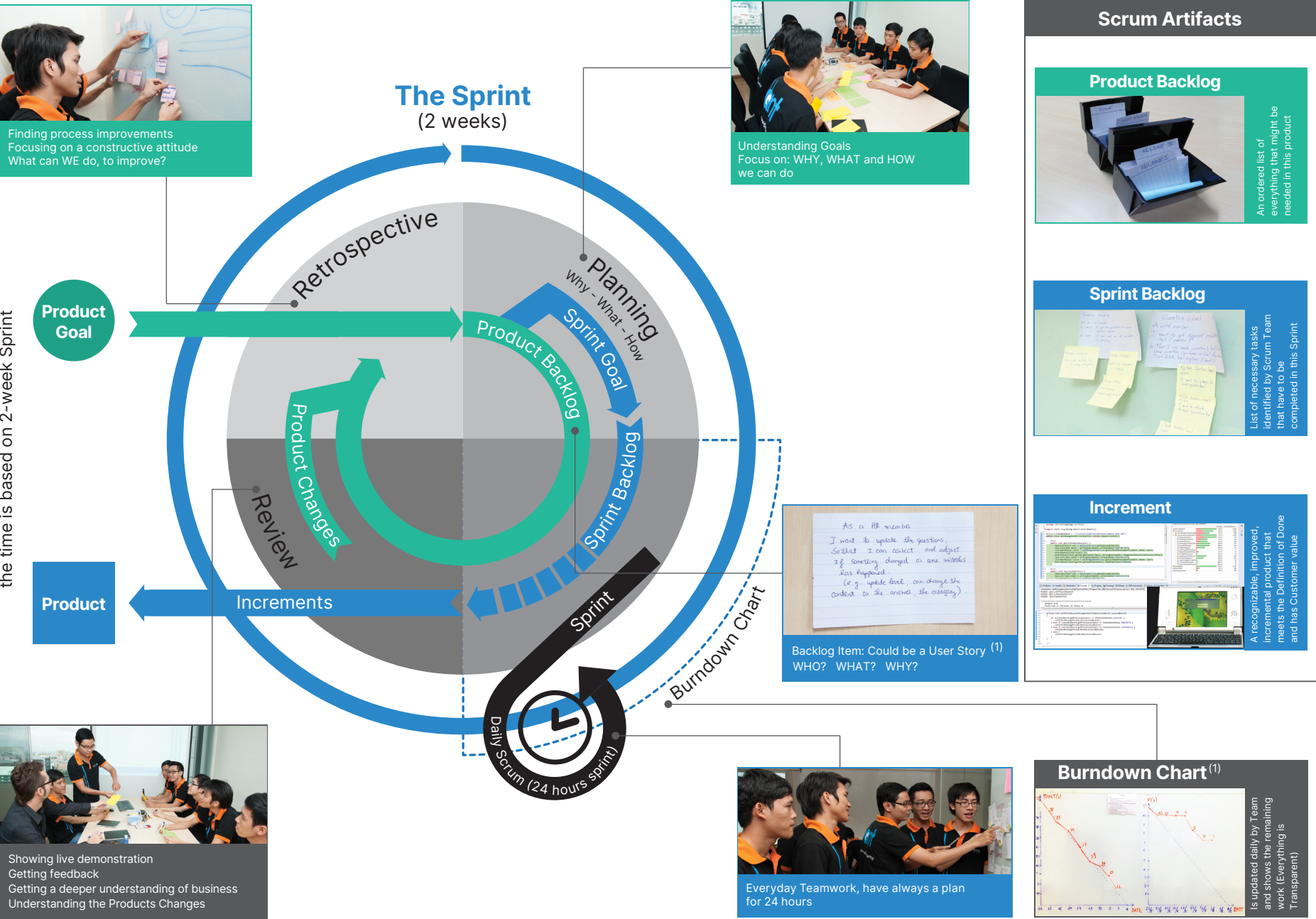


SCRUM ON A PAGE

AXON ACTIVE

Focusing on your agility



Scrum Artifacts

Product Backlog

Sprint Backlog

Increment

Scrum Values

Commitment

Focus

Openess

Respect

Courage

Empiricism

Transparency

Inspection

Adaption

3 Pillars

Lean Thinking

Originated from Toyota, it is a different way of observing value, flow and waste

It helps reduce waste and focus on the essentials

Scrum Team

Small team (max 10 members)

Cross-functional

Self-managing

Create a valuable, useful Increment every

DEVELOPERS

Accountable for creating any aspect a usable Increment each Sprint

Creating a plan for the Sprint, the Sprint Backlog

Instilling quality by adhering to a Definition of Done

Adapting their plan each day toward the Sprint Goal

Holding each other

accountable as professionals

PRODUCT OWNER

Accountable for maximizing the value of the product resulting from the work of the Scrum team

Developing and explicitly communicating the Product Goal

Creating and clearly communicating Product Backlog

Ordering Product Backlog items

Ensuring the the Product

Backlog is transparent, visible and understood

SCRUM MASTER

Accountable for establishing Scrum and for Scrum team's effectiveness

True leader who serves:

- The Scrum Team
- The Product Owner
- The organization

Non-Scrum Roles

Stakeholder

Support the Scrum Team and the Product

Can be anybody who is not part of Scrum Team: Customer, User, Sponsor, Vendors, Manager,...

Scrum Events	Time Box	Participation
Sprint Planning (Why - What - How)	4 hours	  
Daily Scrum	15 minutes	
Sprint Review (should be with Stakeholders)	2 hours	   
Sprint Retrospective	1.5 hours	  

(1) Good practices, not part of Scrum

“

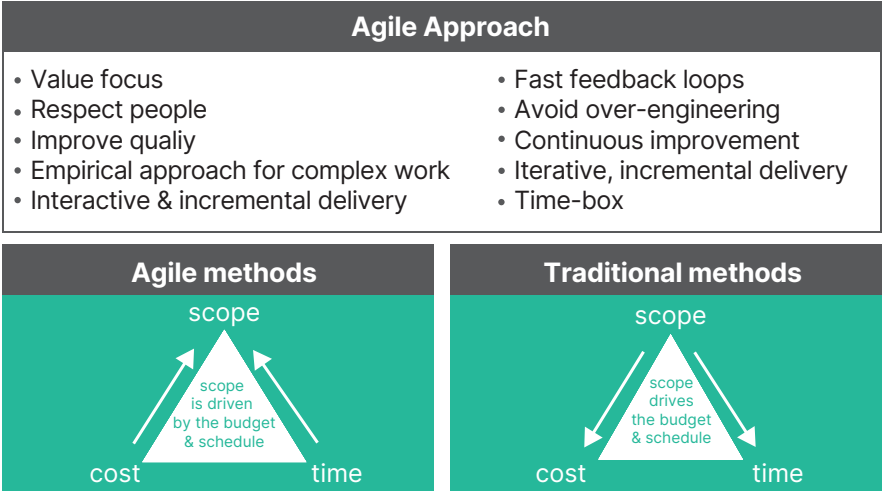
We are uncovering better ways of developing software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

”

Agile Manifesto 2001, www.agilemanifesto.org



TWO-WEEK SPRINT TIMELINE ACTIVITY

What	Sprint Planning	Daily Scrum	Sprint Review	Sprint Retrospective
When	Sprint start	Every day	Sprint end	Sprint end
Time Box	4 hours	15 minutes	2 hours	1.5 hours
Purpose	Plan for the Sprint	Re-plan Sprint's work	Inspect the outcome of the Sprint and determine adaptations	Plan ways to increase quality and effectiveness
Actions	Address 3 topics: - Why is this Sprint valuable? Define Sprint Goal - What can be Done this Sprint? Select items from Product Backlog. Forecast based on past performance, upcoming capacity, Definition of Done - How will the chosen work get done? Plan the work necessary, often done by decomposing Product Backlog items into smaller work items of one day or less	- Inspect progress toward Sprint Goal - Adapt the upcoming planned work (including impediment removal)	- Present the results of their work to key stakeholders - Discuss progress toward Product Goal - Collaborate on what to do next	- Inspect how last Sprint went with regards to individuals, interactions, processes, tools and their Definition of Done - Discuss what went well, what problems encountered and how they were solved - Identify the most helpful changes to improve team's effectiveness
Output	Sprint Backlog: - Sprint Goal - Product Backlog items selected for the Sprint - The plan for delivery (often small work items of one day or less)	Adapted Sprint Backlog	Adjusted Product Backlog	Most impactful improvements are addressed or added to the Sprint Backlog for the next Sprint

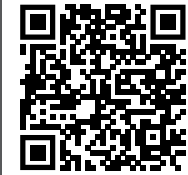


2-Week Sprint

Current Sprint

Preparation for next Sprint

SCROOL: Scrum Tool



Available on the App Store

What	Kick-off Workshop ⁽¹⁾	Product Backlog Refinement	Pair work ⁽¹⁾
When	Once at the beginning of the Product development	During the Sprint - ongoing activity	During the Sprint
Time Box	Depends on the product		Depends on the team
Purpose	Build up initial Product Backlog	Get Product Backlog items ready for selection in a Sprint Planning event	Increase software quality, team flow and have knowledge sharing
Actions	Product Owner works with stakeholders to define Product Vision, strategy and create Product Backlog. Product vision board, user story mapping can be used for this purpose	Break down and further define Product Backlog items into Smaller more precise items e.g. adding details such as description, order, size	Driver-navigator style: - One person is doing and explaining the work (driver) - One person is observing and reviewing the work on-the-go (navigator) - Switch role regularly
Output	Initial Product Backlog		

⁽¹⁾ Good practices, not part of Scrum