

INTRODUCTION TO AGILE AND SCRUM WORKSHOP

Course Code: 100390

Experience an interactive day in an agile environment with hands-on exercises.

Agile software development methods differ significantly from traditional plan-based approaches, affecting how products and projects are planned and managed. In this course, you'll learn about the agile framework from initiation to completion. You will learn the key agile principles and practices and determine to apply the concepts to your environment.

What You'll Learn

- The agile lifecycle and how it differs from traditional lifecycle models
- The unique agile values, principles, and practices
- Planning for agile products or projects
- Estimation and Prioritization
- Iterative closure using review and retrospectives.
- Understand the roles and responsibilities of the Agile Team

Who Needs to Attend

Project Leads/teams, Managers, Project Managers/Jr. PMs, Business Analysts, Business Systems Analysis, Developers and Coders wishing to understand the basic tenets of agile.

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VIRTUAL CLASSROOM LIVE

\$1,095 CAD

1 Day

Virtual Classroom Live Outline

Section 1 – Agile Overview (08:30 – 09:30)

- Why Agile?
- The Agile Values and Principles
- Introduction to Scrum
 - ☒ Team Roles and Responsibilities
 - ☒ Introduction to Typical Roles and Responsibilities
 - ☒ Scrum Meetings and deliverables

Section 2 – Product / Project Initiation and Planning (10:00 – 13:00)

- Envision the Product or Project
- Plan Releases
- Plan an Iteration (Sprint)

Section 3 - Requirements (13:00 – 14:30)

- Compile the Product Backlog
- Write User Stories
- Estimate User Stories

Section 4 – Iteration Closure (14:30 – 16:00)

- Review the Iteration
- Obtain Customer Acceptance
- Hold a Retrospective

Section 5 – Agile & Scrum In The Real World (16:00 – 16:30)

- Agile vs Scrum
- Agile Transitions in Large Organizations
- How Scrum teams can interact with non-Scrum teams
- Doing Scrum in a non-Agile environment

Hands-On Exercises

- Exercise 1: Team Forming – Rules of Engagement
- Exercise 2: Write a Vision – (Elevator Statement)
- Exercise 3: Define Users, Key Skills, Perspectives
- Exercise 4: Estimate User stories (optional for non-IT team members)
- Exercise 5: Conduct a Retrospective – Getting Ready for Agile

Exercises 1-5 are part of a simulation done throughout the day that allows teams to see how Scrum works in practice.

Note: Courseware is Digital: this is a BYOD

Feb 13 - 13, 2026 | 8:30 AM - 4:30 PM EST

Jun 5 - 5, 2026 | 8:30 AM - 4:30 PM EDT

Aug 14 - 14, 2026 | 8:30 AM - 4:30 PM EDT



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PRIVATE GROUP TRAINING

1 Day

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Date created: 12/17/2025 7:30:21 AM

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