PURPOSE

This document describes the Learning Objectives (LOs) that must be covered before or during a foundational Scrum Alliance offering (CSM® and CSPO®). 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.

The Learning Objectives for this offering are based on:

• Manifesto for Agile Software Development, four values and 12 principles, agilemanifesto.org
• Scrum values, https://www.scrumalliance.org/about-scrum/values
• Scrum Guide, scrumguides.org*
• Scrum Alliance Guide level feedback
In addition to the collective knowledge and experience of our Guides community, Scrum Alliance has adopted the Scrum Guide, The Definitive Guide to Scrum: The Rules of the Game (updated most recently in November, 2020) as the point of reference for our certified Scrum course offerings. Certification candidates are expected to build a comprehensive body of knowledge of Scrum. Incorporating Scrum principles and practices takes diligence, patience, and a commitment to continuous improvement. Scrum is a framework, not a prescriptive methodology.

The Scrum Foundations Learning Objectives fall into the following categories:

1. Scrum Theory
2. The Scrum Team
3. Scrum Events and Activities
4. Scrum Artifacts and Commitments

Please note: Individual instructors may choose to include ancillary topics. Ancillary topics presented within Scrum Foundations must be clearly indicated as such to their attendees.

A note about Bloom's Taxonomy:

Bloom's-style Learning Objectives describe what the learner can do upon completing the offering. Please mentally start each Learning Objective with the following phrase: “Upon successful validation of the Scrum Foundations Learning Objectives, the learner will be able to … "

Bloom's style of Learning Objectives consist of six levels of learning:

- Knowledge
- Comprehension
- Application
- Analysis
- Synthesis
- Evaluation

The levels progress from lower- to higher-order thinking skills, Knowledge through Evaluation. The level of each Learning Objective can be identified using the image designations above.
LEARNING OBJECTIVES

Scrum Theory

1.1 define Scrum.
1.2 list the five Scrum values.
1.3 define empiricism.
1.4 list the three empirical Scrum pillars.
1.5 list at least three benefits of an iterative and incremental approach.
1.6 describe at least two disadvantages that could occur if Scrum is only partially implemented.
1.7 describe how Scrum is aligned with the values and principles of the Manifesto for Agile Software Development.

The Scrum Team

2.1 illustrate how the Product Owner, Developers and Scrum Master interact to deliver Increments within a Sprint.
2.2 identify at least three benefits of a cross-functional, self-managing Scrum Team.

Scrum Events and Activities

3.1 explain at least three benefits of using a timebox.
3.2 define the purpose and maximum duration of a Sprint.
3.3 explain how to determine a suitable duration of a Sprint.
3.4 define Sprint Planning, Daily Scrum, Sprint Review and Sprint Retrospective, including their purpose, participants, sequence, and maximum recommended timebox.
3.5 list at least three activities that may occur as part of Product Backlog refinement.
3.6 repeat at least two reasons why the Scrum Team dedicates time for Product Backlog refinement.

Scrum Artifacts and Commitments

4.1 define the purpose of and at least three attributes of the Product Backlog, Sprint Backlog, and Increment.
4.2 explain why the Product Backlog is an emergent list of what is needed to improve the product.
4.3 list at least three attributes of a Product Backlog item.
4.4 discuss how the Sprint Backlog can be changed without endangering the Sprint Goal.
4.5 explain how multiple Increments may be created during a Sprint.
4.6 describe how the Product Goal, Sprint Goal and Definition of Done represent the commitments for the three artifacts of Scrum.
4.7 describe why the Sprint Goal does not change during a Sprint.
4.8 explain how the Definition of Done evolves over time.
4.9 identify at least two reasons why multiple teams working on the same Product Backlog have a shared and consistent Definition of Done.
**PROGRAM TEAM**

Path to CSP<sup>SM</sup> Design and Audit Team (2021)

- Erika Massie
- Carlton Nettleton
- Lisa Reeder
- Jason Tanner
- Andreas Schliep

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