

| Syllabus Areas  | Time Required in Hours |
|---|------------------------|
| Overview of Agile - Agile Manifesto, Agile Principles, What has changed, and Agile Methods  | 2                      |
| Overview of Scrum - Definition and Brief History of Scrum, Why Scrum, Scrum vs. Traditional Project Management, and Benefits of Scrum                           | 2                      |
| Overview of A Guide to the Scrum Body of Knowledge (SBOK™ Guide)  | 1                      |
| Scrum Principles - Empirical process control, Self-organization, and Collaboration  | 1                      |
| Scrum Principles - Value-based Prioritization, Time-boxing, and Iterative Development   | 1                      |
| Scrum phases - Initiate - Create Project Vision, Identify Scrum Master and Stakeholders, and Form Scrum Team processes + case study exercises for each process  | 4                      |
| Scrum phases - Initiate - Develop Epics, Create Prioritized Product Backlog, and Conduct Release Planning processes + case study exercises for each process     | 3                      |
| Scrum phases - Plan and Estimate - Create User Stories process, Estimate User Stories and Commit User Stories processes + case study exercises for each process | 4                      |
| Scrum phases - Plan and Estimate - Identify Tasks, Estimate Tasks, and Create Sprint Backlog processes + case study exercises for each process                  | 4                      |
| Scrum Phases - Implement - Create Deliverables, Conduct Daily Standup, and Groom Prioritized Product Backlog processes  | 2                      |
| Scrum Phases - Review and Retrospect - Demonstrate and Validate Sprint and Retrospect Sprint processes  | 2                      |
| Scrum Phases - Release - Ship Deliverables and Retrospect Project processes   | 2                      |
| <b>Total</b>  | <b>40 Hours</b>        |