



## Advanced Scrum Master Workshop

### Abstract

The road to becoming a successful Scrum Master begins with the Certified Scrum Master course and continues with being an acting Scrum Master for a team. It has become apparent with experience, that after a certain period of Scrum Mastering, additional tools and skills are required in order to provide the aspiring Scrum Master with what he/she needs to further enhance his/her capabilities as a Scrum Master.

The Advanced Scrum Master Workshop is designed to provide Scrum Masters with the tools and support for doing just that by covering several essential subjects and tools as well as provide an opportunity to practice and simulate real life situations in a "safe" and facilitated environment.

### Target Audience

Certified Scrum Masters and/or people who have worked as Scrum Masters for at least 6 months.

### Pre-requisites

- 6 months experience as a Scrum Master
- Participation in a Scrum course – an advantage

### Content

The Advanced Scrum Master Workshop is built around three days with 2 week intervals between each session. This is done to allow the participants to practice the various tools and skills acquired in each session.

Each day is built around a specific subject and includes presentation of the subjects listed below as well as simulations and exercises.

The heart of the workshop is the discussions which will arise during each day, which will provide the Scrum Masters an opportunity to resolve day-to-day dilemmas from their lives and workplace.

### Day 1 – Role Perception

- The various dimensions of being a Scrum Master
- Our reality vs. the ideal world
- How others perceive the role of the Scrum Master



- Coaching and servant leadership
- Leading the Y generation
- Proficiencies and techniques from the coaching world
- Negotiating skills
- A day in a life of a Scrum Master
- DO's and DONOT's
- How to start a Scrum implementation
- Conflicts – how NOT to avoid them
- Identifying the Tuckman maturity level of your team

### **Day 2 – Influence Skills**

- Power, Authority and Influence
- The Scrum Master's dimensions of influence
- Influence as an exchange
- Turning sources of value into action
- Simulations of influence related scenarios
- Influence without authority
- Persuasion techniques
- Recognizing the team's "music"
- Enforcement vs. agnostic
- How to act in each of the Tuckman maturity levels

### **Day 3 – Team Work in a Self Managed Team**

- Cohesion and team forming
- What are self managed teams?
- Team formation process – the key to success
- The team's social contract (content vs. process)
- Deposits and withdrawals in the team
- Motivation in a self managed team
- Team rules
- 8 types of wastes – fire and forget
- Continuous improvement tools and techniques

### **Duration**

Workshop - 3 days.

Optional: Forum meetings – 2 hours, every 2 weeks for 2 months.