AGILE FOUNDATIONS PART 3: FRAMEWORKS & METHODS

PRE-TRAINING ASSIGNMENT AND PARTICIPANT GUIDE

TABLE OF CONTENTS

AGILE FOUNDATIONS PART 3: FRAMEWORKS & METHODS

OVERVIEW

Agile is more than just an approach to projects, it is a mindset. Guided by the values and principles, Agile teams use frameworks or methods to help structure how they will complete their projects in an Agile way. There are many popular Agile frameworks and methods used today. Each one has its own benefits and drawbacks. This course will introduce you to what we use at UWM as well as give you a high-level introduction to other Agile frameworks and methods.

As you join your new team in IT, this foundational information will give you a common set of terms that most Agile teams use. Because teams grow and mature over time, the frameworks and methods used by each team may look different.

This document is split into two sections. The first portion you will use as you complete your pre-training assignment. The second portion you will use during the in-person portion of the course.

After completing the pre-training assignment, you will be able to identify 15 key Scrum terms.

OUTCOMES

After the in-person portion of this course, you will be able to:

- Illustrate the Scrum framework using 15 key Scrum terms.
- Compare the Scrum framework and Kanban method
- Describe at least one other Agile framework or method
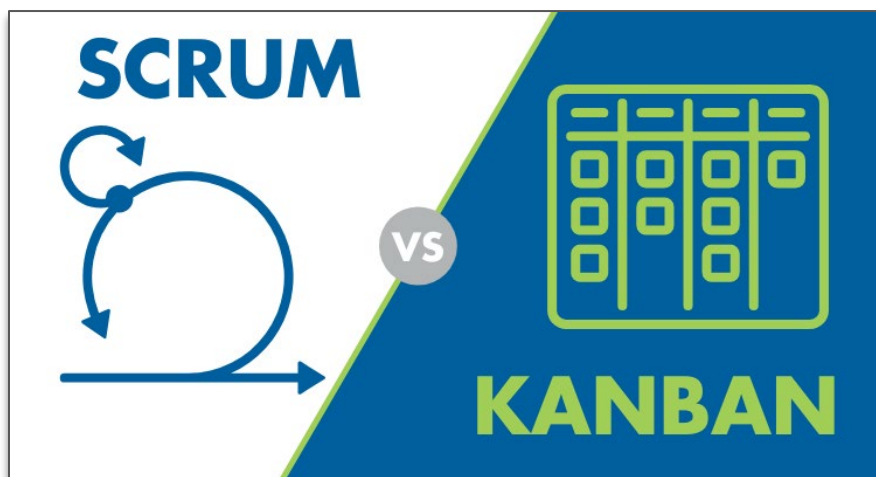
PRE-TRAINING ASSIGNMENT OVERVIEW

Since your time for classroom training is limited, it is important that the majority of that time is spent practicing skills and doing activities that strengthen your comprehension of the concepts. To ensure we provide you with the hands-on time you need, the amount of lecture time you will receive will be minimal. However, we need to make sure you have knowledge and basic comprehension of the terms and theories behind the practices. This is the purpose of the pre-training assignment.

By providing you with "homework" before you show up for the training, we are giving you the opportunity to learn some of the material on your own. This allows you to formulate your own thoughts and ideas on the subject as well as draft any questions you would like answered for clarification. You will be provided with time to complete the assignment outside of class. All information covered during this assignment can be used in assessments and will be used during the in-person portion of the course. So come prepared!

Use the sections below to take notes and complete practice activities.

When you see this icon, this indicates you should be taking notes on the content.

When you see this icon, this indicates an activity you should complete on your own.

SCRUM TERMS

The information covered in this pre-training assignment comes from the [Scrum Guide](#)[1]. Developed in the early 1990s, this document is meant to help people understand Scrum and the terms associated with the framework. There are several key terms that are essential to understanding the Scrum framework.

Take notes in each section on what these key terms mean.

SCRUM TEAM

A Scrum team is composed of three roles, Scrum Master, Product Owner, and Developers. A small group people, a Scrum team is cross-functional and self-managing. They work as one unit towards one objective, the Product Goal.

DEVELOPERS

Take notes on the role of a Development Team Member (Developer) on a Scrum team.

SCRUM MASTER

Take notes on the role of a Scrum Master on a Scrum team.

PRODUCT OWNER

Take notes on the role of a Product Owner on a Scrum team.

INTERNAL USE ONLY

SCRUM EVENTS

The Scrum Framework is built around a set of standard events. The goal is to reduce the need for other meetings and to ensure that the team is coming together regularly to communicate and collaborate. These events have also been designed to help enable transparency of the development process and the progress. Each event is an opportunity to inspect and adapt the Scrum Artifacts. Ideally, all events are held at the same time and place to reduce complexity.

THE SPRINT

Take notes on what a Sprint is in Scrum.

SPRINT PLANNING

Take notes on what a Sprint Planning event is in Scrum.

DAILY SCRUM

Take notes on what a Daily Scrum event is in Scrum.

SPRINT REVIEW

Take notes on what a Sprint Review event is in Scrum.

SPRINT RETROSPECTIVE

Take notes on what a Sprint Retrospective event is in Scrum.

BACKLOG REFINEMENT

Take notes on what a Backlog Refinement is in Scrum.

NOTE: *This is not an official event named in the Scrum Guide, but it is highly encouraged.*

SCRUM ARTIFACTS

Think of the Scrum Artifacts like an information radiator. The Scrum artifacts are a collection of information that details what is the product, what actions are planned to create the product, and what actions were taken during the project. These items allow information to circulate to all involved parties. The artifacts are essential tools that help ensure transparency and promote a shared understanding of the work.

PRODUCT BACKLOG

Take notes on what a Product Backlog is in Scrum.

SPRINT BACKLOG

Take notes on what a Sprint Backlog is in Scrum.

INCREMENT

Take notes on what an Increment is in Scrum.

YOU COMPLETED THE ONLINE MODULE – NOW WHAT?

After you have completed the Online Training Module in Academy, you will take a quiz to check your level of comprehension of the Scrum terms covered in the module.

EXPECTATIONS FOR THE QUIZ:

- 15 questions
- You get 1 attempt
- You will have 20 minutes to complete the quiz
- If you score an 80% or higher, you pass.
- Must attempt the quiz BEFORE the in-person portion of the course

To prepare for this quiz, there are several practice activities available to you (see the list in the next section). You are not REQUIRED to complete any of these activities. However, you are highly encouraged to complete at least one.

IF YOU DO NOT PASS THE QUIZ, YOU WILL BE REQUIRED TO COMPLETE ALL OF THE PRACTICE ACTIVITIES IN ORDER FOR THE QUIZ TO BE MARKED AS COMPLETED.

Scrum Term Practice Activities

See the list of activities below. You can find most of these activities in your Academy Curriculum under "Scrum Term Activities"

1. **Kahoot Challenge Activity** – Play a round of Kahoot to review the Scrum Terms. Can you get the high score? Link is in Academy!
2. **Term Matching Activity** – Complete an online activity to practice matching the terms to their definitions. Link is in Academy!
3. **Practice Assessment** – Want to see if you can score an 80% or higher? Why not try a practice test? Link is in Academy!
4. **Crossword Puzzle** – Enjoy a good ol' crossword puzzle? Go to pages 19-20 of this document and finish the puzzle to practice recognizing the Scrum terms. If you would like to complete this activity virtually, find the link in Academy!

INSTRUCTOR-LED TRAINING OVERVIEW

With a basic understanding of the Agile values and principles, this course will help you recognize the different ways a team can be Agile by using frameworks and methods. Although Agile is not a set of hard-set rules and processes, there are many popular frameworks and methods that give teams guidance on practices, tools, and processes that were crafted to support the Agile values and principles.

By learning about the basics of a few of the frameworks and methods we use at UWM, this prepares you to work with your own team or with other teams in IT. This basic understanding of the frameworks and methods will help give you a strong foundation of what to expect when working with your own team or working with other teams in IT.

By the end of this course, your will be able to:

- Illustrate the Scrum framework using the 15 Scrum terms
- Compare the Scrum framework and the Kanban method
- Summarize at least one other Agile framework or method

SCRUM FRAMEWORK

Use the space below to draw an image of the Scrum Framework. The next page has space for you to take extra notes, if needed.
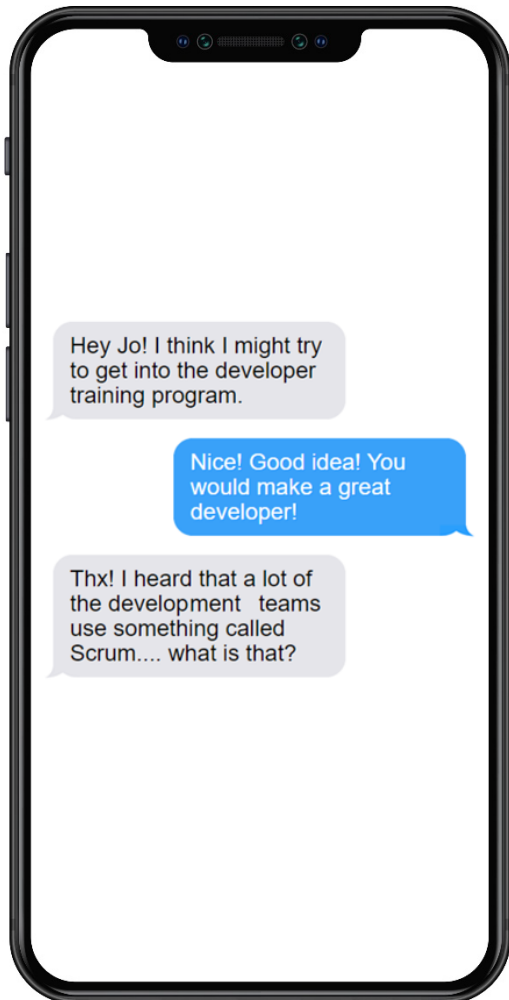
SCRUM FRAMEWORK NOTES

Use the box below to take notes on the Scrum framework.

* * INTERNAL USE ONLY * *

EXERCISE: SUM IT UP FOR ME

Your friend outside of IT is thinking of applying to be part of the Developer training program at UWM. They texted you and wanted to get the scoop on a term they heard from some of their friends in IT, Scrum.

In the speech box provided, sum up what Scrum is in 50 words or less.

Hey Jo! I think I might try to get into the developer training program.

Nice! Good idea! You would make a great developer!

Thx! I heard that a lot of the development   teams use something called Scrum.... what is that?

INTERNAL USE ONLY

KANBAN

Kanban is an Agile method that requires real-time transparency of work and communication. By using a tool called a Kanban board, a development team will show the status of any work items their team is responsible for.

In the box below, take notes on your understanding of what Kanban is and how it is similar and different from Scrum.

EXERCISE: APPLY IT

Consider what you know about Kanban and Scrum. In the space provided, reflect on what parts of Scrum and/or Kanban that you could see yourself using in your own role or even in your life outside of UWM.

AGILE FRAMEWORKS (JIGSAW) ACTIVITY

Use the box below to record information on the Agile framework or method assigned to your group.

Name of framework/method:

In your own words, summarize what this framework/method is. How is it similar/different from Scrum or Kanban?
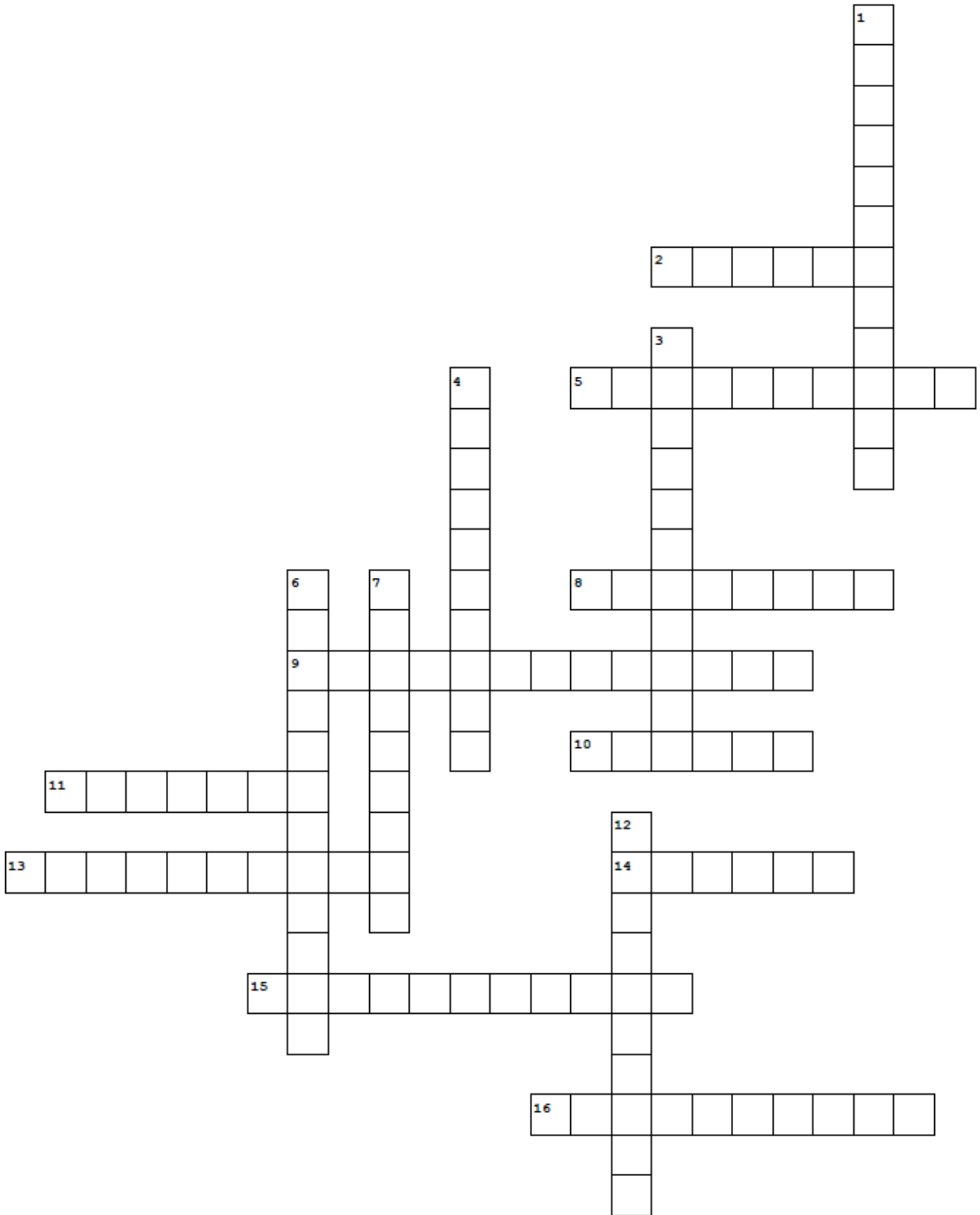
Why might you want to use this framework/method?

Why might you not want to use this framework/method?

Use the boxes below to take notes on the other three Agile frameworks presented to you by your classmates:

CROSSWORD: SCRUM TERM PRACTICE ACTIVITY

Across

2. Typically lasting 2 weeks, this event encapsulates all other Scrum events and is considered the "heartbeat" of Scrum.

5. The team builds small pieces of functionality during each Sprint. These pieces are called _____.

8. During Sprint _____, the PO will tell the team what items should be worked on during the Sprint and the development team members will negotiate on what can realistically be completed based on the team's current capacity.

9. At the Sprint _____, the team discusses what went well and where there are opportunities to improve the team's dynamics and/or practices.

10. The _____ backlog is a list of all items the team has committed to work on for the Sprint.

11. The _____ backlog is a list of all items the team may work on during the project.

13. The backlog _____ practice allows teams to prep stories for an upcoming Sprint and add or remove stories based on new information.

14. Sprint planning, Sprint retrospective, and Daily Scrum are all examples of Scrum _____.

15. Anyone on the Scrum Team who is not a PO or Scrum Master is considered a _____ Team Member.

16. A 15-minute event where team members share their plan for the day and discuss progress towards the Sprint goal.

Down

1. This person helps ensure the team is bringing value to the business by prioritizing the product backlog.

3. This team member is responsible for helping the team improve their Agile/Scrum practices and keeping retrospectives positive.

4. To keep the team focused on what they want to accomplish during the Sprint, the Scrum team will craft a _____ _____.

6. Scrum event where the team reviews the product with the business and discusses progress.

7. The Product Backlog, Increment, and Sprint Backlog are all examples of Scrum _____.

12. The _____ of done is a shared understanding created by the Scrum Team on when an increment is ready to be shared with the business.

ADDITIONAL ASSISTANCE

Use the links below if you would like to learn more about some of the Agile frameworks and methods that were covered in this course.

Scrum resources:

1. https://scrumguides.org
2. https://www.atlassian.com/agile/scrum
3. https://www.scrum.org/resources/what-is-scrum

Kanban Resources:

1. https://www.atlassian.com/agile/kanban
2. https://www.agilealliance.org/glossary/kanban
3. https://www.scrum.org/resources/kanban-guide-scrum-teams

XP Resources:

1. https://www.agilealliance.org/glossary/xp
2. http://www.extremeprogramming.org/when.html
3. Book – Extreme Programming Explained: Embrace Change, 2nd Ed. By: Kent Beck

FDD Resources:

1. https://www.toolsqa.com/agile/feature-driven-development/
2. https://www.planview.com/resources/articles/fdd-agile/

Crystal resources:

1. https://www.toolsqa.com/agile/crystal-method/
2. https://youtu.be/8M-iNHErYvw

DSDM Resources:

1. https://www.agilebusiness.org/page/Resource_paper_DSDM_Scrum
2. https://theqalead.com/topics/dsdm-dynamic-systems-development-method/

If you have any questions or concerns, please reach out to your trainer.