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## Scrum Open

**Percentage:** 100%

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### Feedback

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

Scrum on,  
Ken Schwaber

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**all questions**

30 correct

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**Question 1 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 Scrum Master
- ☒ B. The Product Owner
- ☐ C. The Developers
- ☐ D. The Project Manager


**Feedback**

The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. The Product Owners' accountabilities include; developing and communicating the Product Goal, creating and communicating Product Backlog items, ordering the Product Backlog, and ensuring that the Product Backlog is transparent, visible and understood.

**Question 2 of 30**

The Product Backlog is ordered by:

(choose the best answer)

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


**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 3 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. Keep stakeholders from distracting the Developers.
- ☐ D. Directing the Developers.

**Feedback**

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

**Question 4 of 30**

Which Scrum events are timeboxed?

(choose the best three answers)

☐ A. Release Testing.

☒ B. Sprint Retrospective.



☐ C. Refinement.

☒ D. Sprint Planning.



☐ E. Sprint Testing.

☒ F. Sprint Review.



☐ G. Release Retrospective.


**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 5 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.** As needed, with no special allowance for changes in productivity.
- ☐ **D.** Never, it reduces 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 6 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 7 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 Scrum Master, the project manager, and the Developers
- ☐ **C.** The Product Owner and all stakeholders.
- ☐ **D.** 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 8 of 30**

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

(choose the best answer)

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

**Feedback**

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

**Question 9 of 30**

What is the typical size for a Scrum Team?

(choose the best answer)

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

**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 10 of 30**

**True or False:** The Scrum Team must choose at least one high priority process improvement item, identified during the Sprint Retrospective, and place it in the Sprint Backlog.

- ☐ True
- ☒ False

**Feedback**

An earlier version of the Scrum Guide prescribed the practice of placing one improvement in the Sprint Backlog. This was removed in the 2020 update to the Scrum Guide because it was felt to be too prescriptive. However, if this practice provides value to you then you should adopt it. It is simply not prescribed anymore, but can still be valuable.

**Question 11 of 30**

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

(choose the best answer)

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

**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 12 of 30**

Who is required to attend the Daily Scrum?

(choose the best answer)

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


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


**Feedback**

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

**Question 14 of 30**

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

(choose the best answer)

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


**Feedback**

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

**Question 15 of 30**

The timebox for the Sprint Review is:

(choose the best answer)


- ☐ A. 1 day.
- ☐ B. 2 hours.
- ☐ C. As long as needed.
- ☐ D. 4 hours and longer as needed.
- ☒ E. 4 hours for a monthly Sprint. For shorter Sprints it is usually shorter. 

**Feedback**

Sprint Review is a maximum four-hour timeboxed event for one-month Sprints. For shorter Sprints, the event is usually shorter.

**Question 16 of 30**

**True or False:** The purpose of a Sprint is to produce a valuable and useful Increment of a usable 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 17 of 30**

When does a Sprint conclude?

(choose the best answer)

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

**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 18 of 30**

When many Scrum Teams are working on a single product, what best describes the Definition of Done?

(choose the best answer)

- ☒ **A.** All Scrum Teams must have a Definition of Done that makes their combined Increment valuable and useful. 
- ☐ **B.** It depends.
- ☐ **C.** Each Scrum Team uses its own, but must make their definition clear to all other teams so the differences are known.



**Feedback**

The Increment must be valuable and useful. This means that when many Scrum Teams are working on a single product, they are expected to adhere to a single Definition of Done for the Increment.

**Question 19 of 30**

A Scrum Team consists of the following:

(choose the best three answers)


- ☒ A. Developers 
- ☒ B. Product Owner 
- ☐ C. Users
- ☒ D. Scrum Master 
- ☐ E. Customers

**Feedback**

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

**Question 20 of 30**

**True or False:** When multiple Scrum Teams work together on the same product, each team should maintain a separate Product Backlog.

- ☐ True
- ☒ False 


**Feedback**

Products have one Product Backlog, regardless of how many Scrum Teams are used. Any other setup makes it difficult for the Developers to determine what they should work on.

**Question 21 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 mechanism to control Developer activity during a Sprint.
- ☐ **C.** It is a demo at the end of the Sprint for everyone in the organization to check on the work done.


**Feedback**

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

**Question 22 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 23 of 30**

When does a Developer become the sole owner of an item on the Sprint Backlog?

(choose the best answer)

- ☒ **A.** Never. All Sprint Backlog items are "owned" by the Developers on the Scrum Team. 
- ☐ **B.** At the Sprint Planning event.
- ☐ **C.** Whenever a team member can accommodate more work.
- ☐ **D.** During the Daily Scrum.

**Feedback**

The entire Scrum Team is accountable for creating a valuable, useful Increment every Sprint, and the set of Product Backlog items selected for the Sprint are collectively owned by the Developers. No individual Developer can claim ownership over an item as this would block communication and collaboration. The Sprint Backlog is updated by the Developers throughout the Sprint as more is learned.

## Question 24 of 30

Which of the following are examples of a Scrum Team practicing Scrum poorly or not exhibiting traits of a self-managing Scrum Team?

(choose the best three answers)

- ☒ **A.** The Developers are working within the boundaries of their organizations functional description and nicely handing off work from analyst to developer to tester to integration. ✓
- ☐ **B.** The Developers have all the skills they need to create a valuable, useful Increment.
- ☐ **C.** The Developers create their own Sprint Backlog, reflecting all work that is required to meet the Definition of Done.
- ☐ **D.** The Developers are collaboratively selecting their own work during the Sprint.
- ☒ **E.** The Developers invite external stakeholders to the Sprint Planning to ask them how to turn a Product Backlog item into an Increment via a complete and detailed Sprint Backlog. ✓
- ☒ **F.** Stakeholders attend the Daily Scrum to check on the Scrum Team's progress. ✓


### Feedback

- The Daily Scrum is for the Developers. It should not be used by external stakeholders to check progress.
- During Sprint Planning the Scrum Team should be crafting the Sprint Goal based on the set of Product Backlog items selected for the Sprint. The Developers identify the necessary work to meet the Sprint Goal.
- Scrum Team members do not have titles, and no sub-teams; such as testing, architecture, or operations are recognized. Accountability belongs with the Scrum Team as a whole, regardless of whether team members have specialized skills.

**Question 25 of 30**

What does it mean to say that an event has a timebox?

(choose the best answer)

- ☒ **A.** The event can take no more than a maximum amount of time. 
- ☐ **B.** The event must happen by a given time.
- ☐ **C.** The event must take at least a minimum amount of time.
- ☐ **D.** The event must happen at a set time.


**Feedback**

Timeboxed events are events that have a maximum duration.

**Question 26 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 Product Owner can help clarify or optimize the Sprint when asked by the Developers.
- ☐ **B.** The Developers may work with the Product Owner to add or remove work if they find themselves with more or less capacity than expected.
- ☒ **C.** The Sprint Backlog is fully formulated in the Sprint Planning event and does not change during the Sprint. 
- ☐ **D.** As a decomposition of the selected Product Backlog items, the Sprint Backlog changes and may grow as the work emerges.

**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 27 of 30**

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

(choose the best answer)

- ☐ A. Lead the discussions of the Developers.
- ☐ B. Ensure that all 3 questions have been answered.
- ☐ C. Facilitate in a way that ensures each team member has a chance to speak.
- ☒ D. Teach the Developers to keep the Daily Scrum within the 15 minute timebox. 
- ☐ 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 28 of 30**

The three pillars of Scrum are:

(choose the best answer)

- ☒ **A.** Transparency, Inspection, Adaptation. 
- ☐ **B.** Planning, Inspection, Adaptation.
- ☐ **C.** Respect For People, Kaizen, Eliminating Waste.
- ☐ **D.** Planning, Demonstration, Retrospective.
- ☐ **E.** Transparency, Eliminating Waste, Kaizen.

**Feedback**


Scrum is founded on empiricism and lean thinking. Empiricism asserts that knowledge comes from experience and making decisions based on what is known.

The three pillars uphold empirical and lean thinking: transparency, inspection, and adaptation.

**Question 29 of 30**

When does the next Sprint begin?

(choose the best answer)

- ☐ A. Next Monday.
- ☒ B. Immediately after the conclusion of the previous Sprint. 
- ☐ C. Immediately following the next Sprint Planning.
- ☐ D. When the Product Owner is ready.


**Feedback**

A new Sprint starts immediately after the conclusion of the previous Sprint.

**Question 30 of 30**

Which statement best describes Scrum?

(choose the best answer)

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

**Feedback**

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