

Agile development course syllabus

Course length: Two daily sessions, eight hours each.

Course goals: To educate and provide the tools and knowledge required in order to work as part of an Agile team. During this course students are exposed to different types of software development methodologies, the Agile creation process and various types of Agile implementations such as SCRUM and KANBAN, and learn to understand their differences and benefits. In addition, students will learn about the structure of a successful Agile team and various roles within, and the advantages and shortcomings of such a team. Lastly, we will go over various tools that are used in order to facilitate all of this process while combining theoretical lectures together along with hands-on experience via live simulations.

Target audience: Software companies employees who seek to improve their Agile development understanding and implementation.

Course Methodology: Two daily sessions of about eight hours each. This is the basic daily schedule:

- 09:00-10:30 First session
- 10:30-10:45 Recess
- 10:45-12:00 Second session
- 12:00-13:00 Lunch break
- 13:00-15:00 Third Session
- 15:00-15:15 Recess
- 15:15-17:00 Fourth Session

We believe that only practical hands on experience will help fully understand the material at hand. For this reason each session includes a practical exercise where the actual hands on experience can be gained.

The curriculum:

(More details in the next page)

Day 1	09:00-10:30	Session1 - Software development methodologies
		Break
	10:45-12:00	Session1 - Resumed
		Break
	13:00-14:00	Session1 - Resumed
	14:00-15:00	Session2 - Scrum roles
	Break	
	15:15-17:00	Session2 - Resumed
Day 2	09:00-10:30	Session3 – Scrum Ceremonies
		Break
	10:45-12:00	Session3 - Resumed
		Break
	13:00-15:00	Session4 – Tools and skills
		Break
	15:15-17:00	Session4 - Resumed

Detailed curriculum:**Session 1 – Software development methodologies**

- What are development methodologies
- Classic methodologies: waterfall, V
- Agile's main principles
- Benefits and shortcomings of Agile
- Kanban overview
- Scrum – overview and implementation

Session 2 – Scrum roles

- Roles in Scrum
 - The Scrum team
 - Scrum master
 - Product owner
 - Project manager
 - Discovery team
- How each role integrates within the scrum team
- QA and dev relations as part of the same team
- Different roles issues and contradictions
- Simulation: Managing contradictions

Session 3 – Scrum Ceremonies

- Pre-planning
- Planning
- Daily stand-up meeting
- Discovery meeting
- Retrospective meeting
- Simulation of main ceremonies

Session 4 – Tools and skills

- Common industry tools for Scrum management (Jira, Rally)
- Tools and skills required for being a good Scrum participant
- Breaking myths
- Workshop: Common communication issues

Good luck!