

SCRUM ALLIANCE®

SCRUM FOUNDATIONS

Learning Objectives

January 2022



PURPOSE

This document describes the Learning Objectives (LOs) that must be covered before or during a foundational Scrum Alliance offering (CSM® and CSPO®). These Learning Objectives take the following into consideration:

- Every implementation of Scrum is different.
- Teams and organizations apply Scrum within their context, but the fundamental framework always remains the same.

The Learning Objectives for this offering are based on:

- Manifesto for Agile Software Development, four values and 12 principles, agilemanifesto.org
- Scrum values, <https://www.scrumalliance.org/about-scrum/values>
- Scrum Guide, scrumguides.org*
- Scrum Alliance Guide level feedback

SCOPE

In addition to the collective knowledge and experience of our Guides community, Scrum Alliance has adopted the Scrum Guide, The Definitive Guide to Scrum: The Rules of the Game (updated most recently in November, 2020) as the point of reference for our certified Scrum course offerings. Certification candidates are expected to build a comprehensive body of knowledge of Scrum. Incorporating Scrum principles and practices takes diligence, patience, and a commitment to continuous improvement. Scrum is a framework, not a prescriptive methodology.

The Scrum Foundations Learning Objectives fall into the following categories:







1. Scrum Theory
2. The Scrum Team
3. Scrum Events and Activities
4. Scrum Artifacts and Commitments



Please note: Individual instructors may choose to include ancillary topics. Ancillary topics presented within Scrum Foundations must be clearly indicated as such to their attendees.

A note about Bloom's Taxonomy:

Bloom's-style Learning Objectives describe what the learner can do upon completing the offering. Please mentally start each Learning Objective with the following phrase: "Upon successful validation of the Scrum Foundations Learning Objectives, the learner will be able to ..."








Bloom's style of Learning Objectives consist of six levels of learning:

-  **Knowledge**
-  **Comprehension**
-  **Application**
-  **Analysis**
-  **Synthesis**
-  **Evaluation**



The levels progress from lower- to higher-order thinking skills, Knowledge  through Evaluation . The level of each Learning Objective can be identified using the image designations above.

LEARNING OBJECTIVES







Scrum Theory

-  1.1 define Scrum.
-  1.2 list the five Scrum values.
-  1.3 define empiricism.
-  1.4 list the three empirical Scrum pillars.
-  1.5 list at least three benefits of an iterative and incremental approach.
-  1.6 describe at least two disadvantages that could occur if Scrum is only partially implemented.
-  1.7 describe how Scrum is aligned with the values and principles of the Manifesto for Agile Software Development.










The Scrum Team

-  2.1 illustrate how the Product Owner, Developers and Scrum Master interact to deliver Increments within a Sprint.
-  2.2 identify at least three benefits of a cross-functional, self-managing Scrum Team.

Scrum Events and Activities

-  3.1 explain at least three benefits of using a timebox.
-  3.2 define the purpose and maximum duration of a Sprint.
-  3.3 explain how to determine a suitable duration of a Sprint.
-  3.4 define Sprint Planning, Daily Scrum, Sprint Review and Sprint Retrospective, including their purpose, participants, sequence, and maximum recommended timebox.
-  3.5 list at least three activities that may occur as part of Product Backlog refinement.
-  3.6 repeat at least two reasons why the Scrum Team dedicates time for Product Backlog refinement.

Scrum Artifacts and Commitments

-  4.1 define the purpose of and at least three attributes of the Product Backlog, Sprint Backlog, and Increment.
-  4.2 explain why the Product Backlog is an emergent list of what is needed to improve the product.
-  4.3 list at least three attributes of a Product Backlog item.
-  4.4 discuss how the Sprint Backlog can be changed without endangering the Sprint Goal.
-  4.5 explain how multiple Increments may be created during a Sprint.
-  4.6 describe how the Product Goal, Sprint Goal and Definition of Done represent the commitments for the three artifacts of Scrum.
-  4.7 describe why the Sprint Goal does not change during a Sprint.
-  4.8 explain how the Definition of Done evolves over time.
-  4.9 identify at least two reasons why multiple teams working on the same Product Backlog have a shared and consistent Definition of Done.

PROGRAM TEAM

Path to CSPSM Design and Audit Team (2021)

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