



ScrumLearn® Developer Qualification Syllabus

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INTRODUCTION

Scrum is for sure the most popular Agile methodology of our times. But what is it about Scrum that makes it the number one framework for iterative software development? How did Scrum grow to be the most widely used Agile method, and what are the reasons for its success?

One possible answer is that Scrum is simple, straightforward, and easy to implement. While there are a number of other iterative and incremental development methodologies out there (eXtreme Programming, Crystal Clear, Agile Unified Process, etc), Scrum is on the simple side. Not only because of its inherent characteristics, but also because it has well documented use cases. In other words: in part, Scrum is successful simply because it's popular, but mainly the very good reason for Scrum's success, of course, is that it just works.

The reasons behind the increased performance of Scrum teams are manifold. For one, of course, Scrum is a mature framework of development and project management. With frequent iterations and continuous feedback, it helps make sure that the delivered end product suits customer needs. The ability to change requirements on the fly makes sure the project is not derailed.

Another element to be considered is the fact that Scrum offers a variety of certifications. Scrum Masters, Product Owners, developers, but also trainers and coaches can get certified. Demonstrated experience and, perhaps even more importantly, ongoing education definitely helps. This feedback and continued contact with Scrum practitioners enable the methodology itself to continue to evolve and gain maturity.

With ample credibility offered by both certifications and documented use cases, it's no wonder that Scrum was able to garner much attention and support. Companies aspiring to transition to an Agile methodology soon find that reliable and comprehensive information on the several Agile frameworks is difficult to come by.

SCOPE AND PURPOSE OF THIS DOCUMENT

The purpose of this document is to inform all parties interested in the ScrumLearn® Scrum Developer Certified (SDC) course of the areas covered in the qualification. This document describes the Learning Objectives (LOs) that must be covered in a ScrumLearn® Scrum Developer Certified (SLMC) course and that are tested by the examination. These Learning Objectives take the following into consideration:

- every implementation of Scrum is different;
- teams and organizations apply Scrum within their context, but the fundamental framework always remains the same.

QUALIFICATION OBJECTIVES

Whether you're a manager, programmer, tester, analyst, product manager, or someone interested in working on or with a Scrum team, this course is suited for you. You will leave with solid knowledge of how and why Scrum works. When you have acquired the required knowledge from this course, you will be able to:

- explain the drivers responsible for the emergence of Agile;



- describe and recognize the essential values, roles, events, artifacts that define the Scrum framework;
- know specific Scrum practices that support the delivery of products;
- work as a Scrum Developer in a Scrum team;
- use the main tools and techniques needed by developers of a Scrum team;
- acquire the knowledge needed to pass the SDC exam.

TARGET AUDIENCE

The ScrumLearn® Scrum Developer Certified (SDC) qualification is fit-for-purpose for whoever is interested in having a deep understanding of Scrum and, in particular, wants to play or shall interact with the role of the Scrum Developer of a Scrum Team. The role is a key contributor of the Scrum Team that takes the lead in defining the requirements for a product to be developed and in prioritizing their implementation. This is of interest to anyone who has this responsibility, for example (the list is not exhaustive):

- product architects / designers;
- IT architects / engineers;
- business analysts;
- project team leaders;
- project resources;
- software developers;
- IT systemists;
- team and departments members in charge of developing a product.

CERTIFICATION REQUIREMENTS

You will receive the required certification from iCONS on successful completion of the ScrumLearn® Scrum Developer Certified (SDC) exam.

EXAM DETAILS

The characteristics of the ScrumLearn® Scrum Developer Certified (SLMC) exam are:

Exam Format:

- closed-book format;
- paper/web-Based;
- participants may use scratch paper.

Questions:

- 45 multiple choice questions.

Passing Score:

- 65%

Exam duration:



- 50 minutes;
- 10 minutes extra time for non-native English speakers.

LEARNING OUTCOMES

A classification widely used when designing assessments for certification and education is the Bloom’s Taxonomy of Educational Objectives. This classifies learning objectives into six ascending learning levels, each defining a higher degree of competencies and skills. (Bloom et al, 1956, Taxonomy of Educational Objectives).

This structured approach helps to ensure:

- a clear delineation in learning level content between different qualification levels;
- learning outcomes are documented consistently across different areas of the guidance;
- exam questions and papers are consistent and are created to a similar level of difficulty.

The ScrumLearn® Scrum Developer Certified (SDC) qualification examines learning outcomes at levels 1 (knowledge), 2 (comprehension) and 3 (application).

ScrumLearn® Scrum Developer Certified (SDC) LEARNING OUTCOMES

Scrum Developer Certified (SDC) LEARNING OUTCOMES				
	1 Knowledge	2 Comprehension	3 Application	4 Analysis
Generic Definition from Learning Outcomes	Know key facts, terms and concepts from the manual/ guidance	Understand key concepts from the manual/ guidance	Be able to apply key concepts for a given scenario	Be able to analyze and distinguish between appropriate and inappropriate use of the method/ guidance for a given scenario situation



Qualification Learning Outcomes	Know facts, including terms, concepts, principles, tools and techniques of Scrum	Understand the concepts, principles, and dimensions of Scrum and can explain how these are applied	Be able to define requirements and to prioritize / maintain a product backlog	
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SYLLABUS AREAS

The following syllabus areas are identified.

SYLLABUS AREA CODE	SYLLABUS AREA TITLE
IN	Course Introduction
AO	Agile Overview
SO	Scrum Overview
SR	Scrum Roles
SA	Scrum Artifacts
SE	Scrum Events
TT	Tools and Techniques
SI	Scrum Implementation

In the following section are provided details on the topics covered in the different lessons of the course. This course has been mainly based on the Scrum representation provided by Ken Schwaber and Jeff Sutherland In their book “The Scrum Guide™ - The Definitive Guide to Scrum: The Rules of the Game”. Additional sources have also been used, and are specified in the section “Referenced bibliography and suggested readings”.

SYLLABUS

COURSE INTRODUCTION (IN)

This module lets learners know about the ScrumLearn® Scrum Developer Certified (SSDC) course, such as a brief overview, certification, and training agenda.



AGILE OVERVIEW (AO)

This module is about understanding the origins of the Agile approach and how it turned upside-down the traditional approach to product development and project management.

AREA CODE	SECTION	SUBSECTION	TOPIC
AO	01	01	What is Agile ?
		02	History of Agile
		03	Reasons for adopting Agile
		04	Agile Manifesto
		05	Waterfall vs Agile
		06	Common practices of Agile teams
		07	A few well-known Agile techniques and approaches
		08	Kanban
		09	Timeboxes

SCRUM OVERVIEW (SO)

This module is about introducing the Scrum approach, also in relation to Agile, and giving an overall vision of how Scrum is structured in terms of roles involved, project phases, and activities.

AREA CODE	SECTION	SUBSECTION	TOPIC
SO	01	01	What is Scrum ?
		02	Scrum Pillars
		03	Scrum Values
		04	Scrum Roles
		05	Scrum Artifacts
		06	Scrum Events
		07	Scrum Applicability
		08	Scrum advantages and benefits

SCRUM ROLES (SR)

This module introduces the typical organization of a Scrum project, detailing the core and non-core Scrum roles and responsibilities.



AREA CODE	SECTION	SUBSECTION	TOPIC
SR	01	01	The Scrum Organization and Team
		02	The Product Owner
		03	The Scrum Master
		04	Scrum Developer
		05	Scrum roles within a Scrum Team
		06	Other stakeholders

SCRUM EVENTS (SE)

This module introduces the main meeting and prescribed occasion for exchanges that are used in a Scrum product development initiative

AREA CODE	SECTION	SUBSECTION	TOPIC
SE	01	01	Scrum Events
		02	The Sprint
		03	Sprint Planning
		04	Daily Scrum
		05	Sprint Review
		06	Sprint Retrospective
		07	Product Backlog Refinement
		08	The Scrum of Scrum

SCRUM ARTIFACTS (SA)

This module introduces the documents and artifacts that are used in a Scrum product development initiative

AREA CODE	SECTION	SUBSECTION	TOPIC
SA	01	01	Scrum Artifacts overview
		02	The User Story
		03	The Product Vision
		04	The Product Backlog
		05	The Sprint Backlog
		06	The Increment
		07	The Definition of Ready



		08	The Definition of Done
		09	The Acceptance Criteria

SCRUM IMPLEMENTATION (SI)

This module explains how Scrum can be actually introduced in an organization and also the most reliable models to scale Scrum to largest development initiatives.

AREA CODE	SECTION	SUBSECTION	TOPIC
SI	01	01	Scrum as a journey
		02	Departure activities
		03	Travelling activities
		04	Arrival activities

TOOLS AND TECHNIQUES (TT)

This module introduces the most common tools, techniques, approaches and practices that support a Scrum product development initiative

AREA CODE	SECTION	SUBSECTION	TOPIC
TT	01	01	User Stories
		02	Story Mapping
		03	Personas
		04	Timeboxing
		05	Scrum Board
		06	Velocity
		07	Burndown Chart
		08	Planning Poker
		09	Prioritization Methods

