

Professional Scrum Master I- Cheat Sheet & Tips



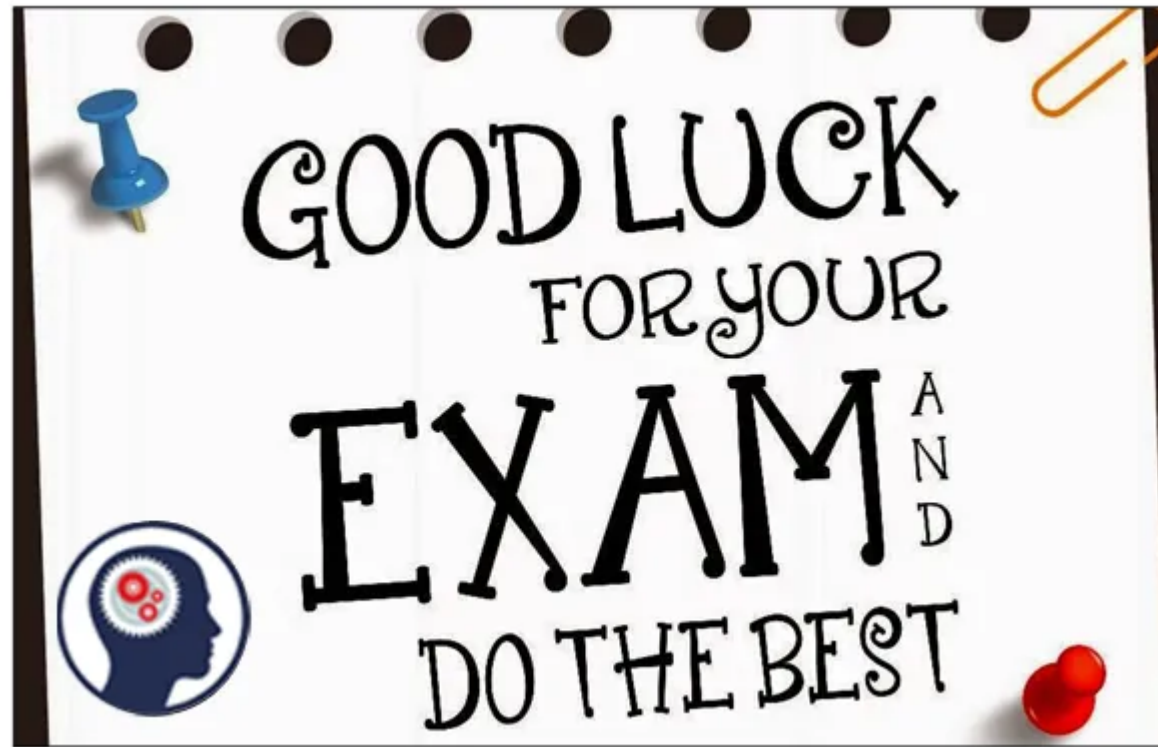
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YES!!! We are in the era where just knowledge only is not enough, certifications needed to boast our careers and opportunities. I learnt very late, but not too late!!! Let me get to the topic first. This blog is not complete guide its just a cheat sheet before get into exam (Online) room, to brush up of whats been learnt in last few days of reads and few tips.

PSM I assessment is a 60 minute time boxed assessment where you'll answer 80 questions (in English) of multiple choice type with 85% Passing Score i.e 68 Answers correct, very similar in style to the Scrum Open assessment, but always aim for 100%.



Things to remember

1. **Scrum:** Scrum is a **framework** for developing and sustaining complex products. A framework in which complex adaptive problems can be addressed. It is lightweight, simple to understand and yet difficult to master. Scrum has its foundation based on the **empirical** process theory.
2. **Three Pillars:** *Transparency, Inspection & Adaptation.*

3. **Scrum Values:** *Courage, Focus, Commitment, Respect & Openness.* Details
4. **Scrum Team:** *Self-Organised* and ***cross functional*** team. Roles of the Scrum Team, ***Scrum Master, Product Owner & Developers***
5. **Scrum Events & Time Box:** *Sprint Planning (Scrum Team — 08 hours), Sprint Review (Scrum Team & Stakeholders — 04 hours), Sprint Retrospective (Scrum Team — 03 hours), Sprint (Dev Team) & Daily Stand-ups (Developers — 15 Minutes).*
6. **Scrum Artifacts:** Product Backlog (Product Owner), Sprint Backlog (Dev Team), Increment (Dev Team) & Sprint Progress (Dev Team).

Scrum Rules for a product.

These are the key rules which we always remember, lot of questions in the exam will be based on this.

1. Only one Product Owner
2. Only one Product backlog
3. Multiple scrum team can be in one product
4. Product owner owns the Product backlog
5. Only Product Owner can cancel the Sprint.

6. Sprint can be cancelled when Sprint Goal is obsolete
7. Sprint Goal & Sprint time should be changed once Sprint started.
8. Dev Team owns the Sprint backlog
9. Dev Team size should be between 3 to 7
10. Scrum Team should be 10 or less than that for one month sprint
11. Daily Scrum meeting doesn't need Scrum Master, it's purely between the developers
12. **Scrum Team** owns the Definition of Done (DoD)
13. Developers are monitoring the progress of work during the Sprint
14. Sprint ends when **Time box** ends
15. Next Sprint will start right after the Sprint previous is over

Tips for exam

Confident is the key!!! Stay calm and take exam in peaceful place. I took exam at 11.00 PM my time :) literally no disturbances.

Before Exam:

1. Pay for the exam so that you will get commitment to complete that. It's an investment for your career and knowledge.
2. Take Scrum.org test assessment multiple times to make sure you are getting 100%
3. Try real quiz mode from Mikhail Lapshin, which gives you real exam scenarios and you can also refer the question guidance from here
4. In your mock up tests, 80 questions instead of 60 minutes try to limit them like on 40 minutes or even less if you can and you will see that in the exam
5. Udemy 9.99\$ course which i took is the best. (Comment me for more details)
6. Read the Scrum guide, this is the key which has all the details you need to know. Scrum Guide

During Exam:

1. Read the question carefully, particularly multiple choice questions lot of word tricks in there
2. Mark the questions for review with answers if you have doubts, so that we can review those only at the end

3. We don't have much time during exam, don't try and waste time to search anything from internet, you will lose time in there. Always honesty is leads to success
4. If you are not sure about the answers, also come from choices which are not even close to right, so that you can narrow from 4 to 2 and it will be easy to figure out within 2 instead of 4.

All the very best for your exam!!!

Reference from Scrum Guide & Scrum.org