



Certified Scrum Practitioner

Syllabus Version 03.02 English Version 00.00



Includes Syllabi for

- Scrum Master
- Product Owner
- Agile Coach

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Conent

Introduction	3
Target Audience	3
Certified Scrum Practitioner (CSP) Curriculum Overview	4
Product Owner Seminar.....	4
Scrum Master Seminar.....	4
Agile Coach Seminar.....	4
Examination Content Overview	5
Reference Material	5
Topics and Reference Material	6
Topics and their weighting in the certification exams	8
Terms	9
Scrum Master Certification	11
Recommended Seminar Duration.....	11
Exam Format	11
Certification Levels.....	11
Prerequisite for taking the exam.....	11
Topics and Blooms Level	12
Product Owner Certification	14
Recommended Seminar Duration.....	14
Exam Format	14
Certification Levels.....	14
Prerequisite for taking the exam.....	14
Topics and Blooms Level	14
Agile Coach Certification	17
Recommended Seminar Duration.....	17
Exam Format	17
Certification Levels.....	17
Prerequisite for taking the exam.....	17
Topics and Blooms Level	17
Combined Exam (Scrum Master and Product Owner)	21
Exam strategy and possible final certification levels	21
Document History	22

Introduction

This document is intended to help training organizers to develop courses and training documents that meet the requirements of itedas.

The main objective of this syllabus (curriculum) is to determine the exam topics, requirements, and details. The users should be supported in the development of new, high-quality courses.

The Syllabus "Certified Scrum Practitioner" is designed to provide the participants with the knowledge they need to work successfully as a member of a Scrum Team. The ability of the participants to "remember" the terms and concepts explained and to "understand" them in such a way that they can be used in practice is tested.

Successful participants receive an internationally recognized confirmation of their knowledge (certificate) which is issued by Certible, an independent and internationally active certification authority.

Target Audience

The program is aimed at everyone who wants to work successfully as part of a Scrum project in the role of Scrum Master, Product Owner or as a member of the development team.

The Syllabus considers the fact that all executors of the Scrum roles must have the same basic knowledge to successfully implement projects according to Scrum. This is also reflected in the different degrees of the certification test.

No matter what role you want to take over in the Scrum team, whether as a member of the development team, a product owner or a Scrum master, you must understand the core elements of Scrum and master it according to your role. This training program provides the appropriate basis.

Notes on versioning the document

The versioning considers the following dimensions:

- Versioning of the learning content of the syllabus (e.g.: syl03.01)
- Versioning of the speech version of the syllabus (e.g.: de01.00)

Different language versions (e.g.: de01.00, en02.00) with identical syllabus version (e.g.: syl03.01) addressing the same learning content.

This ensures that the Syllabus version is identical in all language versions and that confusion can be excluded.

Certified Scrum Practitioner (CSP) Curriculum Overview

The CSP curriculum offers three practical certification levels:

- Product Owner
- Scrum Master
- Agile Coach



Product Owner Seminar

In addition to imparting the basic knowledge about Scrum, the seminar will focus on the tasks and responsibilities of the role of product owner. Consequently, the focus of the seminar is on agile product planning, creating, and maintaining the product backlog, and writing and conveying user stories according to the 3C principle.

Scrum Master Seminar

In addition to imparting the basic knowledge about Scrum, the focus is on the tasks and responsibilities of the role of the Scrum Master. As a serving manager, the Scrum Master must not only understand and convey the tasks and responsibilities of the other roles. In addition, the role owner must also be able to explain why which rules apply in Scrum.

Agile Coach Seminar

Based on the Scrum Master knowledge, the Agile Coach Seminar focuses on the deeper background knowledge of agile methods in general and Scrum in specific. In the role of the Agile Coach you should know which elements from Scrum serve what purpose and which aspects must be observed so that Scrum works. This includes knowledge of the cadence, the functioning of the retrospective, the self-organization of teams, the Ceynefin framework and empirical process control.

Examination Content Overview

Reference Material

ID	Source
01	Ken Schwaber, Jeff Sutherland: The Scrum Guide 2016. http://www.Scrumguides.org . 28. April 2017
02	Kenneth S. Rubin: Essential Scrum. mitp 2014; ISBN-13: 978-0137043293
03	Mike Cohn: Succeeding with Agile. Addison Wesley 2010; ISBN-13: 978-0-321-57936-2
04	Mike Cohn: Agile Estimating and Planning. Pearson Education 2006; ISBN-13: 978-0-13-147941-8
05	Ken Schwaber: Nexus Guide August 2015, Quelle: https://www.scrum.org/resources/nexus-guide
06	Hirota Takeuchi, Ikujiro Nonaka: The New New Product Development Game. Harvard Business Review 1986; Quelle: https://hbr.org/1986/01/the-new-new-product-development-game
07	David J. Snowden, Mary E. Boone: A Leaders Framework for Decision Making. Harvard Business Review 2007; Quelle: https://hbr.org/2007/11/a-leaders-framework-for-decision-making
08	SAFe® 4.0 Introduction, A Scaled Agile, Inc. White Paper July 2016; Quelle: https://www.scaledagile.com/resources/safe-whitepaper/
09	http://agilemanifesto.org/iso/de/manifesto.html
10	https://de.wikipedia.org/wiki/Quality_Gate
11	https://en.wikipedia.org/wiki/Bus_factor
12	https://www.agilealliance.org/glossary/nikoniko/
13	https://www.agilealliance.org/glossary/information-radiators
14	http://www.gettingagile.com/2008/07/04/affinity-estimating-a-how-to/
15	https://www.scruminc.com/wp-content/uploads/2014/06/Estimating-Business-Value-Agile2014.pdf
16	http://www.innolution.com/resources/glossary/conditions-of-satisfaction
17	https://en.wikipedia.org/wiki/Cynefin_framework
18	https://en.wikipedia.org/wiki/Elevator_pitch
19	https://en.wikipedia.org/wiki/Kano_model
20	https://www.definitions.net/definition/quality%20gate
21	<ul style="list-style-type: none"> • http://agilemodeling.com/essays/communication.htm • The aim of osmotic communication is that all team members (especially those of the development team, since they work very closely together every day) are on the same level of knowledge. To do this, it is necessary for all team members to know which (important) topics are being exchanged or discussed between individual team members. Therefore, the development team should sit together in one room. This room must be designed in such a way that it allows comfortable work and that every team member is in principle able to contribute to the flow of information with questions or statements if necessary. In this way, osmotic communication also supports the self-control of a team.
22	https://en.wikipedia.org/wiki/DevOps
23	https://blogagility.com/2017/09/16/agile-moment-the-triangulation-technique/

Topics and Reference Material

Syllabus-ID	Topic	Reference-ID	Chapter
1	Scrum: Theory and Principles	01	
1.1	Scrum: Historical roots	02 09	1: "Scrums Origin", "Interrupt-Driven Work"
1.2	Empirical process control	02 01	1: "Can Scrum Help you?" all subchapters, Fig. 1.2, 1.3
1.3	Agile/Scrum-Principles	02	3: "Agile Principles", "Variability and Uncertainty", Fig. 3.2, "Predictions and Adaption", Fig. 3.12, "Work in Progress", Table 3.2, "Validated Learning", Fig. 3.13, "Progress", "Performance", Table 3.4
1.4	Agile Manifesto, Values and Principles	09	4 Values (Theses), 12 Principles
1.5	Scrum Framework Overview	02	2 all subchapters
1.6	Scrum Values	01	
2	Scrum Events	01	
2.1	Sprint	02	2: Subchapter "Sprint" 4: "Sprints" with all subchapters
2.2	Sprint Planning <ul style="list-style-type: none"> Two-/One-Part Sprint Planning Determining Capacity 	02	15: subchapters "Sprint Planning", "Daily Planning" 19: "Sprint Planning" all subchapters
2.3	Sprint Execution	02	20: "Sprint Execution" all subchapter
2.4	Daily Scrum	02	2: subchapter "Daily Scrum" 15: subchapter "Daily Planning" 20: subchapter "Daily Scrum"
2.5	Sprint Review	02	2: subchapter "Sprint Review" 21 "Sprint Review" all subchapters
2.6	Retrospective	02	22 "Sprint Retrospective" all subchapters
3	Scrum Artifacts	01	
3.1	Product Backlog	02 15	2: subchapter "Product Backlog" 6 "Product Backlog" all subchapters Prioritization of Product Backlog Items (BPI) according to ROI (Business Benefit divided by the size BPI)
3.2	User Story	02	5 "Requirements and User Stories" all subchapter
3.3	Sprint Backlog	02	Glossary
3.4	Increment	02	2: subchapter "done", Glossary
3.5	Definition of Ready	02	6: subchapter "Definition of Ready", Glossary
3.6	Definition of Done	02	2: subchapter "done" 4: subchapter "Definition of Done"
4	Scrum Team (Roles)	01	
4.1	Development Team	02	11 "Development Team" all subchapters 12: subchapters "Overview", "Feature Teams versus Component Teams"
4.2	Product Owner	02	9 "Product Owner" all subchapter
4.3	Scrum Master	02	10 "Scrum Master" all subchapter
5	Product Planning	01	
5.1	Scrum Planning Principles	02	14 "Scrum Planning Principles" all subchapter
5.2	Multilevel Planning	02	15 "Multilevel Planning" subchapter "Overview",

Syllabus-ID	Topic	Reference-ID	Chapter
5.3	Product Vision	02	17 "Envisioning" subchapter "Overview", "Visioning", "High-Level Product Planning" "Product Roadmap Definition" Strategy and portfolio are not the subject of this seminar
5.3	Release Planning	02	14 "Planning" subchapter "Favor Smaller and More Frequent Releases,, Fig. 14.4, Fig. 14.5
		19	Kano Model
6	Estimation and Velocity	01	
6.1	Estimation and Estimation Concepts	02	7 "Estimation and Velocity" subchapter "Overview", "BPI Estimation Concepts", "PBI Estimation Units"
6.1.1	Affinity Estimation	14	
6.1.2	Triangulation	23	
6.1.3	Planning Poker	02	7 "Estimation and Velocity" subchapter "Planning Poker"
6.2	Velocity	02	7 "Estimation and Velocity" subchapter "What is Velocity?", "Forecasting Velocity", "Affecting Velocity", "Misusing Velocity"
7	Steering and Monitoring	01	
7.1	Communication	02	20 "Sprint Execution" subchapter "Communicating"
	Osmotic Communication	21	
7.2	Task Board	02	20 "Sprint Execution" subchapter "Task Board"
7.3	Sprint Burndown Chart	02	20 "Sprint Execution" subchapter "Sprint Burndown Chart"
7.4	Sprint Burnup Chart	02	20 "Sprint Execution" subchapter "Sprint Burnup Chart"
7.5	Succession Planning (Bus Factor)	11	
7.6	Niki-Niko Calendar	13	
7.7	Information Radiator	12	
8	Scalability of Scrum	01	
8.1	Scrum of Scrums	02	12 "Scrum Team Structures" all subchapter
8.2	Release Train	02	12 "Scrum Team Structures" all subchapter
8.4	Frameworks	06	<i>Remark: General overview: no details</i>
		05, 08	<i>Remark: only know what it is for, can distinguish for what purpose the frameworks can be used; no details.</i>
9	Quality	01	
9.1	Quality	03	16 "Quality" subchapter „Integrate Testing into the Process “
9.2	Technical dept	02	8 "Technical Dept" subchapters: "Overview", "Consequences of Technical Dept", "Causes of Technical Debt", "Technical Dept Must Be Managed" ', Fig. 8.7
10	Implementing Scrum		
10.1	ADAPT	03	2 „ADAPTING to Scrum“ all subchapter
10.2	Enterprise Transition Community	03	4 "Iterating Toward Agility" subchapter „The Enterprise Transition Community“
10.5	Resistance	03	6 "Overcoming Resistance" all subchapters

Topics and their weighting in the certification exams

The following table contains an overview of the weighting of the individual topics in the respective certification exams and the maximum degree of difficulty of the questions required in the exam according to the Bloom's Taxonomy (Bloom Level, BL).

ID	Topic	Scrum Master		Product Owner		Agile Coach	
		Weight	BL	Weight	BL	Weight	BL
1	Scrum: Theory and Principles	5 %	3	0 %		10 %	6
2	Scrum Events	15 %	3	0 %		10 %	6
3	Scrum Artifacts	15 %	3	30 %	4	10 %	6
4	Scrum Team (Roles)	15 %	4	10 %	5	10 %	6
5	Product Planning	10 %	2	40 %	6	10 %	6
6	Estimation and Velocity	20 %	3	10 %	3	10 %	6
7	Steering and Monitoring	5 %	3	10 %	4	10 %	6
8	Scalability of Scrum	5 %	1	0 %		10 %	6
9	Quality	5 %	3	0 %		10 %	6
10	Implementing Scrum	5 %	2	0 %		10 %	6
	Total=	100 %	-	100 %	-	100%	

Terms

To understand the exam questions in the certification exam, the following terms must be known and classified (to avoid differences in definition, a source was given for some terms):

Term	Source
Acceptance Conditions / Criteria	02
ADAPT	03
Affinity Estimation	14
Agile Manifesto	09
Artefact	
Burn-down Bar Chart	02
Burn-up Chart	02
Bus-Factor	11
Business Value Chart	15
Collective Code Ownership	
Conditions of Satisfaction (COS)	16
Cross-Team Coordination	
Cynefin-Framework	17, 02
Daily Scrum	
Daily Standup	
DEEP	02
Definition of Ready (DoR)	02
Definition of Done (DoD)	02
DevOps	22
Elevator Pitch	18
Empirical Process Control	02
Enterprise Transition Community (ETC)	02, 03
Escaped Defects	
Estimation Concept	02
Estimation Unit	
Ideal Days	
Ideal Hours	
Information Radiator	13
Inspect	
Kano model: Delighters / Performance needs / Basic needs	19
Kinds of Estimation	
Lean	
Minimal Viable Product	
Nexus	05
Nonfunctional Requirements	
Osmotic communication	
Planning Onion	
Planning Poker	
Portfolio Backlog	
Product Backlog	
Product Owner	

Term	Source
Product Planning	
Product Vision	
Quality Gate	20
Release	
Release Burn-down Chart	
Release planning	
Release Train	
Retrospective	
Return on Invest (ROI)	
Review Meeting	
SAFe	08
Scaling Scrum	
Scrum Master	
Scrum of Scrums	
Servant Leader	
Split-and Seed-Model	
Sprint	
Sprint Backlog	
Sprint Burn-down Chart	
Sprint Goal	
Sprint Goal Success Rate	
Sprint Planning	
Sprint Retrospective	
Sprint Review	
Stakeholder Family	
Standup Meeting	
Story Points	
Succession Planning	
Task Backlog	
Task Board	
Technical Debt	
Test-Driven Development (TDD)	
Time Box	
Time2Market	
Timeboxing	
Triangulation	
Unique Selling Proposition (USP)	
User Story	
Velocity	
WIP-Limit	
Work in Progress (WIP)	

Scrum Master Certification



Recommended Seminar Duration

At least 16 hours á 45 minutes. Ideal 24 hours with more practical assignments.

Exam Format

Kind of Exam:	Multiple Choice
Number of Questions:	40
Answer Options per Question:	4
Correct Answers per Question:	1
Duration:	60 Minutes plus 15 minutes for proven disadvantage compensation (mother tongue other than examination, proven relevant diseases / disabilities)

Certification Levels

Right Answers	Score	Reached Certification Level
0 – 20	0 % – 50 %	none
21 – 29	>50 % – <75 %	Scrum Foundation
30 – 40	75 % – 100 %	Scrum Master

Prerequisite for taking the exam

- None.
- Participation in a seminar is recommended so that the candidate is sufficiently familiar with the terminology used here (see bibliography)

Topics and Blooms Level

Topics for which no bloom level was specified (./.) are not relevant for the examination.

Syllabus-ID	Topic	Blooms-Level (max.)
1	Scrum: Theory and Principles	
1.1	Scrum: Historical roots	./.
1.2	Empirical process control	./.
1.3	Agile/Scrum-Principles	BL3 Application
1.4	Agile Manifesto, Values and Principles	BL1 Knowledge
1.5	Scrum Framework Overview	BL3 Application
1.6	Scrum Values	BL3 Application
2	Scrum Events	
2.1	Sprint	BL3 Application
2.2	Sprint Planning	BL3 Application
2.3	Sprint Execution	BL3 Application
2.4	Daily Scrum	BL3 Application
2.5	Sprint Review	BL3 Application
2.6	Retrospective	BL3 Application
3	Scrum Artifacts	
3.1	Product Backlog	BL3 Application
3.2	User Story	BL3 Application
3.3	Sprint Backlog	BL3 Application
3.4	Increment	BL3 Application
3.5	Definition of Ready	BL3 Application
3.6	Definition of Done	BL3 Application
4	Scrum Team (Roles)	
4.1	Development Team	BL4 Analysis
4.2	Product Owner	BL4 Analysis
4.3	Scrum Master	BL4 Analysis
5	Product Planning	
5.1	Scrum Planning Principles	BL2 Comprehension
5.2	Multilevel Planning	BL2 Comprehension
5.3	Product Vision	BL2 Comprehension
5.3	Release Planning	BL2 Comprehension
6	Estimation and Velocity	
6.1	Estimation and Estimation Concepts	BL3 Application
6.1.1	Affinity Estimation	BL3 Application
6.1.2	Triangulation	BL3 Application
6.1.3	Planning Poker	BL3 Application
7	Steering and Monitoring	
7.1	Communication	BL3 Application
7.2	Osmotic Communication	BL3 Application
7.3	Task Board	BL3 Application
7.4	Sprint Burndown Chart	BL3 Application
7.5	Sprint Burnup Chart	BL3 Application
7.6	Succession Planning (Bus Factor)	./.
7.7	Niki-Niko Calendar	./.
7.8	Information Radiator	BL2 Comprehension

Syllabus-ID	Topic	Blooms-Level (max.)
8	Scalability of Scrum	
8.1	Scrum of Scrums	BL1 Knowledge
8.2	Release Train	BL1 Knowledge
8.4	Frameworks	BL1 Knowledge
9	Quality	
9.1	Quality	BL3 Application
9.1.1	Quality Gates	BL3 Application
9.2	Technical dept	BL3 Application
10	Implementing Scrum	
10.1	ADAPT	BL1 Knowledge
10.2	Enterprise Transition Community	BL1 Knowledge
10.5	Resistance	./.

To ensure comparability with earlier versions, the numbering of the Syllabi IDs can have gaps.

Product Owner Certification



Certified
Scrum Practitioner
Product Owner



Recommended Seminar Duration

- With Scrum Master knowledge: At least 8 teaching units of 0:45 hours each with practical exercises.
- Without Scrum Master knowledge: At least 16 teaching units of 0:45 hours each with practical exercises.

Exam Format

Kind of Exam:	Multiple Choice
Number of Questions:	40
Answer Options per Question:	4
Correct Answers per Question:	1
Duration:	60 Minutes plus 15 Minutes for proven disadvantage compensation (mother tongue other than examination, proven relevant diseases / disabilities)

Certification Levels

Right Answers	Score	Reached Certification Level
0 – 20	0 % – 50 %	non
21 – 29	>50 % – <75 %	Scrum Foundation
30 – 40	75 % – 100 %	Product Owner

Prerequisite for taking the exam

- None.
- Participation in a seminar is recommended so that the candidate is sufficiently familiar with the terminology used here (see bibliography)

Topics and Blooms Level

Topics for which no bloom level was specified (./.) are not relevant for the examination.

Syllabus-ID	Topic	Blooms-Level (max.)
1	Scrum: Theory and Principles	
1.1	Scrum: Historical roots	./.
1.2	Empirical process control	./.
1.3	Agile/Scrum-Principles	BL1 Knowledge
1.4	Agile Manifesto, Values and Principles	BL1 Knowledge
1.5	Scrum Framework Overview	BL1 Knowledge
1.6	Scrum Values	BL1 Knowledge
2	Scrum Events	

Syllabus-ID	Topic	Blooms-Level (max.)
2.1	Sprint	BL1 Knowledge
2.2	Sprint Planning	BL1 Knowledge
2.3	Sprint Execution	BL1 Knowledge
2.4	Daily Scrum	BL1 Knowledge
2.5	Sprint Review	BL1 Knowledge
2.6	Retrospective	BL1 Knowledge
3	Scrum Artifacts	
3.1	Product Backlog	BL4 Analysis
3.2	User Story	BL4 Analysis
3.3	Sprint Backlog	BL4 Analysis
3.4	Increment	BL1 Knowledge
3.5	Definition of Ready	BL1 Knowledge
3.6	Definition of Done	BL1 Knowledge
4	Scrum Team (Roles)	
4.1	Development Team	BL1 Knowledge
4.2	Product Owner	BL5 Synthesis
4.3	Scrum Master	BL1 Knowledge
5	Product Planning	
5.1	Scrum Planning Principles	BL6 Evaluation
5.2	Multilevel Planning	BL6 Evaluation
5.3	Product Vision	BL6 Evaluation
5.3	Release Planning	BL6 Evaluation
6	Estimation and Velocity	
6.1	Estimation and Estimation Concepts	BL1 Knowledge
6.1.1	Affinity Estimation	BL1 Knowledge
6.1.2	Triangulation	BL1 Knowledge
6.1.3	Planning Poker	BL1 Knowledge
7	Steering and Monitoring	
7.1	Communication	BL1 Knowledge
7.2	Osmotic Communication	BL1 Knowledge
7.3	Task Board	BL1 Knowledge
7.4	Sprint Burndown Chart	BL1 Knowledge
7.5	Sprint Burnup Chart	BL1 Knowledge
7.6	Succession Planning (Bus Factor)	./.
7.7	Niki-Niko Calendar	./.
7.8	Information Radiator	BL1 Knowledge
8	Scalability of Scrum	
8.1	Scrum of Scrums	BL1 Knowledge
8.2	Release Train	./.
8.4	Frameworks	./.
9	Quality	
9.1	Quality	./.
9.1.1	Quality Gates	BL1 Knowledge
9.2	Technical dept	./.
10	Implementing Scrum	
10.1	ADAPT	./.
10.2	Enterprise Transition Community	./.

Syllabus-ID	Topic	Blooms-Level (max.)
10.5	Resistance	./.

Agile Coach Certification



Certified
Scrum Practitioner
Agile Coach



Recommended Seminar Duration

At least 16 hours á 45 minutes. Ideal 24 hours with more practical assignments.

Exam Format

Kind of Exam:	Multiple Choice
Number of Questions:	40
Answer Options per Question:	4
Correct Answers per Question:	1
Duration:	60 minutes plus 15 Minutes for proven disadvantage compensation (mother tongue other than examination, proven relevant diseases / disabilities)

Certification Levels

Right Answers	Score	Reached Certification Level
0 – 28	0 % – 70 %	none
29 – 40	>70 % – 100 %	Agile Coach

Prerequisite for taking the exam

- Certification as Scrum Master. If the candidate has a different certification than the itedas Certified Scrum Practitioner Certification, he must ensure that he is sufficiently familiar with the terminology used here (see list of references).
- Participation in a seminar is recommended.

Topics and Blooms Level

Topics for which no bloom level was specified (./.) are not relevant for the examination.

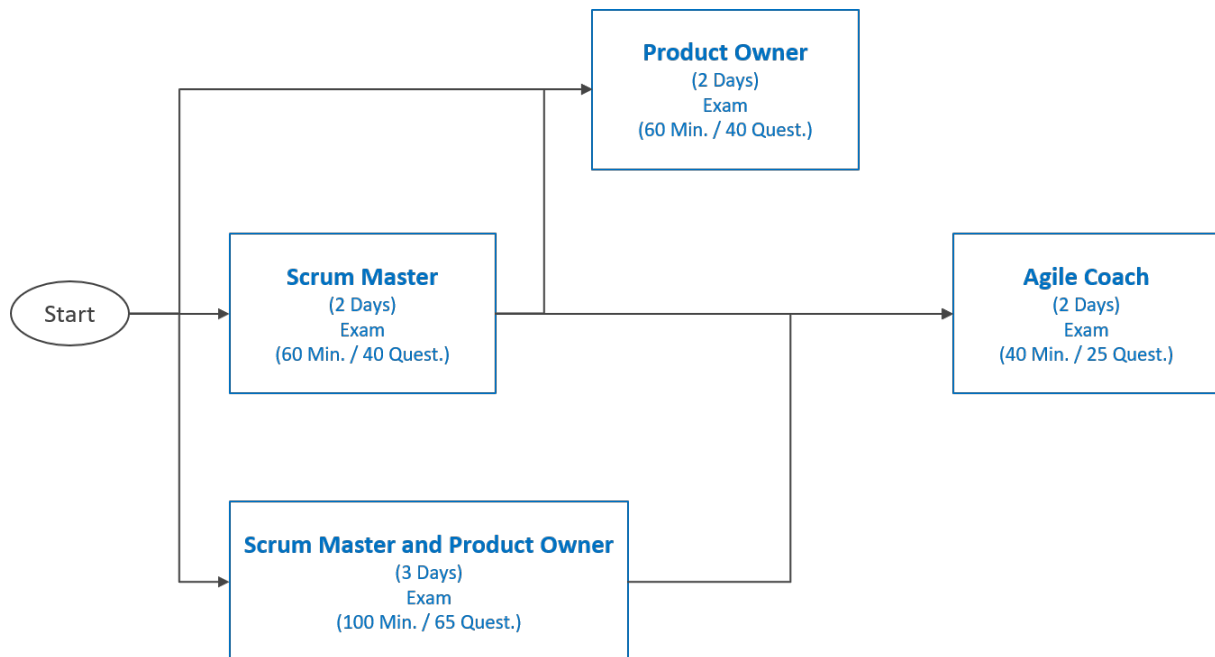
Syllabus-ID	Topic	Blooms-Level (max.)
1	Scrum: Theory and Principles	
1.1	Scrum: Historical roots	BL2 Comprehension
1.2	Empirical process control	BL6 Evaluation
1.3	Agile/Scrum-Principles	BL6 Evaluation
1.4	Agile Manifesto, Values and Principles	BL3 Application
1.5	Scrum Framework Overview	./.
1.6	Scrum Values	s. SM
2	Scrum Events	
2.1	Sprint	BL6 Evaluation

Syllabus-ID	Topic	Blooms-Level (max.)
2.2	Sprint Planning	
2.2.1		
2.2.2		
2.3	Sprint Execution	
2.4	Daily Scrum	
2.5	Sprint Review	
2.6	Retrospective	
3	Scrum Artifacts	
3.1	Product Backlog	BL6 Evaluation
3.2	User Story	
3.3	Sprint Backlog	
3.4	Increment	
3.5	Definition of Ready	
3.6	Definition of Done	
4	Scrum Team (Roles)	
4.1	Development Team	BL6 Evaluation
4.2	Product Owner	
4.3	Scrum Master	
5	Product Planning	
5.1	Scrum Planning Principles	BL6 Evaluation
5.2	Multilevel Planning	
5.3	Product Vision	
5.3	Release Planning	
6	Estimation and Velocity	
6.1	Estimation and Estimation Concepts	BL6 Evaluation
6.1.1	Affinity Estimation	
6.1.2	Triangulation	
6.1.3	Planning Poker	
7	Steering and Monitoring	
7.1	Communication	BL6 Evaluation
7.2	Osmotic Communication	
7.3	Task Board	
7.4	Sprint Burndown Chart	
7.5	Sprint Burnup Chart	
7.6	Succession Planning (Bus Factor)	
7.7	Niki-Niko Calendar	
7.8	Information Radiator	
8	Scalability of Scrum	
8.1	Scrum of Scrums	BL6 Evaluation
8.2	Release Train	BL2 Comprehension
8.4	Frameworks	BL2 Comprehension
9	Quality	
9.1	Quality	BL6 Evaluation
9.1.1	Quality Gates	s. SM
9.2	Technical dept	s. SM

Syllabus-ID	Topic	Blooms-Level (max.)
10	Implementing Scrum	
10.1	ADAPT	BL6 Evaluation
10.2	Enterprise Transition Community	
10.5	Resistance	

How to offer the different seminars

As shown below, the seminars build on one another. Trainers are free to adapt the seminar content to the customer's needs as individually as possible.



The exam questions of the combined exams correspond to the exam questions of the individual certification exams. This ensures when evaluating the questionnaires that the examinee only receives a certificate for a higher degree if the requirements for this are met.

Combined Exam (Scrum Master and Product Owner)

Kind of Exam:	Multiple Choice
Number of Questions:	65
Answer Options per Question:	4
Correct Answers per Question:	1
Duration:	100 minutes plus 25 Minutes for proven disadvantage compensation (mother tongue other than examination, proven relevant diseases / disabilities)

Exam strategy and possible final certification levels

The 65 questions are divided into the categories "BaseSMPO" (15 questions), "SM" (25 questions) and "PO" (25 questions) and marked accordingly on the questionnaire for the candidate. The evaluation of the questions is carried out in the combination test in the same way as the individual tests. For the Scrum Master Level (40 questions) and for the Product Owner Level (40 questions). The questions of the "BaseSMPO" and "SM" sets and the "BaseSMPO" and "PO" sets are considered as each a question pool of 40 questions was evaluated.

For the examination strategy of the candidates, this means that they must first deal with the 15 questions of the BaseSMPO set to keep their chance of at least one of the desired certification levels. Subsequently, the candidates should first concentrate on one of the "SM" or "PO" question sets to be able to achieve one of the desired certification levels even when time is short.

Depending on the amount of right answers achieved, the candidate achieves the following certification levels:

Right Answers	Question Ste	Reached Certification Level
0 – 20	BaseSMPO and SM or BaseSMPO and PO	none
21 – 29	BaseSMPO and SM or BaseSMPO and PO	Scrum Foundation
30 – 40	BaseSMPO and SM	Scrum Master
	BaseSMPO and PO	Product Owner

Example:

- Candidate A:
 - 19 right answers out of „BaseSMPO“ and „SM“
 - 22 right answers out of „BaseSMPO“ and „PO“
 - Reached Certification Level: Scrum Foundation
- Candidate B
 - 31 right answers out of „BaseSMPO“ and „SM“
 - 22 right answers out of „BaseSMPO“ and „PO“
 - Reached Certification Level: Scrum Master und Scrum Foundation
- Candidate C
 - 31 right answers out of „BaseSMPO“ and „SM“
 - 35 right answers out of „BaseSMPO“ and „PO“
 - Reached Certification Level: Scrum Master und Product Owner

Document History

Version		Valid since	Changes
Syllabus	Language (EN)		
03.02	01.00	01. February 2020	<ul style="list-style-type: none">• First Version