

# The Scrum Events



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# Topics

- Overview of Events
- Practical Application
- Activities and Tools



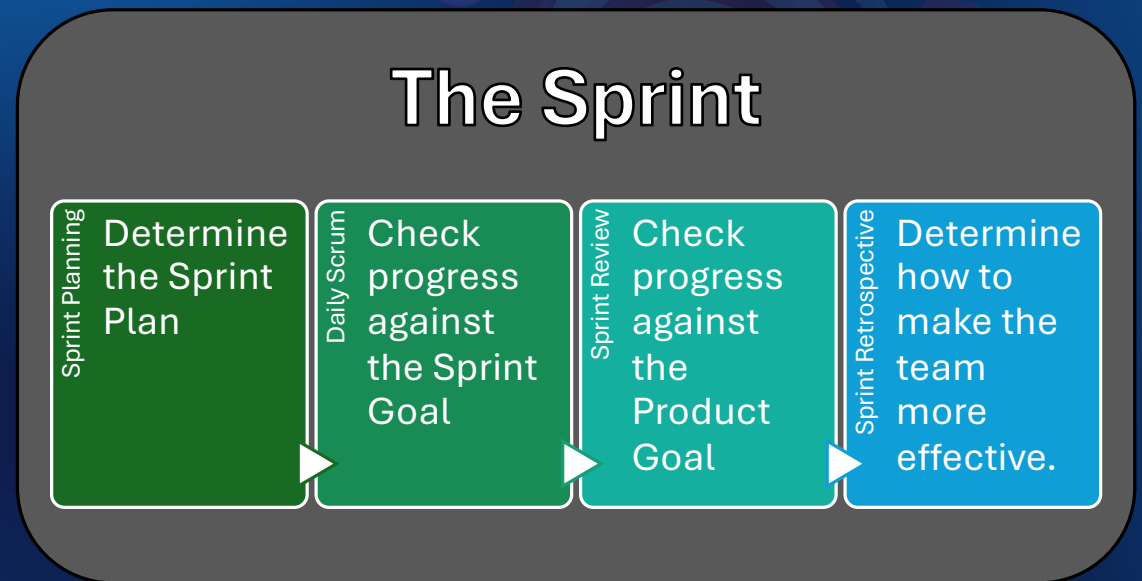
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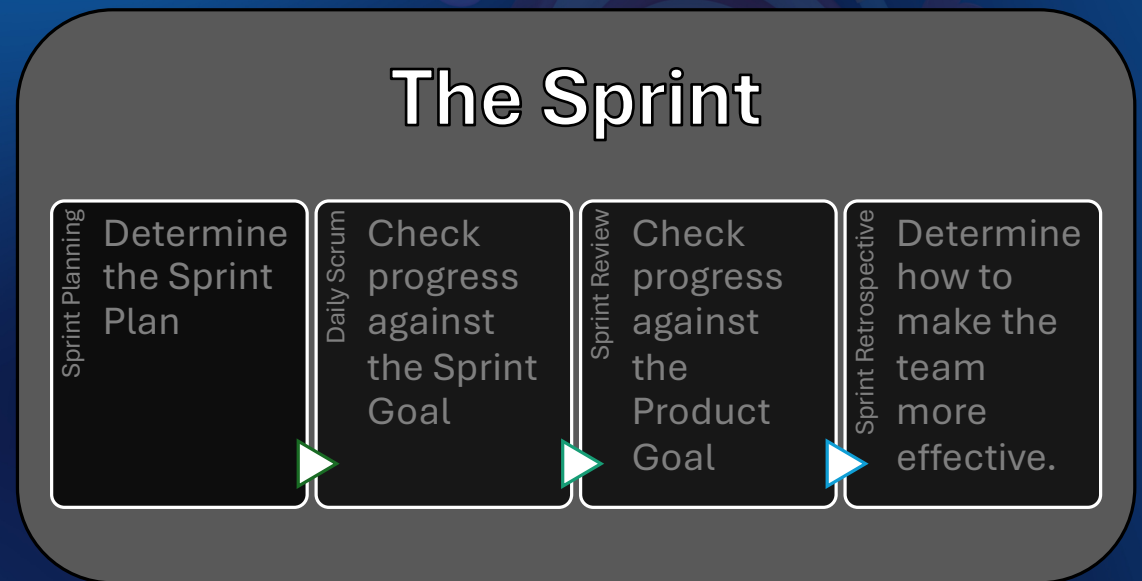
# Events

- Every event has
  - Purpose
  - Attendees
  - Timebox



# Sprint

- Purpose – ensure inspection and adaptation
- Goal – deliver a shippable increment
- Attendees
  - Scrum Team
- Timebox – 1 month



# Sprint Goals

- Sprint Goal
  - What's the purpose of the Sprint?
  - Business value
  - Team goals
- Flexibility
  - Sprint Goal can be re-negotiated during the Sprint
  - Developers can modify Sprint content as long as the Sprint Goal is not threatened.



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# Sprint Duration

- Up to 1 calendar month
  - Needs to be long enough to get something done
  - Not so long that complexity becomes untenable
- Set by the Scrum team
- Regular cadence
- Can be changed



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# Importance of a Sprint

- Continuous Delivery
- Regular Feedback
- Incremental Progress



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# Cancellation of a Sprint

- Sprint Goal becomes obsolete
- Product Owner
- Go right to
  - Review
  - Retrospective (if more than ½ the sprint was completed)
  - Sprint Planning





# Sprint Planning

- Purpose – to determine the sprint plan
  - Sprint Goal
  - Backlog Items
  - Solutions/Tasks
- Attendees
  - Scrum Team
  - Stakeholders as needed
- Timebox – Up to 8 hours



# About Sprint Planning

- Sprint Goal
- Sprint Content
- Sprint Plan



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# Class Activity (15 minutes)

- In small groups,

Use the product backlog in the Sprint Planning section of the student handbook and determine the goal of your first sprint and the content of the first sprint.



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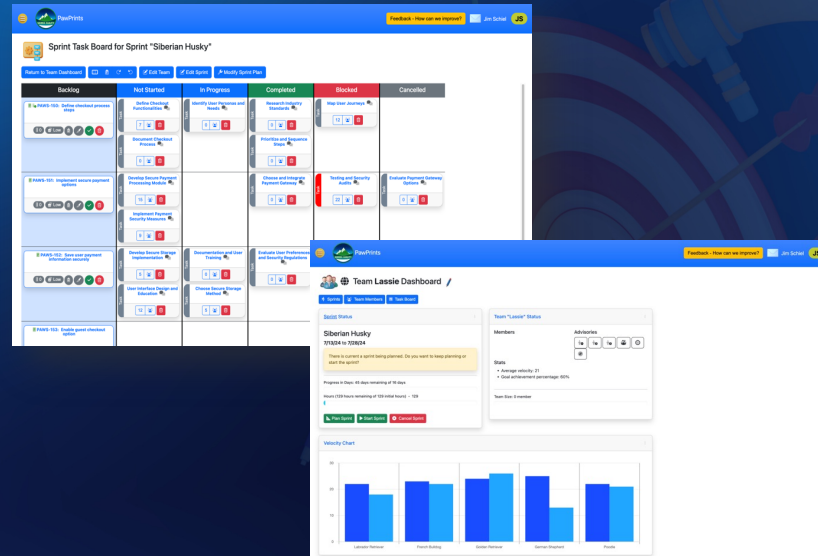
# Daily Scrum

- Purpose – check progress against the sprint goal
- Attendees
  - Developers
- Timebox – 15 minutes



# Conducting Effective Daily Scrums

- Transparency tools
  - Burndown reports
  - Task boards
- Three questions
- Progress against the Sprint Goal



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# Class Activity (10 minutes)

- In small groups,

In Sierra Agility, look at “Team Lassie’s” current sprint. What does the information tell you about the team? What (if any) steps should you take as a Scrum Master?



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# Sprint Review

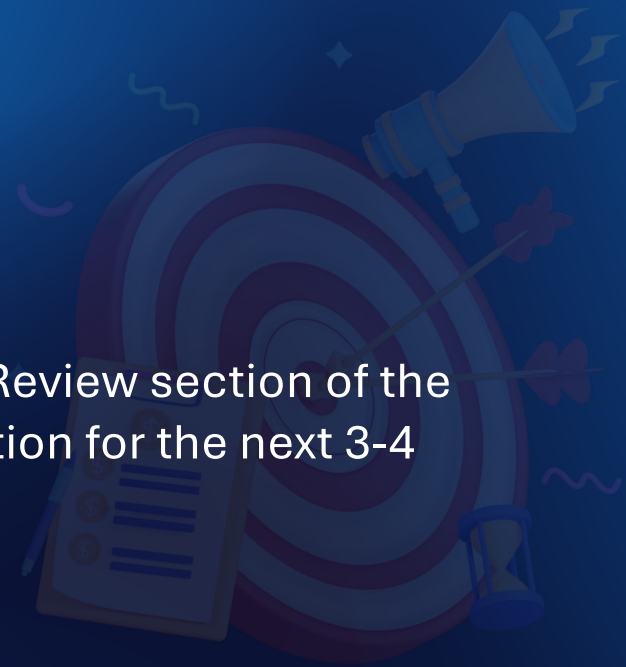
- Purpose – check progress against the product goal
  - Where are we (demo)?
  - Where do we go next?
- Attendees
  - Scrum Team
  - Stakeholders as needed
- Timebox – 4 hours



# Class Activity (15 minutes)

- In small groups,

Read about the Sprint Review in the Sprint Review section of the student handbook and determine the direction for the next 3-4 sprints to achieve the goal.



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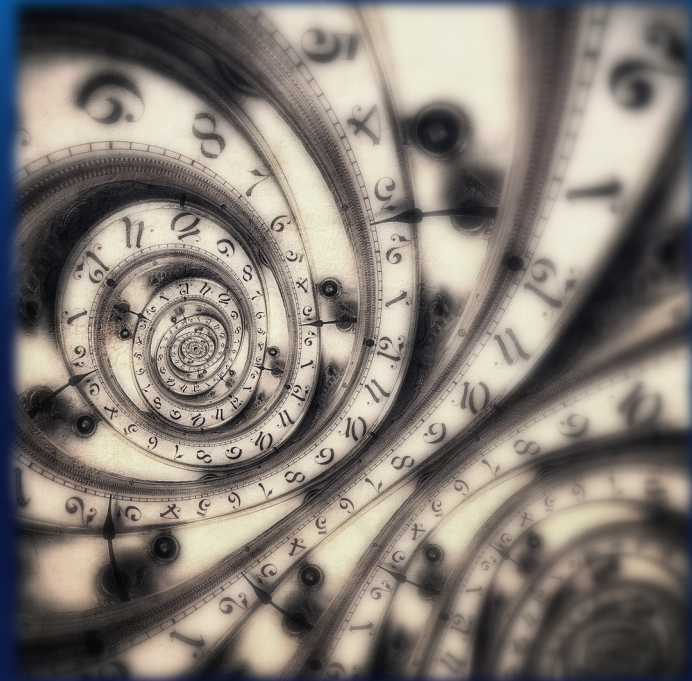
# Sprint Retrospective

- Purpose – how to improve team effectiveness
- Attendees
  - Scrum Team
- Timebox – 3 hours



# Effective Sprint Retrospectives

- Create a list of reflections on
  - Team practices
  - What happened during the Sprint?
  - What did you like/dislike?
- Filter the list to 1-2 items
- Create an action plan for the next sprint.



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# Conclusion of Module

- Key Takeaways
  - Consistency
  - Communication
  - Collaboration
- Questions



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