

# SAFe ScrumXP for Teams

## Description

Our two-day SAFe ScrumXP for Teams course goes well beyond Scrum. It teaches Lean thinking tools, roles, processes, and the software engineering practices necessary to achieve the code quality you need to scale Scrum to your enterprise business context. The course is intended for new teams in an enterprise agile adoption program or can be used to re-baseline existing Scrum teams as required for scaling.

The course consists of lecture, experiential activities, and exercises to begin building actual team backlogs in preparation for the agile transformation. By the end of the course, teams will be ready for their first program-level release planning meeting, part of the Scaled Agile Framework (SAFe) Agile Release Train (ART).

The course begins with the principles of scaling: Lean thinking tools, Agile development practices at scale, and an overview of the Scaled Agile Framework.

Following this, teams learn the best practices for building quality software in a timebox.

## Audience

- For SAFe Practitioner (SP) Certification – Software developers, testers, Scrum Masters, Product Owners, project managers, product managers, and other practitioners involved in software development
- For participants of an Agile Release Train Quickstart Program – New agile teams and existing agile teams requiring a common baseline for scaling.

## Learning Objectives

By the end of this course, attendees will be able to:

- Form their teams (Scrum Masters, Product Owners, and developers/testers) in an enterprise context by understanding the team, program, and enterprise roles; operating under enterprise governance; and applying lean and agile principles
- Operate within timeboxes to incrementally build and deliver high quality software
- Continuously improve their team and the program through the application of lean principles and agile practices at scale
- Build higher quality enterprise software faster through the application of agile software engineering practices
- Work effectively with Product and Program Management as part of an Agile Release Train to deliver complex enterprise solutions.

**Length** — Two Days

**Pre-requisites** — None to attend training

## Team Structure

High performing agile teams, the Scrum Master role, and the Product Owner role. At scale, teams, Scrum Masters, and Product Owners have additional responsibilities and challenges.

## Building Backlogs

Writing user stories and other backlog items, sizing and prioritising using lean economics via Weighted Shortest Job First, writing acceptance criteria, and building acceptance tests.

At scale, team backlogs are part of the enterprise backlog model for integrating with the program and portfolio.

## Sprint Execution

Planning, backlog grooming, tracking, demoing, and continuous improvement. At scale, these include team-level and program-level ceremonies and events.

## Software Engineer Practices

Strategies to avoid "waterfalling" a sprint, TDD, ATTD, automated testing, and continuous integration. At scale, technology and practices must also facilitate distributed development.

## Launching the Agile Release Train (ART)

Preparation for the first program-level Release Planning Meeting.