

# Scrum Master for Beginners - Full Course

## Lesson 1: Agile Fundamentals

Agile is an iterative approach that delivers value in small increments. Core values emphasize individuals, working software, customer collaboration, and responding to change. Learning objective: explain Agile principles and benefits.

**Knowledge Check:** Write a short summary of the lesson and answer two review questions.

## Lesson 2: What is Scrum?

Scrum is an Agile framework built around transparency, inspection, and adaptation. Teams work in time-boxed Sprints to deliver usable increments.

**Knowledge Check:** Write a short summary of the lesson and answer two review questions.

## Lesson 3: Scrum Roles

Product Owner maximizes product value; Scrum Master coaches the team and removes impediments; Developers build the product. Exercise: identify responsibilities for each role.

**Knowledge Check:** Write a short summary of the lesson and answer two review questions.

## Lesson 4: Scrum Events

Sprint Planning defines the Sprint Goal and work. Daily Scrum is a 15-minute synchronization meeting. Sprint Review gathers stakeholder feedback. Sprint Retrospective improves team processes.

**Knowledge Check:** Write a short summary of the lesson and answer two review questions.

## Lesson 5: Scrum Artifacts

Product Backlog contains prioritized work. Sprint Backlog contains selected work for the Sprint. Increment is the completed work meeting the Definition of Done.

**Knowledge Check:** Write a short summary of the lesson and answer two review questions.

## Lesson 6: User Stories

Format: As a , I want so that . Acceptance criteria define when the story is complete.

**Knowledge Check:** Write a short summary of the lesson and answer two review questions.

## Lesson 7: Estimation

Use Story Points to estimate complexity. Planning Poker helps teams estimate collaboratively.

**Knowledge Check:** Write a short summary of the lesson and answer two review questions.

## Lesson 8: Scrum Master Skills

Servant leadership, coaching, facilitation, conflict resolution, communication, and continuous improvement.

**Knowledge Check:** Write a short summary of the lesson and answer two review questions.

## Lesson 9: Removing Impediments

Identify blockers, collaborate with stakeholders, escalate when necessary, and track recurring issues.

**Knowledge Check:** Write a short summary of the lesson and answer two review questions.

## **Lesson 10: Metrics**

Velocity measures completed story points. Burndown charts visualize remaining work. Avoid using metrics to rank individuals.

**Knowledge Check:** Write a short summary of the lesson and answer two review questions.

## **Lesson 11: Tools**

Jira manages backlogs and sprints. Confluence stores documentation. Microsoft Teams or Slack supports communication.

**Knowledge Check:** Write a short summary of the lesson and answer two review questions.

## **Lesson 12: Certification & Career**

Study the Scrum Guide, practice with mock exams, and pursue CSM or PSM I. Build experience by volunteering on Agile projects.

**Knowledge Check:** Write a short summary of the lesson and answer two review questions.