www.logicalimagination.com
800.657.1494

Scrum Fundamentals

Course #: AG-200 **Duration:** 1 day

Prerequisites

This course is designed for professionals with little to no prior experience with Scrum, as well as those who have worked on Scrum teams but want a clearer, more grounded understanding of how Scrum is intended to function. Familiarity with project or product delivery work is helpful but not required.

Details

This one-day Scrum Fundamentals course provides a practical introduction to the Scrum framework, focusing on how Scrum is intended to work and how it is commonly applied in organizations. Rather than emphasizing certification terminology or rigid rituals, the course explains the purpose behind Scrum roles, events, and artifacts, helping participants understand how Scrum creates transparency, enables fast feedback, and supports continuous improvement. Participants explore common Scrum misconceptions and failure modes, learn how Scrum interacts with managers, stakeholders, and hybrid delivery environments, and gain practical guidance for applying Scrum pragmatically in both technical and non-technical teams.

Software Needed

None.

Outline

Scrum Fundamentals

- **What Scrum Is and Is Not**
  - Why Scrum exists
  - Problems Scrum is designed to solve
  - What Scrum does not address
  - Scrum vs. “doing Agile”
  - Common misconceptions
- **Scrum Roles: Accountability Over Titles**
  - **Product Owner**
    - Value ownership and decision-making
    - Backlog accountability (not task assignment)
  - **Scrum Master**
    - Servant leadership and flow facilitation
    - Coaching vs. policing
  - **Developers**
    - Cross-functional accountability
    - Self-management in reality (not theory)
  - Product Owner vs. Product Manager

    - Scrum Master vs. Agile Coach
    - Managers working with Scrum teams
- **Scrum Artifacts: Making Work Visible**
    - **Product Backlog**
        - What belongs in it—and what doesn't
        - Ordering for value and risk
    - **Sprint Backlog**
        - Commitment vs. forecast
        - Transparency, not control
    - **Increment**
        - Definition of Done
        - Quality as a system responsibility
- **Scrum Events: Feedback Loops, Not Meetings**
    - Sprint
    - Sprint Planning
    - Daily Scrum
    - Sprint Review
    - Retrospective
- **Estimation, Planning, and Flow in Scrum**
    - Why Scrum does not require story points
    - When estimation helps and when it hurts
    - Common estimation techniques
    - Managing unplanned work
    - Understanding flow within Sprint boundaries
- **Metrics in Scrum**
    - What Scrum actually prescribes
    - Velocity: when it's useful, when it's dangerous
    - Burn-down vs. burn-up charts
    - Supporting flow metrics without breaking Scrum
    - Using metrics for learning
- **Scrum in the Real World**
    - Scrum in non-software environments
    - Scrum in regulated or compliance-heavy teams
    - Distributed and hybrid teams
    - Dependencies and shared services
    - When Scrum is a poor fit
- **AI and Scrum: Practical Support, Not Replacement**
    - Where AI helps Scrum teams:
        - Backlog refinement
        - Sprint preparation
        - Retrospective synthesis
    - Risks of over-reliance
    - Maintaining team ownership and learning
- **Scrum Failure Modes and Recovery**
    - Scrumfall
    - Zombie Scrum
    - Micromanaged Scrum
    - Ritual-driven Scrum
    - What to adjust before abandoning Scrum