

ITERATIVE DELIVERY WITH SCRUM AND KANBAN

SYNOPSIS

Iterative Delivery with Scrum and Kanban is an activity-driven course for teams, and leaders of teams, that demonstrates how to perform iterative delivery of work using Scrum and Kanban. Iterative delivery is one of two principal methods of delivering work in a Lean and Agile manner and blends well with project-based work efforts. The course provides specific learning and application-based experience through Scrum and Kanban in order to complete deliverables during the class. The course assumes that participants already know the foundational elements of Lean and Agile.

LEARN

- Use effective collaboration techniques to get to consensus quickly
- Prioritize work by creating and assigning value to themes, epics, and user stories
- Execute a Sprint Zero and iterative work cycle using Scrum and Kanban
- Use metrics to track, measure, and forecast work iteratively
- Execute Scrum ceremonies with defined Scrum roles
- Explain how Scrum and Kanban can be combined to produce a solid iterative toolset

TOPICS

REVIEW OF AGILE, ITERATIVE DELIVERY, SCRUM, AND KANBAN

- Modern Agile Philosophy
- What is an Agile Mindset?
- Iterative Flow Work Management
- Iterative Delivery
- Scrum and Kanban
- Scrum Framework — Iterative Flow
- Kanban Visualization
- Agile Value Creation
- Plan, Do, Check, Act (PDCA)
- What is the Minimum Viable Product?

COLLABORATION TECHNIQUES

- Divergent and Convergent Thinking
- Idea Generation — Brain Writing and Affinity Grouping
- Dot Voting — Idea Interest, Priority, and Value

THE LEAN AND AGILE PHILOSOPHIES

- Why are Lean and Agile Popular?
- Lean Philosophy
- Agile Philosophy
- Lean and Agile Work Within Systems Thinking
- History of Lean and Agile
- What is Lean?
- Lean Principles and Approach
- Lean — Wastes
- Benefits of the Lean Approach
- Lean Myths and Misconceptions
- What is Agile?
- What is an Agile Mindset?
- The Agile Manifesto — Values and Principles
- Agile Myths and Misconceptions

USER STORIES, DETAILING, AND PRIORITY

- Story Detailing
- Story Detailing (Grooming)
- Good User Story Attributes
- User Story Cards
- Relative Sizing

SPRINT ZERO, KANBAN, AND BACKLOG SETUP

- Sprint Zero — the Kickoff Sprint
- Typical Sprint Zero Activities
- Kanban Example
- Setting Up the Kanban Board and Backlog

ITERATIVE METRICS AND COMMUNICATION

- Metrics — What do we track?
- Metrics — How do we communicate what we track?
- Relative Capacity — Team Velocity
- Burn-down Chart
- Burn-up Chart

SPRINT ROLES AND CEREMONIES

- Skills for the Scrum team
- The Scrum Roles
- Scrum Ceremonies
- Ceremony — Sprint Planning
- Ceremony — the Daily Scrum (Standup)
- Backlog Grooming (Refinement)
- Ceremony — Spring Review (Demo)
- Ceremony — Sprint Retrospective

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