Congratulations! You passed! Grade received 100% To pass 75% or higher Go to next item

| l. | Which of the following statements about Scrum are true? Select all that apply. | 1 / 1 point |
|----|--|-------------|
| | Scrum is an acronym for the processes that make up the Agile methodology. | 1 |
| | Scrum refers to a specific Agile framework that features teams working closely together to get the project across the finish line, like players in a rugby match. | |
| | Correct Scrum teams work closely together to get the project across the finish line. This is similar to the scrum formation in rugby. | |
| | Scrum gets its name from a formation in rugby where all of the players lean forward, lock their heads together, and get possession of the ball so they can gain precious yards and score. | |
| | Correct Scrum refers to a formation in rugby where all of the players work together with their heads down to gain possession of the ball. Then, they can get the ball across the line and score. In a similar way, Scrum teams work together to get the <i>project</i> across the finish line. | |
| | Scrum refers to a football team's protective equipment. | |
| 2. | What are some takeaways from the Spotify example? Select all that apply. | 1 / 1 point |
| | Adapt based on your team's goals. | |
| | | |
| | Correct The Spotify example demonstrates that you should adapt based on your team's goals. It may take time to find the perfect balance of collaboration and ownership. This example also highlights that you need to embrace trial and error and never stop improving. | |
| | Copy others' models exactly. | |
| | Never stop improving. | |
| | Correct The Spotify example demonstrates that you should never stop trying to improve. There are always changes you can put into place to make things better. It also highlights that you need to adapt to team goals and embrace trial and error. | |
| | Don't be afraid of trial and error. | |
| | | |
| | Correct The Spotify example demonstrates that you shouldn't be afraid of trial and error. You can always try something and make adjustments, if necessary. It also highlights that you need to adapt to team goals and never stop improving. | |
| 3. | What are the roles within a Scrum Team? Select all that apply. | 1 / 1 point |
| | | 1 |
| | Scrum Master | |
| | One of the roles in a Scrum Team is the Scrum Master. This role ensures that the team lives Agile values and principles and follows the processes and practices that they agreed to. The other two core Scrum roles are the Product Owner and the Development Team members. | |
| | Project Manager Product Owner | |
| | Correct One of the roles in a Scrum Team is the Product Owner. This role maximizes the value of the product and the work of the team. The other two core Scrum roles are the Scrum Master and the Development Team members. | |
| | Development Team | |
| | | |
| | Correct The members of the Development Team are essential to the Scrum methodology. In a Scrum Team, the members of the Development Team are responsible for how the team will deliver the product. The other two core Scrum roles are the Scrum Master and the Product Owner. | |
| 1. | Which Agile methodology provides transparent visual feedback to everyone who might be interested in the status of work in progress? | 1 / 1 point |
| | Kanban | |
| | Extreme Programming (XP) Scrum | |
| | \cup | |





Correct
One reason that Kanban is so popular is that it provides transparent visual feedback about the status of work in progress.
This Agile approach features Kanban boards, which display the progress of a project as "to do," "in progress," and "done."