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## Scrum Open

**Percentage:** 96.7%

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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**

29 correct

1 incorrect

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**Question 1 of 30**

When does the next Sprint begin?

(choose the best answer)

☒ **A.** Immediately after the conclusion of the previous Sprint.



☐ **B.** When the Product Owner is ready.

☐ **C.** Immediately following the next Sprint Planning.

☐ **D.** Next Monday.

**Feedback**

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

**Question 2 of 30**

The three pillars of Scrum are:

(choose the best answer)

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

**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 3 of 30**

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

(choose the best answer)

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


**Feedback**

Timeboxed events are events that have a maximum duration.

**Question 4 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 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.** 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 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 should the Scrum Team do during the first Sprint?

(choose the best answer)

- ☐ A. Determine the complete architecture and infrastructure for the product.
- ☒ B. Create a valuable and useful Increment. 
- ☐ C. Develop a plan for the rest of the release.
- ☐ D. 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.



**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**

**True or False:** Scrum has a role called "project manager."

- ☐ True
- ☒ False

**Feedback**

A Scrum Team has a Scrum Master, a Product Owner and Developers. As a whole they have all controls needed.

**Question 10 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 11 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 12 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 13 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 14 of 30**

The CEO asks the Developers to add a "very important" item to a Sprint that is in progress. What should the Developers do?

(choose the best answer)

- ☒ **A.** Discuss the item with the other members of the Scrum Team so the team can decide what to do. 
- ☐ **B.** Add the item to the current Sprint Backlog and do whatever amount of work is necessary to meet the Sprint Goal while satisfying the CEO.
- ☐ **C.** Add the item to the Sprint Backlog for the next Sprint.
- ☐ **D.** Add the item to the current Sprint Backlog, drop an item of similar size, and reduce the Sprint Goal.



**Feedback**

The items selected for a Sprint have been selected as most valuable with the Product Owner during Sprint Planning. The items serve the Sprint's goal. No changes should be made that endanger the Sprint Goal. No one external to the Scrum Team can force changes on the Developers.

**Question 15 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 members participate in the Daily Scrum.

**Question 16 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 17 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 18 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 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**

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 21 of 30**

The timebox for the Sprint Planning event is?

(choose the best answer)

- ☐ A. Whenever it is done.
- ☐ B. 4 hours.
- ☐ C. Monthly.
- ☒ D. 8 hours for a monthly Sprint. For shorter Sprints it is usually shorter. 


**Feedback**

Sprint Planning is timeboxed to a maximum of eight hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.

**Question 22 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 a useful and valuable product. 
- ☐ **B.** Do all of the development work, except for specialized testing that requires additional tools and environments.
- ☐ **C.** Complete the project as estimated when the date and cost are committed to the Product Owner.


**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 23 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 24 of 30**

When might a Sprint be 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 Developers feel that the work is too hard.
- ☒ D. When the Sprint Goal becomes obsolete. 


**Feedback**

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

**Question 25 of 30**

The timebox for the Sprint Review is:

(choose the best answer)

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

**Feedback**

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

## Question 26 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 create their own Sprint Backlog, reflecting all work that is required to meet the Definition of Done.
- ☒ B. Stakeholders attend the Daily Scrum to check on the Scrum Team's progress. ✓
- ☒ C. 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. ✓
- ☐ D. The Developers are collaboratively selecting their own work during the Sprint.
- ☐ E. The Developers have all the skills they need to create a valuable, useful Increment.
- ☒ F. 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. ✓

### 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 27 of 30**

What are three incorrect, untrue, or misleading statements about Scrum?

(choose the best three answers)

- ☒ **A.** Scrum is like traditional processes but with self-organization to replace Project Managers. 
- ☐ **B.** Scrum is founded on empiricism and lean thinking.
- ☒ **C.** Scrum is a methodology where you can pick and choose which parts of Scrum you think will work for your environment. 
- ☐ **D.** Each component of Scrum serves a specific purpose and is essential to your ability to use Scrum to develop complex products.
- ☒ **E.** Scrum is a framework that eliminates complexity. 
- ☐ **F.** Scrum is a framework for developing and sustaining complex products.

**Feedback**

- Scrum is meant to be implemented as prescribed in the Scrum Guide. For example, the five events in the Scrum Guide are mandatory, each event has a specific purpose.
- Scrum does not eliminate the complexity that is inherent in delivering a product in today's world, instead it offers a framework for dealing with complexity. By regularly delivering Increments of value teams gain the ability to inspect and rapidly adapt based on the feedback received.
- Project Managers are not simply replaced by self-managing teams. Scrum is a framework for optimizing decision making based on the knowledge and experience of the entire team.

**Question 28 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 29 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 Product Owner**
- ☐ **B. The Project Manager**
- ☐ **C. The Developers**
- ☐ **D. The Scrum Master**


**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 30 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.