

This 4-day course starts with a basic introduction to Scrum, then moves on to teach students that delivering software functionality using Kanban is radically different from traditional waterfall project management. Rather than plan, instruct and direct, Kanban utilizes a Lean "pull" implementation to guide the work through the process.

Using Scrum and Kanban together enhances organization agility, improves visibility of work flowing through the process and provides greater transparency for impediments that inhibit throughput. Participants learn how to implement Scrumban and all of the controls and reporting necessary to monitor the flow of work. Labs, case studies, and examples are used to bring home the realization of how to implement Scrumban.

**Course Objectives:**

- Grasp the origins and fundamentals of agile.
- Comprehend how Scrum works, the roles involved and the artifacts needed.
- Understand the origins of Kanban and the theory behind it.
- Grasp how Kanban and Scrum coexist in software development.
- Know how to complete a "Value Stream Mapping" and what to include.
- Comprehend throughput and how to organize the work.
- Grasp how to manage the process and the input queue.
- Understand options for tuning the Kanban implementation.
- Comprehend relevance and implementation of key metrics.

**Audience:** Scrum practitioners who want to investigate concepts to improve the way they work.

**Prerequisites:** Prior exposure to agile software development framework.

**Number of Days:** 4 days

<p><b>1 Agile Overview</b>                  The Agile Potential                  The Agile Manifesto                  Can Agile fail?                  THE Best Agile</p>	<p><b>4</b></p>	<p>Spikes &amp; Special Stories                  Prioritizing the Product Backlog  <b>Kanban Overview and Introduction</b>                  House of Lean                  Defining Kanban                  Motivation for Kanban                  Kanban as an "Agile plugin"                  Managing Quality                  Work In Progress (WIP)                  How to Prioritize                  Demand vs. Throughput                  Sources of Variability</p>
<p><b>2 Scrum Overview</b>                  Roles and Responsibilities                  Scrum Overview                  Scrum Artifacts                  Scrum Values &amp; Rules                  Other Keys to Success</p>	<p><b>5</b></p>	<p><b>Value Stream Mapping</b>                  The Value Stream                  Making Work Visible</p>
<p><b>3 Product Backlog</b>                  Defining the Product Backlog                  User Stories                  Roles &amp; Personas</p>	<p><b>5</b></p>	

Value Stream Lab (Part 1)

Card Walls

Demand Analysis

Allocating Capacity

The Work Card

Value Stream Lab (Part 2)

**6 Throughput**

Identifying Work Item Types

Sizing Work Items

Building User Stories

User Story Lab

Visual Control

Pull vs. Push

Theory of Constraints

Service Levels: Class of Service

Throughput Application Lab

(Incorporating Class of Service  
into the Card Wall)

**7 Managing the Process**

Daily Standup Meetings

After Meetings

Queue Replenishment Meetings

Release Planning Meetings

Triage

Geographically Dispersed Teams

**8 Improving the Process**

The Importance of Cadence

Limiting Work-In-Progress

Identifying Bottlenecks

**9 Key Metrics Review**

WIP

Lead Time Throughput and Measuring  
Flow

Blocked Work

Quality

Failure Load