

# Certified **Stable** Scrum Master - CSSM

## Stable Institute Certification Workshop

Instructor: V. Lee Henson CST



### About the CSSM Workshop

A Stable Scrum Master is focused on ensuring the team achieves Operational Excellence, which means using Agile techniques to deliver precisely what the customers want (Effectiveness), and doing so with minimal waste (Efficiency).

This workshop promises to be like no other!

- 1) We dig deep in class and help people solve pressing problems and issues they are facing.
- 2) If your only goal for taking the class is to pass the test, this class is not for you. While my class average test score sits near the very top of all trainers, this is not our primary goal.
- 3) Stable is not all about software anymore, nor is it an all or nothing prospect. This class will point out real world examples of how well known organizations from startup to enterprise have adopted Stable and witnessed dramatic incremental improvements.



### Class Logistics:

- Eligibility To Take The CSSM Exam
- 2-Day Online or In-Person Workshop
- Class Eligible For 16 PDU's or SEU's
- Two Year Stable Institute Membership
- Reference Workbook Included

**Are you ready to book this as a private course for your group?**

**Contact us today to schedule training and coaching!**

Time	Agenda Item	Details
8:30 - 9:00 AM	Welcome & Agenda	<ul style="list-style-type: none"> <li>• Meet Your Instructor</li> <li>• Meet Your Team</li> <li>• Course Agenda &amp; Goals</li> </ul>
9:00 - 10 AM	History of Agile	<ul style="list-style-type: none"> <li>• The Need for Agile</li> <li>• The Agile Manifesto</li> <li>• Agile Today</li> </ul>
10:15-10:20 AM	Scrum	<ul style="list-style-type: none"> <li>• The Artifacts</li> <li>• The Roles</li> <li>• The Meetings</li> <li>• Common Adoption Challenges</li> </ul>
12:00 - 1:00 AM	Day 1 - Lunch	
1:00 - 2:00 PM	Stable Additions to Scrum	<ul style="list-style-type: none"> <li>• Kata Cards, SLAM Charts</li> <li>• 5S Improvements, Kaizen Projects</li> <li>• Additional Questions</li> </ul>
2:00 - 3:15 PM	Scrumban	<ul style="list-style-type: none"> <li>• Kanban vs. Sprint Boards</li> <li>• Lean, WIP, &amp; Pull Workflows</li> <li>• Combining Kanban &amp; Sprints</li> </ul>
3:15 - 4:30 PM	Common Agile Fixtures	<ul style="list-style-type: none"> <li>• User Stories, Burn-up Charts</li> <li>• Information Radiators, Personas</li> <li>• Cross-functional Teams, Kano Model</li> <li>• Wire-frames, Kaizen, Automation</li> </ul>
4:30 - 5:00 PM	Day 1 Close & Homework	<ul style="list-style-type: none"> <li>• Review</li> <li>• Share Takeaways</li> <li>• Homework &amp; Dismissal</li> </ul>
Day 2		
8:30 - 10:00 AM	Scrum Simulation	<ul style="list-style-type: none"> <li>• Review of Scrum &amp; Scrumban</li> <li>• Simulation Overview</li> <li>• Class Breaks Into Scrum Teams</li> <li>• Scrum and Scrumban Begin</li> </ul>
10:00 - 10:15 AM	Day 2 - Morning Break	
10:15 - 12:00 PM	Game Creation (Simulation)	<ul style="list-style-type: none"> <li>• Teams use Scrum and Scrumban principles learned in class to create complete games for other teams to play after lunch.</li> </ul>
12:00 - 1:00 AM	Day 2 - Lunch	
1:00 - 4:30 PM	Game Playing & Retrospectives (Simulation)	<ul style="list-style-type: none"> <li>• Playing of games by individuals from other teams.</li> <li>• Team Retrospectives</li> <li>• Retrospective Share with Classmates</li> </ul>
4:30 - 5:00 PM	Course Closure	<ul style="list-style-type: none"> <li>• Reading List, Final Thoughts</li> </ul>