Agile Project Management Deep Dive (Scrum, Kanban, Lean)

Duration: 5 Days (approximately 35-40 instructional hours)

Course Goal: To equip participants with a comprehensive understanding of Agile principles and values, and to provide in-depth practical knowledge of Scrum, Kanban, and Lean methodologies, enabling them to effectively apply these frameworks to manage projects, improve processes, and deliver value iteratively and incrementally.

Learning Objectives:

- Articulate the core values and principles of the Agile Manifesto.
- Differentiate between Agile and traditional project management approaches.
- Understand and explain the Scrum framework: roles, events, artifacts, and rules.
- Facilitate key Scrum events (Sprint Planning, Daily Scrum, Sprint Review, Sprint Retrospective).
- Create and manage Product Backlogs and Sprint Backlogs effectively.
- Understand and apply Kanban principles and practices for managing workflow.
- Design and implement a Kanban system (visualize workflow, limit WIP, manage flow).
- Identify and apply core Lean principles (e.g., eliminate waste, value stream mapping, continuous improvement).
- Utilize common Agile metrics for tracking progress and identifying areas for improvement (e.g., velocity, cycle time, lead time).
- Understand techniques for Agile estimation and planning (e.g., story points, planning poker).
- Foster an Agile mindset and contribute to building high-performing Agile teams.
- Compare and contrast Scrum, Kanban, and Lean, and understand when to apply each.
- Explore hybrid approaches and how to tailor Agile practices to specific contexts.

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Target Audience:

- Project Managers, Program Managers
- Scrum Masters, Product Owners, Agile Coaches
- Development Team Members (Developers, Testers, Analysts)
- Business Analysts, Product Managers
- Team Leads, Functional Managers
- Anyone involved in product development, service delivery, or process improvement seeking a deep understanding of Agile methodologies.

Prerequisites: Some basic understanding of project management or software development lifecycle is beneficial but not strictly required. Familiarity with Agile concepts is a plus.

Teaching Methodology: Interactive lectures, group discussions, hands-on simulations and exercises (e.g., Scrum sprint simulation, Kanban board design), case studies, video content, practical application of tools, and Q&A sessions. Emphasis on experiential learning.

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Materials Provided:

- Comprehensive course workbook/manual with key concepts, exercises, and reference materials.
- Digital templates for Agile artifacts (e.g., Product Backlog, Sprint Backlog, Kanban Board).
- Case study documents.
- Access to selected online Agile resources and tools (e.g., Trello, Jira for demonstration).
- Certificate of Completion.

Detailed Day-by-Day Curriculum:

Day 1: Foundations of Agile & Introduction to Scrum

Module 1: The Agile Mindset & Manifesto (Approx. 3 hours)

Module 2: Introduction to Scrum – Framework Overview (Approx. 2 hours)

Day 2: Scrum Events & Artifacts

Module 4: Scrum Events In-Depth (Approx. 4 hours)

Module 5: Scrum Artifacts In-Depth (Approx. 3.5 hours)

Day 3: Agile Planning, Estimation & Introduction to Kanban

Module 6: Agile Planning & Estimation (Approx. 3.5 hours)

Module 7: Introduction to Kanban (Approx. 2 hours)

Module 8: Kanban Practices In-Depth (Part 1) (Approx. 2 hours)

Day 4: Kanban (Continued) & Introduction to Lean

Module 9: Kanban Practices In-Depth (Part 2) (Approx. 3 hours)

Module 10: Introduction to Lean Thinking (Approx. 2.5 hours)

Module 11: Lean Tools & Techniques (Approx. 2 hours)

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Day 5: Comparing Methodologies, Scaling Agile, & Agile Adoption

Module 12: Scrum vs. Kanban vs. Lean – A Comparative Look (Approx. 2.5 hours)

Module 13: Agile Metrics & Reporting (Approx. 2 hours)

Module 14: Scaling Agile (Introduction) (Approx. 1.5 hours)

Module 15: Agile Adoption & Transformation (Approx. 1.5 hours)

Module 16: Course Wrap-up, Action Planning & Final Q&A (Approx. 0.5 hours)

Important Notes for an Agile Deep Dive Course:

Experiential Learning: The course should heavily emphasize simulations, exercises, and discussions to make the concepts tangible.

Flexibility: While the curriculum is structured, the facilitator should be able to adapt to the specific interests and experience levels of the participants.

Tool Agnostic (Mostly): While tools like Jira or Trello can be used for illustration, the focus should be on the principles and practices, not on specific tool training, unless explicitly stated.

Real-World Examples: The instructor should bring in numerous real-world examples and case studies to illustrate the concepts.

Facilitator Expertise: The instructor is an experienced Agile practitioner (e.g., Certified Scrum Professional®, Agile Coach) with deep knowledge across Scrum, Kanban, and Lean.

This curriculum offers a comprehensive journey into Agile project management, providing participants with both theoretical understanding and practical skills.

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