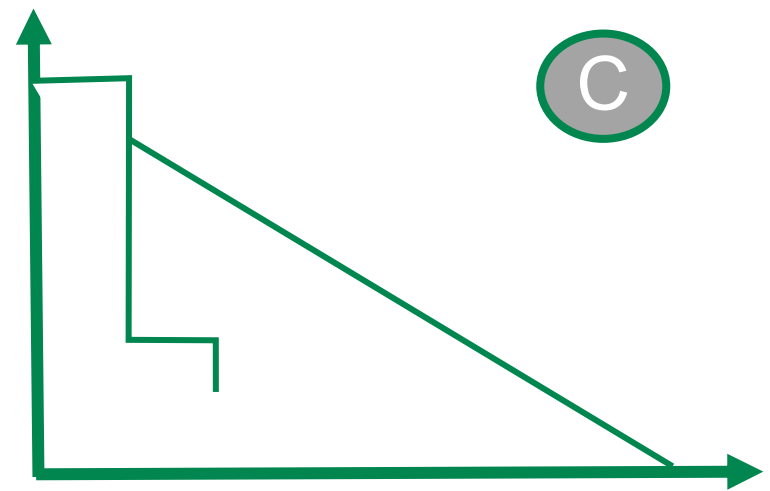
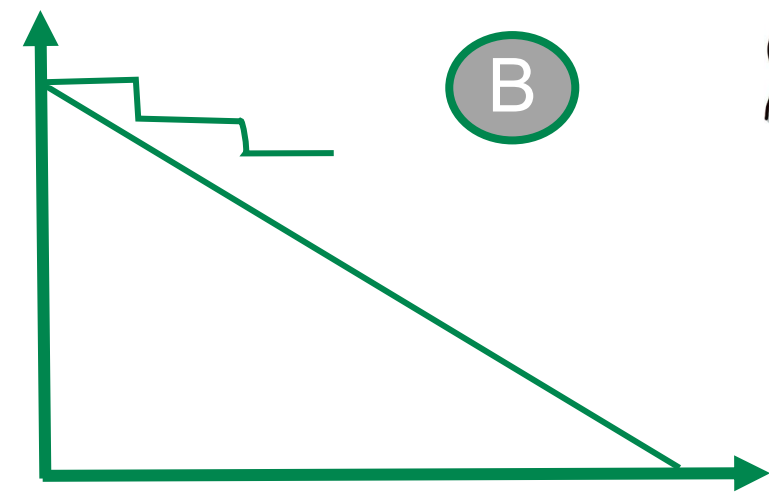
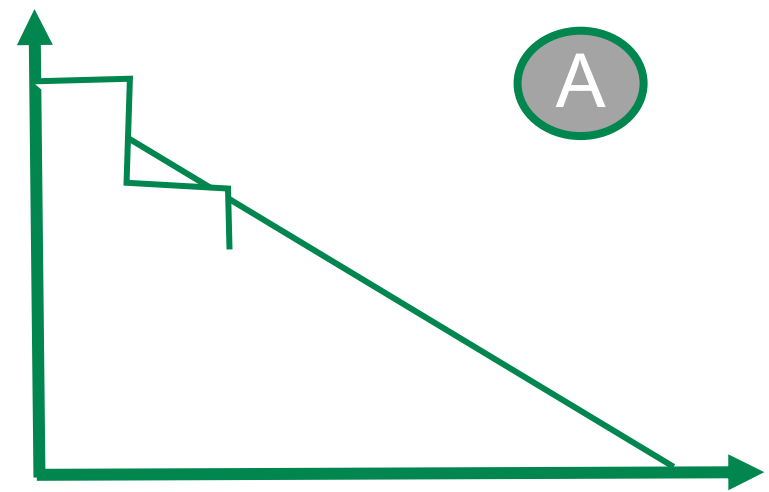
- Story-points
- Hours
- Tasks



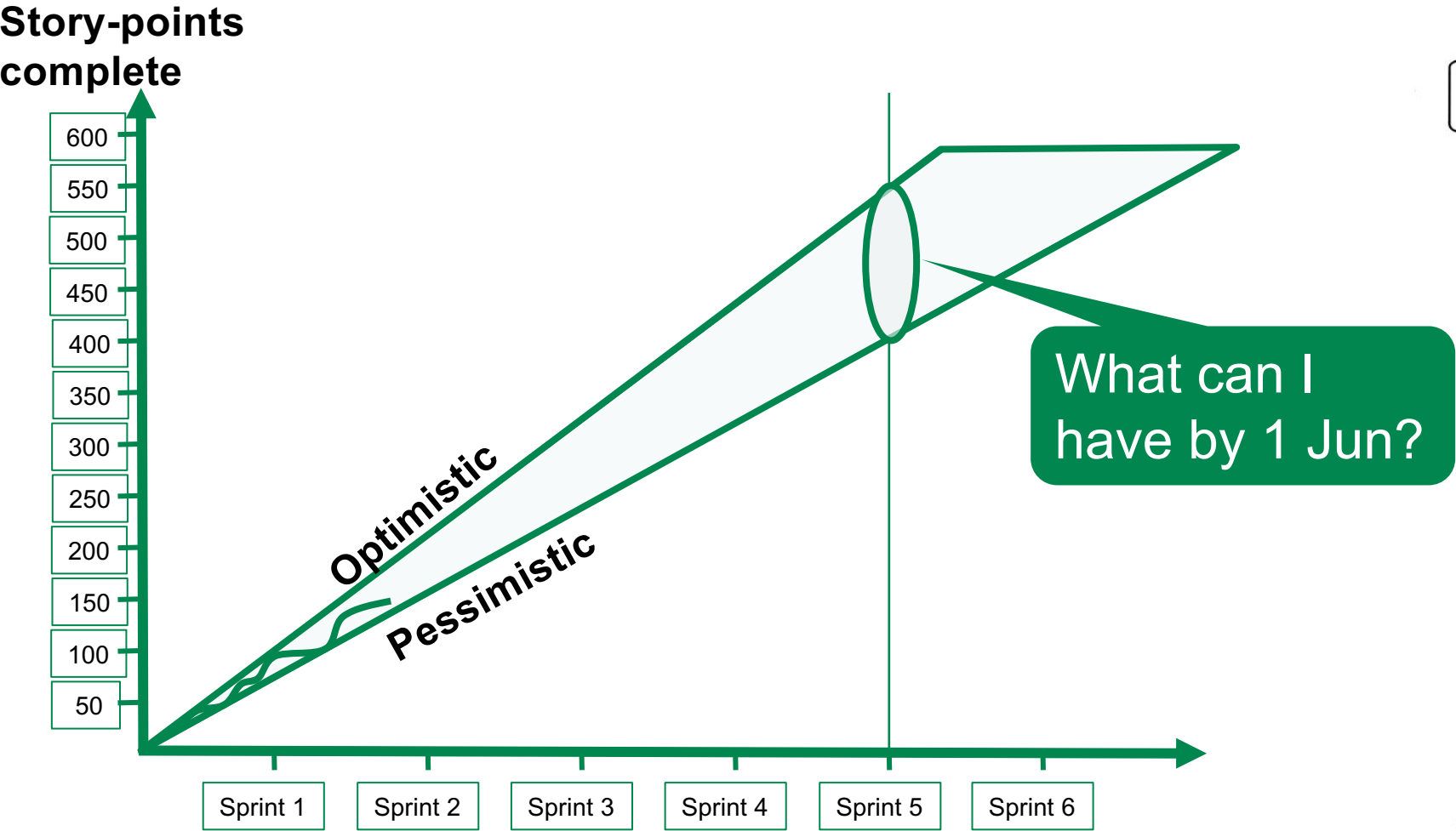
Scrum guide says...

Various practices exist to forecast progress, like burn-downs, burn-ups, or cumulative flows. While proven useful, these do not replace the importance of empiricism.

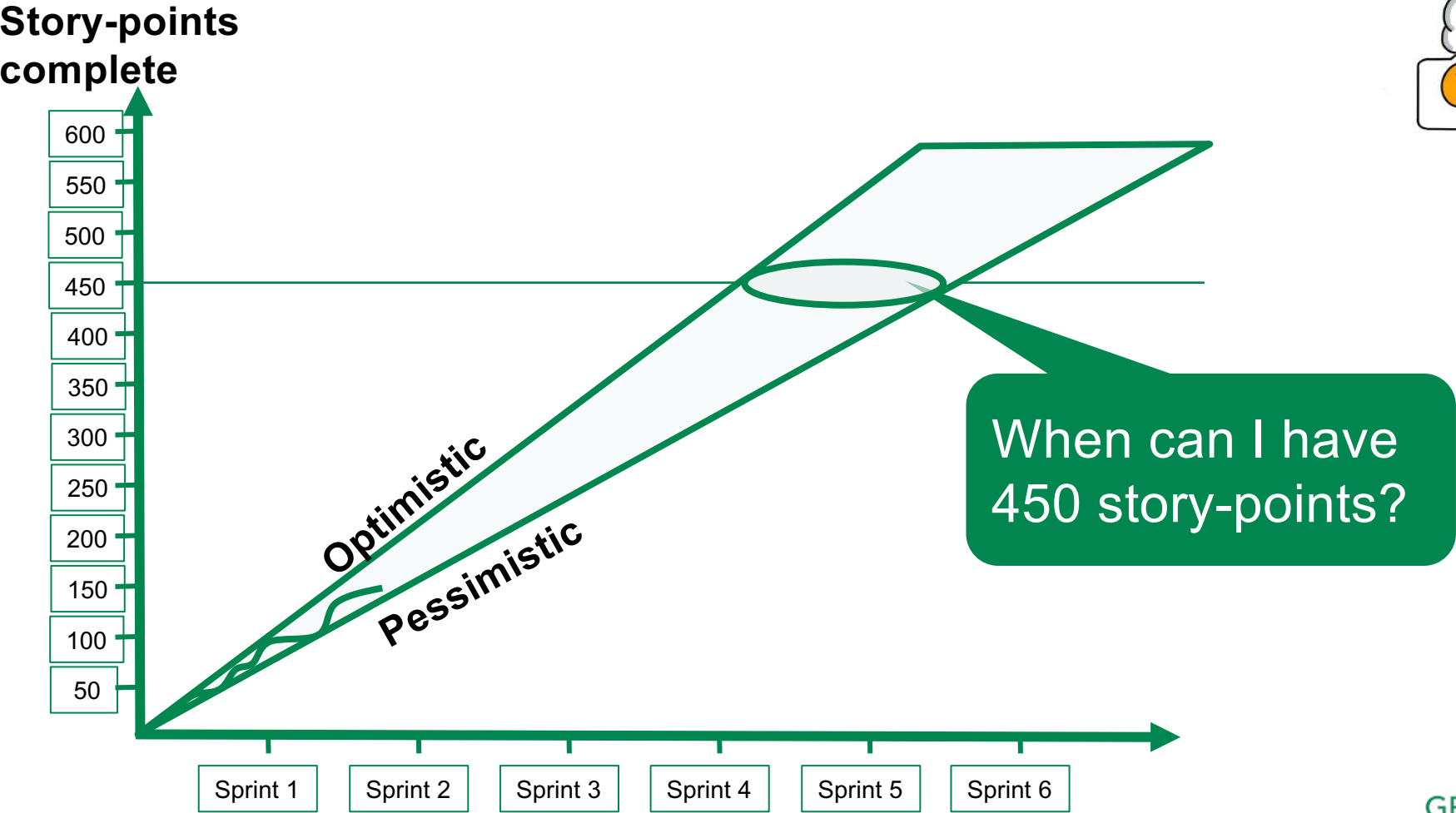
WHAT IS GOING ON



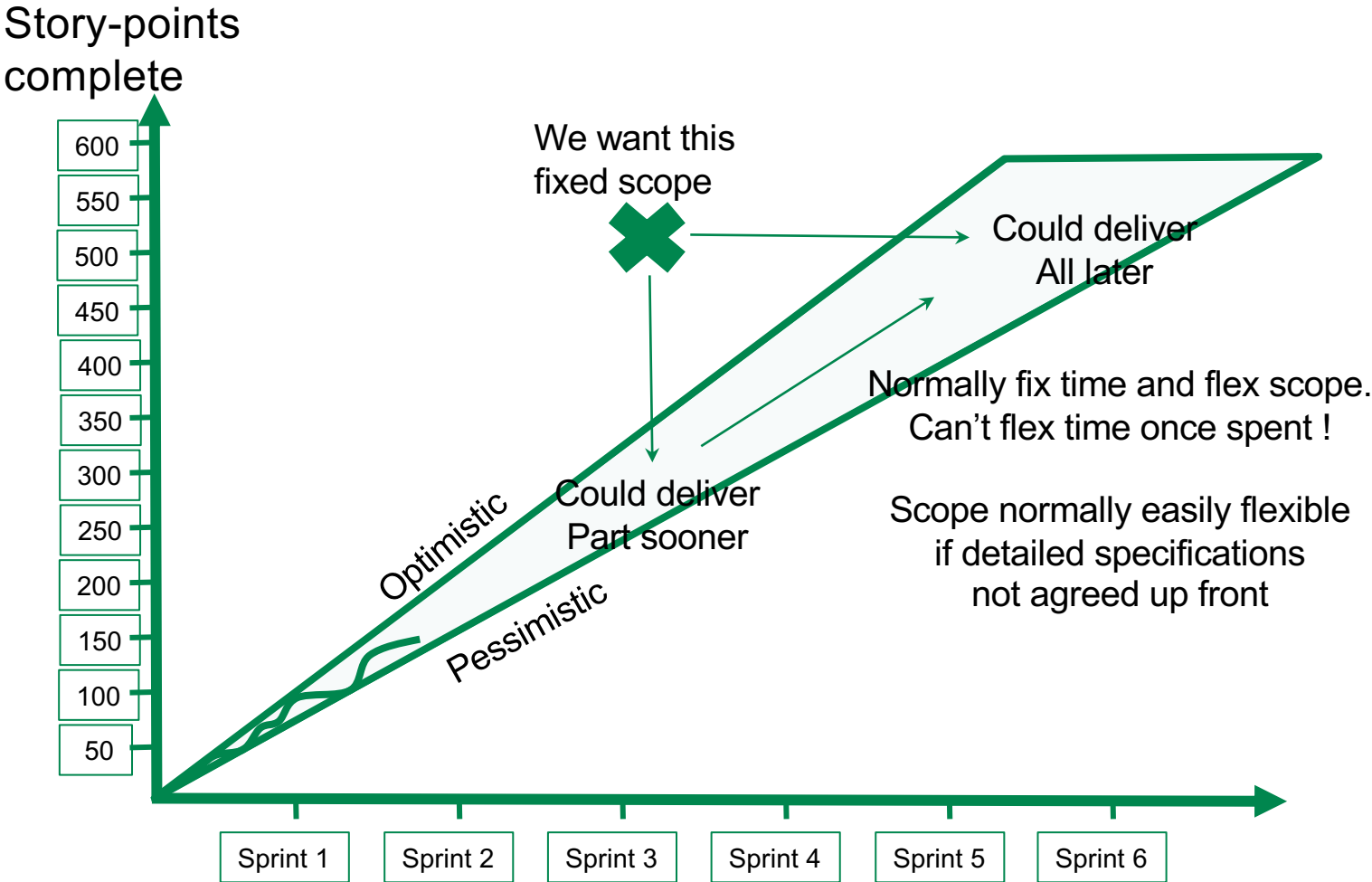
BURN - UP



BURN - UP



BURN - UP



DAILY SCRUM



- Objective: plan the next 24 hours
- 15 minutes max
 - Synchronise team activities
 - Review the sprint backlog and inspect and adapt it to meet the sprint goal

- Common mistakes:
- Status reporting to management
 - The only time developers can adjust their plan
 - Going over time

What does the ScrumMaster do?

DAILY SCRUM

Scrum guide says...

The Developers can select whatever structure and techniques they want, as long as their Daily Scrum focuses on progress toward the Sprint Goal and produces an actionable plan for the next day of work. This creates focus and improves self-management.

The Daily Scrum is not the only time Developers are allowed to adjust their plan. They often meet throughout the day for more detailed discussions about adapting or re-planning the rest of the Sprint's work.



Scrum guide says...

The purpose of the Daily Scrum is to inspect progress toward the Sprint Goal and adapt the Sprint Backlog as necessary, adjusting the upcoming planned work.

...for the Developers of the Scrum Team.

Source: <http://www.scrumguides.org>

SPRINT REVIEW



Scrum guide says..

- The purpose of the Sprint Review is to inspect the outcome of the Sprint and determine future adaptations.
- The Scrum Team presents the results of their work to key stakeholders and progress toward the Product Goal is discussed.
- During the event, the Scrum Team and stakeholders review what was accomplished in the Sprint and what has changed in their environment. Based on this information, attendees collaborate on what to do next.
- The Product Backlog may also be adjusted to meet new opportunities. The Sprint Review is a working session and the Scrum Team should avoid limiting it to a presentation.
- The Sprint Review is the second to last event of the Sprint and is timeboxed to a maximum of four hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.

SPRINT RETROSPECTIVE



Scrum guide says..

- The purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness.
- The Scrum Team inspects how the last Sprint went with regards to individuals, interactions, processes, tools, and their Definition of Done. Inspected elements often vary with the domain of work.
- Assumptions that led them astray are identified and their origins explored.
- The Scrum Team discusses what went well during the Sprint, what problems it encountered, and how those problems were (or were not) solved.
- The Scrum Team identifies the most helpful changes to improve its effectiveness. The most impactful improvements are addressed as soon as possible. They may even be added to the Sprint Backlog for the next Sprint.
- The Sprint Retrospective concludes the Sprint. It is timeboxed to a maximum of three hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.

What does the ScrumMaster do?

Source: <http://www.scrumguides.org>

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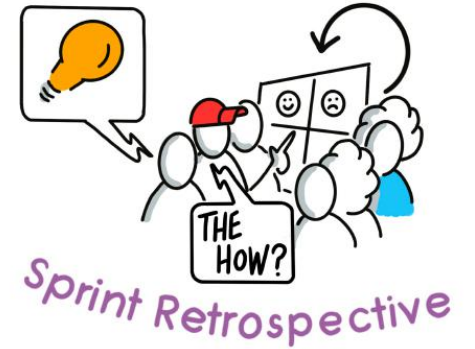
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SPRINT RETROSPECTIVE

Prime Directive

Regardless of what we discover, we understand and truly believe that everyone did the best job they could, given what they knew at the time, their skills and abilities, the resources available, and the situation at hand.

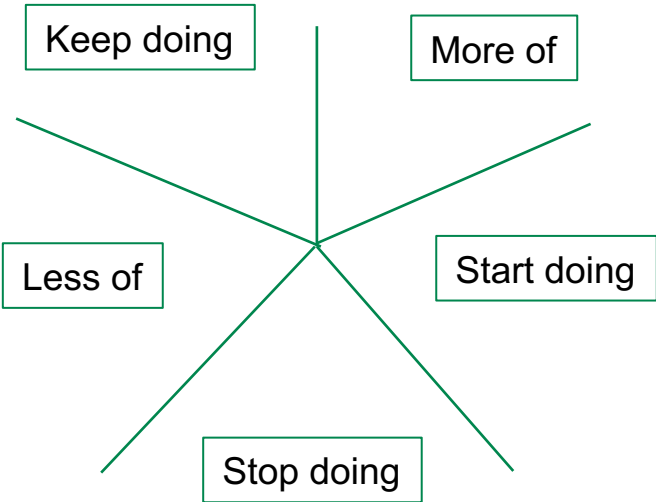


- Scrum team not just Developers
- Put action items on next Sprint backlog
- Bring relevant data
- Variation! It requires work to stop it getting stale
- Review actions from previous retrospective
- Run on the last day of the Sprint.

SPRINT RETROSPECTIVE

| | |
|-----------------|-----------------------------------|
| What went well? | Would have been even better if... |
|-----------------|-----------------------------------|

Scrum Checklist*



| | |
|--------------------|------------------------|
| What went well? | What didn't go well? |
| What did we learn? | What still puzzles us? |

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TRANSITION TOOLS FROM GROUP TRANSFORMATION

SCRUM MASTER

PLUS

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Course close and next steps



COURSES & TRAINING

TRANSITION TOOLS FROM GROUP TRANSFORMATION

MODULE 8: SCRUM MASTER TIPS AND TOOLS

PLUS

DEFINITION OF DONE



Simple checklist to create a common understanding of the quality measures required for the product

Appropriate to the product - tends to adapt and grow

Creates transparency by providing everyone a shared understanding of what work was completed as part of the Increment.

Note: Consider versioning this for traceability

Definition of Done

Changes checked in
Unit tests all pass
Unit test coverage > 80%
Release notes updated
Product training manual updated
Deployed to environment X
Demo'ed to Product Owner

CORE SCRUM VALUES

Focus

Because we focus on only a few things at a time, we work well together and produce excellent work. We deliver valuable items sooner.

1

Courage

Because we work as a team, we feel supported and have more resources at our disposal. This gives us the courage to undertake greater challenges.

2

Core Scrum Values

3

Openness

As we work together, we express how we're doing, what's in our way, and our concerns so they can be addressed.

4

Commitment

Because we have great control over our own destiny, we are more committed to success.

5

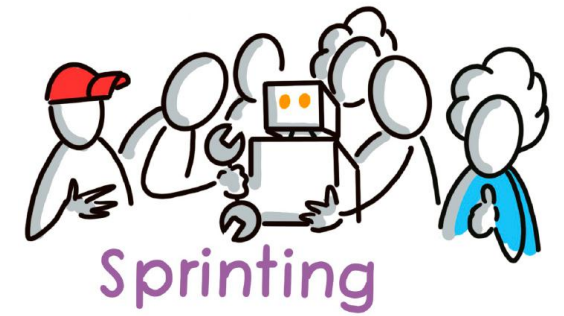
Respect

As we work together, sharing successes and failures, we come to respect each other and to help each other become worthy of respect

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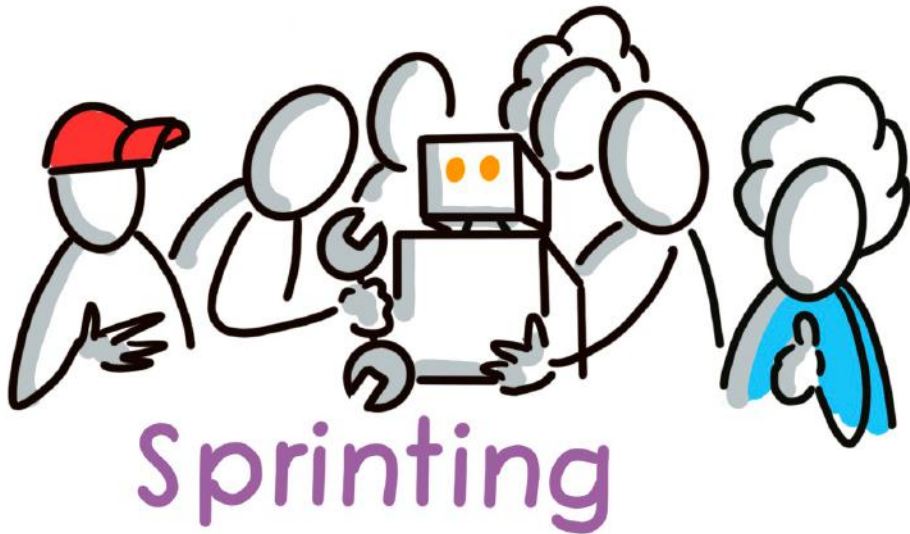


SPRINTING TIPS



Back to back – no gaps between Sprints
Everything is managed through Sprints
Always same duration
Sets a heartbeat and rhythm
Always creates ‘a potentially shippable product increment’
Could deliver to ‘live’, however possibly put into a ‘holding’ area
Most common length is 2 weeks or 1 month

CHANGE DURING A SPRINT



Short Sprint length minimises impact of change

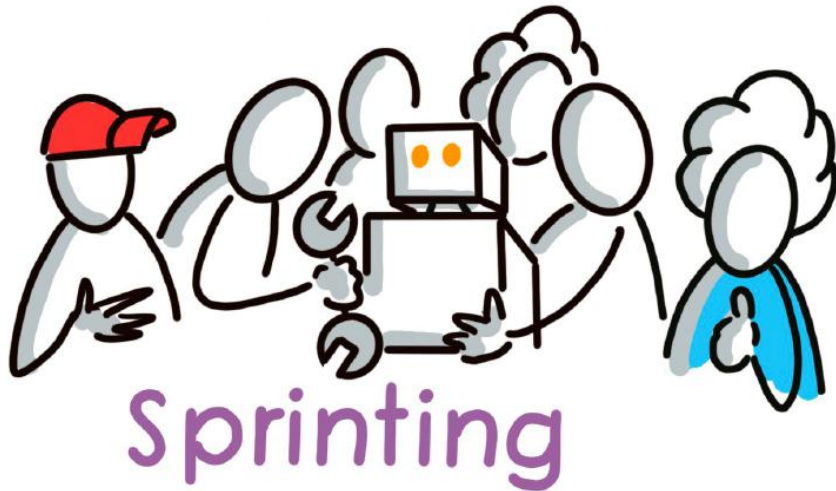
Only the Developers can change the Sprint Backlog

Developers consults Product Owner if commitments unachievable

Product Owner removes lower priority items from Sprint Backlog

Product Owner cannot introduce new Stories during a Sprint

CANCELLING A SPRINT



Can only be done by Product Owner

If requirements change too much
and Sprint Goal no longer makes sense

If team feel that Sprint Goal
cannot be achieved

Stop, re-plan and start another Sprint

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TRANSITION TOOLS FROM GROUP TRANSFORMATION

NEXT STEPS

PLUS

POST COURSE EMAIL

Make sure you read your post course email.

It contains links to useful resources.

Connect with your Agile Coach and Chapter lead, they can help you apply what you have learnt in your workplace.

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COURSE CLOSE

PLUS

OPTIONAL CERTIFICATION TIPS & SELF-STUDY

If you're considering working towards Scrum.org PSM certification, we'd recommend spending time after the course completing additional self study to prepare for the examination. Remember Rome wasn't built in a day!

To prepare we recommend that you:



- Review the [Scrum Guide](#),
- Take the [Scrum Open](#) assessment for practice,
- Review the [PSM Suggested Reading List and Topic Areas](#),
- Look into other ways to study as outlined on the Scrum.org [Ways to Learn about Scrum](#) page.
- Speak to colleagues about their experience and top preparation tips for success!

There is no rush. The exam link issued will not expire, take your time to prepare. A good indication you are ready is passing the practice assessment 3 times in a row.

We're here to help. If you have any questions, please contact our team training@radtac.com.

OPTIONAL CERTIFICATION

This course has been designed to kick-start your Lloyds Banking Group Scrum Master journey. As part of that journey you may wish to validate your knowledge with industry certification. Lloyds Banking Group are providing funding to all participants of this class to work towards Scrum.org PSM certification following this class.



This course is not licensed by Scrum.org, what you have discovered can be used in conjunction with further studies to demonstrate an understanding of the Scrum framework and how to apply it to maximise the value delivered with a product by passing the PSM certification. You can read more about the certification here: www.scrum.org/professional-scrum-certifications/professional-scrum-master-assessments

Requirements for optional certification:

- Complete this two-day Scrum Master course
- Contact Radtac by visiting radtac.com/LBG-Certification to complete the request form.
- Ensure your request is received by Radtac within 90 days of the final date of your course.
- Complete the pre-examination preparation provided by Scrum.org sent with your exam link & detailed on the next slide

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Exam Tips

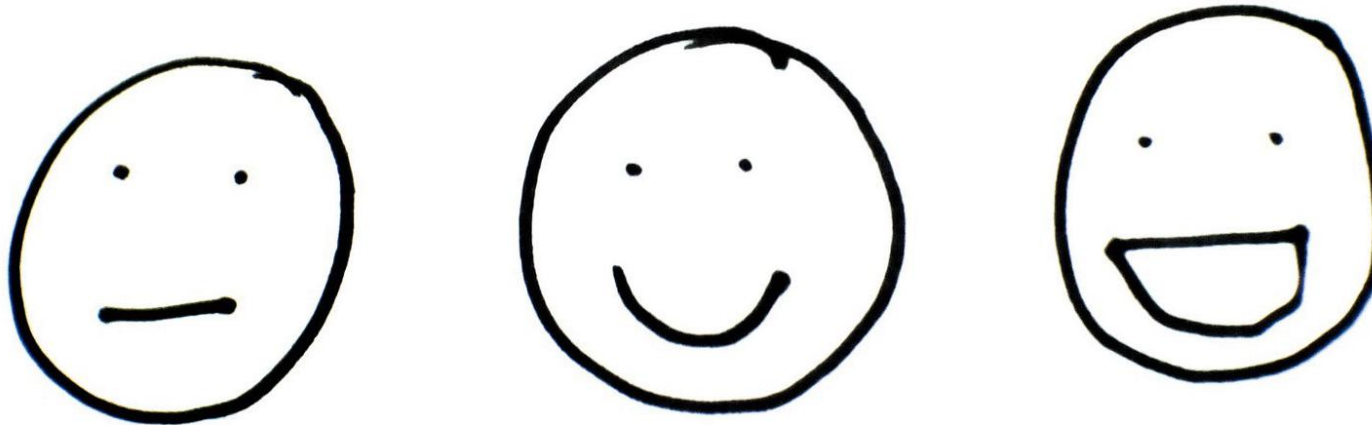
- 80 multiple choice questions, 60 minutes, 85% + to pass.
- Give the exam the respect it deserves.
- Read the Scrum Guide
- Use the practice assessments.
- Have the Scrum guide and the Scrum glossary to hand and use it to look up what you need.
- Don't spend too long on each question. If unsure of an answer, note down the question number and move on.
- Google the question if really unsure, but be careful as this takes time and there are lots of unreliable sources out there.
- Keep in mind the accountabilities.
- Always think about self managing teams.
- Remember the Scrum Master is a coach and true leader. He/she does not tell the team what to do or how to do it, except in matters relating to the Scrum framework

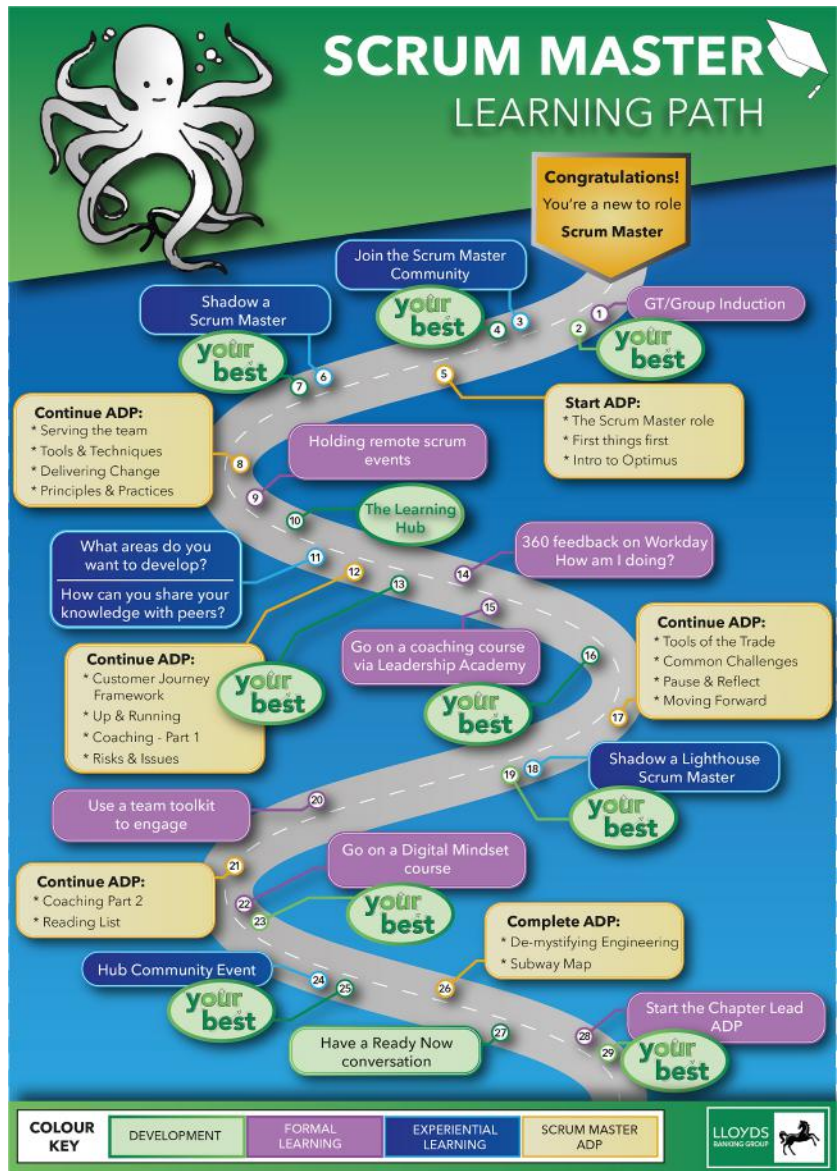
RTFQ

Feedback

The LBG Capability Team will be sending you all a post course email within a few days of the course which includes a link to the feedback form.

It only takes a few minutes to complete so please take the time to complete the form to enable us to hear your thoughts and make improvements for future courses.





Scrum Master Learning Journey

- The Scrum Master Community is designed to connect the 450+ Scrum Masters across GT together to help share their knowledge, experiences, skills and good practice with one another
- There is no better coach, teacher or trainer than your peer doing exactly the same job as you. We'll always learn more from our peers than in a classroom and having a support network to bounce of, talk to, solve common problems and share knowledge with is key culturally to any transformation.
- There is lots of activity within the Community, including Hub events, case studies, peer-to-peer learning sessions and loads more
- That said, there has to be a backbone of learning for our Communities to use as a foundation of knowledge and build upon and that's where the learning journey comes in
- Built by and for Scrum Masters, the Accelerated Development Programme provides hints & tips to put the skills you've learnt on your Scrum Master course into practice
- Move through the Learning Journey and keep your eyes peeled, we'll be adding more & more to this throughout the coming months!

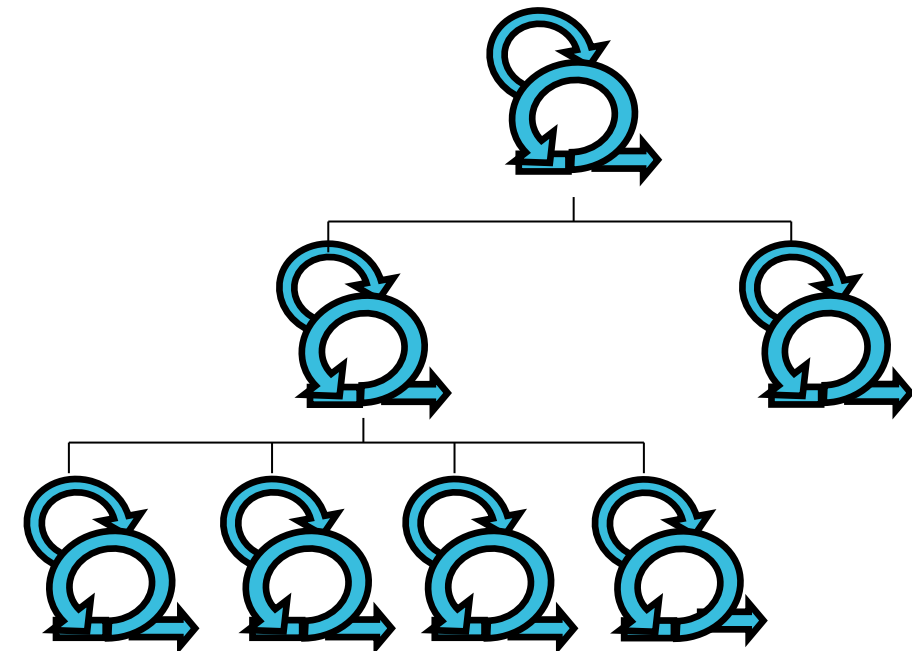
See what's happening next on our Hive page here: <https://hive.intranet.group/groups/scrum-master-community>

CROSS TEAM COLLABORATION AND DEPENDENCIES

The Scrum Master is responsible for helping the feature team(s) discover the best ways to collaborate on dependencies

LBG collaboration events

- Chapters & Guilds
- Developer forums
- Platform discussion teams
- Common area forums
- Scrum masters hive group
- Gallery Walks



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LLOYDS BANKING GROUP VALUES AND BEHAVIOURS



PUTTING CUSTOMERS FIRST

- **I care about customers**, putting myself in their shoes and building lasting relationships
- **I always deliver on customer promises** and try to exceed expectations
- **I take ownership of customer problems**, solve them fast and stop them from happening again
- **I speak up, challenge and act** when I see an opportunity or when something feels wrong



KEEPING IT SIMPLE

- **I fix bureaucracy and inefficiency**, making the bank easier to work at and do business with
- **I focus on what matters**, spending my energy on the things that make the most difference
- **I have the courage to test new ways of doing things**. When I get it wrong, I learn from my mistakes
- **I use the bank's money responsibly**, in the best interest of our shareholders



MAKING A DIFFERENCE TOGETHER

- **I trust my colleagues to do their jobs**, and give them freedom to do their best
- **I collaborate** within my team and across teams to make everyone successful
- **I am inclusive and I care**, valuing everyone's skills and opinions, and helping everyone to be the best they can
- **I play a part in the community**, working with others to Help Britain Prosper



LEADERSHIP BEHAVIOURS

Inspire Delivery

I will inspire and empower my team and help them to work with others to deliver

Encourage Simplicity

I will encourage new and simpler ways of working, celebrating success and learning from failure

Develop Confidence

I will develop confidence, resilience and judgement to help my team succeed even in changing times

Build Trust

I will listen and empathise to build trusted relationships

WHAT EXACTLY IS AN ACCELERATE DEVELOPMENT PROGRAMME?

- Role Specific and aligned to future key specialist roles
- Intensive, immersive and dedicated programme providing colleagues with a pathway to an agreed proficiency level in a particular role
- Accelerated (typically a maximum of 3 months in duration)
- Have multiple access points for colleagues
- ADPs will support to reskill and upskill colleagues thereby offering opportunities for career progression and redeployment
- Blended learning via a range of different medias F2F, E-Learning, Videos
- Content will be owned and developed by respective business area
- All ADP will have Business Exec sponsor



Welcome!

Welcome to the Scrum Master (SM) Accelerated Development Programme.

The Programme has been designed by experienced Scrum Masters and Agile Coaches.

It covers topics designed to help less experienced Scrum Masters to put the theoretical classroom learning to practical use. We have focussed on 'Getting Started' - the mechanics of Scrum, tools and techniques and have included some tips - those things we either wished we had done, or known. Or, those we were glad we did do.

For those who are already 'Up and Running', we have included topics to help you navigate some of the common challenges you may come across.

Most important is the detail on how to get involved with the SM Community and build a strong network that will persist so we can share experiences and support each other.

What is an accelerated development programme?

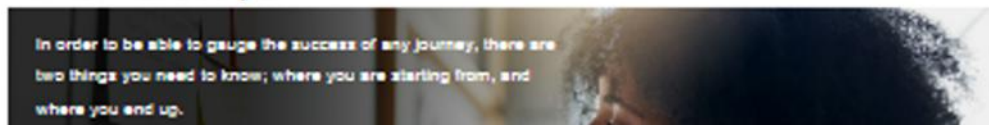


A word from our sponsor, Zak Milan



Video thumbnail

How confident are you?





The Scrum Master Community

Our human nature is to connect with people and feel a sense of connection and belonging and this is no different in organisations... in Group Transformation we have formed Communities of Practice.

It's more important than ever to feel connected to your fellow Scrum Masters. The Scrum Master Community is designed to bring Scrum Masters together in your Hubs, giving you the platform to absorb the knowledge, skills and experience of other colleagues in your role... and share yours too!

Each of our Strategic Hubs has its own Scrum Master Community, for more information email \$ScrumMasterCommunity and follow the Hive page for all the latest news, events, training and knowledge sharing!



Scrum Master Hive

<https://hive.intranet.group/groups/scrum-master-community>

WHERE CAN YOU GET MORE SUPPORT?

Learners of the Future Hive

