COURSE BROCHURE

Agile and Scrum for Teams

An applied course that takes teams into working with Scrum: accountabilities, events, artifacts, backlog management and estimation, with an overview of scaling Agile across teams.

Code	HT-PM-104
Category	Project Management
Duration	1 week
Level	Intermediate

Introduction

Many teams adopt Scrum in name only, with daily stand-ups and short sprints but no clear sprint goal or shared definition of done, so results stay the same while the meetings multiply.

Objectives

- Apply Agile values and principles to how the team works
- Clarify the accountabilities of Product Owner, Scrum Master and Developers
- Run the Scrum events so that each one serves its purpose
- Build an ordered product backlog with clear user stories and acceptance criteria
- Estimate work, plan sprints and track progress with visual tools

Who should attend

- Members of product and digital service development teams
- Product owners and service managers new to the role
- Project managers moving from traditional to Agile approaches
- Team leads taking on the Scrum Master role

Skills you will develop

- Applying the Scrum framework
- Writing user stories
- Product backlog ordering
- Relative estimation

Learning Outcomes

- Write a product goal and an ordered backlog for a service from the participant's work
- Draft a definition of done that the team agrees on
- Run a sprint planning session that ends with a sprint goal and sprint backlog
- Facilitate a retrospective that produces specific improvements for the next sprint

Course Outline

Day 1: The Agile Mindset

- Agile values, principles and origins
- When an adaptive approach fits and when it does not

- An overview of Scrum and its empirical theory

Day 2: The Scrum Team and Its Accountabilities

- The Product Owner and managing value
- The Scrum Master as a leader who serves the team and the organization
- Developers, self-management and team size

Day 3: The Product Backlog and Estimation

- Product goal, user stories and acceptance criteria
- Refining the backlog and ordering it by value
- Relative estimation with story points and Planning Poker

Day 4: The Sprint and Its Events

- Sprint planning, the sprint goal and the sprint backlog
- The Daily Scrum and the sprint review
- The retrospective and the definition of done

Day 5: Tracking, Scaling and Application

- Kanban boards and burndown charts
- An overview of frameworks for scaling Scrum across teams
- Applied project: a Scrum adoption plan for the participant's team with backlog, definition of done and first sprint

Training methodology

Short simulated sprints building a paper product with full Scrum roles
Planning Poker sessions on user stories from participants' own services
A physical task board that each team runs throughout the week
Cases of teams that applied Scrum superficially and others that got real results

Certification

Participants receive a Harbor Training Center certificate of attendance on completing the course.

Upcoming dates

City	Dates	Language	Fee
Istanbul	25 – 29 January 2027	AR	EUR 4,800
Dubai	1 – 5 February 2027	EN	EUR 4,500
London	8 – 12 February 2027	AR	EUR 5,700
Amsterdam	15 – 19 February 2027	EN	EUR 5,500
Online	22 – 26 February 2027	AR	EUR 1,800
Istanbul	26 – 30 July 2027	EN	EUR 4,800
Dubai	2 – 6 August 2027	AR	EUR 4,500
London	9 – 13 August 2027	EN	EUR 5,700
Amsterdam	16 – 20 August 2027	AR	EUR 5,500
Online	23 – 27 August 2027	EN	EUR 1,800

Fees are per participant.

Contact us

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To register and for details, scan the code or visit:

https://harbor4training.com/en/courses/agile-scrum-teams