Real-World Scrum for Applied DevOps (Day 1)

I. Introductions

II. The Case For Change
   a. What is Agile
   b. Why Agile?

III. Agile Framework
   a. Agile Manifesto
   b. Agile Principles
   c. Common Agile Methodologies

IV. Agile Teams
   a. What is an Agile Team
   b. Characteristics of a strong agile team
   c. Supporting an Agile Team
   d. Exercise: Airplane Game

V. Scrum Practices Put to Work
   a. Sprinting: Agile Practices In Motion
   b. Agile Planning
      i. Vision
      ii. Roadmap
      iii. Backlog Management
   c. Sprint Planning
   d. Running the Sprint
      i. Execution
      ii. Daily Standup
      iii. Backlog Grooming
   e. Sprint Demo
   f. Sprint Review
   g. Retrospective
   h. Exercise: Retrospective on Sprinting Agile Practices
      i. Samples of a Sprint Schedule

VI. Agile Leadership
   a. Learning Shu Ha Ri
   b. Mental Model Adjustments for Agile
   c. Agile Leadership Attributes

Hands On 3-Sprint Simulation (Day 2 - 4-5 hours)
Walk though estimation, planning, execution, and retrospective ceremonies. Class will use existing stories for pre-written “everyday” tasks (using playing cards, balloons, etc). No computers or technical background is assumed. The purpose of this exercise is to give students a fun exposure to what a sprint/cadence with a scrum team may look like. Explanations will include how this can apply to their own environments (Scrum isn’t just for developers!)

Applicability Practicum (Day 2 – 60-90 minutes)
This time will be used to allow the class to participate in an open forum to walk through any remaining questions on applicability to the DevOps world. The goal is for all students to walk away from the course with the ability to being contributing to their organization from Day 1. This time can be used for story writing, cadence/velocity walkthroughs, or inter-team interaction examples. Each class is unique so the actual topics may vary.