

Certified Agile Scrum Master (CASM)[®]

Course Outline



www.gaqm.org

What Modules are covered?

The history of Agile

1. The new project development game, Takeuchi & Nonaka (1986)
2. Agile frameworks (Scrum, XP, FDD, DSDM)
3. Project pains
4. Description of the general project management life cycle
5. Brainstorming session regarding specific project pains

Introduction to Scrum

Planning & estimation

Roles & responsibilities

Leadership

Ceremonies

Artifacts

Assimilation of Scrum

Agile Fundamentals

Process Categories

Agile history, manifesto & principles

Learn different Agile models

Meetings in Scrum

Exercise / Game on Scrum/Agile

Understand how testing would be different in an Agile model

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