DevOpsSchool

Course curriculum · November 2026

LEVEL 04 OF 04 · ADVANCED

Scrum Master Agile Advanced Training

Scale Scrum across multiple teams, lead organisational agile change and measure value with Evidence-Based Management.

LIVE ONLINE Max 8-10 hours	**CORPORATE (DAY-WISE)** 5 days · Days 1-5	**SELF-PACED VIDEO** 1-year LMS access
BATCH SIZE Max 10 learners	**NEXT BATCHES** 1st of every month · weekends: first Saturday	**CERTIFICATE** Verifiable certificate of completion

Foundation	Essential	Intermediate	Advanced
1 day · Included	2 days · Included	3 days · Included	5 days · This curriculum

INSIDE THIS CURRICULUM

What you will achieve	Outcomes and level focus
Who should attend	Audience and prerequisites
Agenda	48 topics · Foundation to Advanced
Hands-on labs	4 labs
Formats and fees	Live, 1:1, self-paced, corporate
Trainer and reviews	Rajesh Kumar
Enrolment	Batches, payment, contacts

WHY DEVOPSSCHOOL

- Rated 4.6 on Google
- 1,500+ verifiable certificates issued in the public registry
- Trainer Rajesh Kumar: 20 years in industry
- Small batches: max 10 learners, every session recorded

Course page: www.devopsschool.com/courses/agile/scrum-master-agile-advance-training.html
Talk to us: WhatsApp +91 99057 40781 · +1 (469) 756-6329 · contact@DevOpsSchool.com · reply within 1 hour

OUTCOMES

What you will achieve

By the end of the Scrum Master Agile course path, you will be able to:

1

Serve Scrum Teams effectively

Apply the Scrum Guide and servant leadership to help teams deliver valuable, done Increments every Sprint.

2

Facilitate and coach confidently

Run purposeful Scrum events and coach teams through conflict, anti-patterns and continuous improvement.

3

Scale and lead agile change

Coordinate multiple teams and guide the wider organisation toward agility with evidence-based measures.

WHAT THE ADVANCED LEVEL ADDS

Scaling Scrum and leading agile change

Hands-on: Design a scaled Scrum transformation. Plan a three-team product scale-up: choose a scaling approach, design cross-team events and define EBM measures.

WHO SHOULD ATTEND

- Experienced Scrum Master Agile practitioners responsible for quality, security and scale.
- Senior engineers, architects and leads who design and troubleshoot Scrum Master Agile solutions.
- Teams making Scrum Master Agile an organisation-wide standard.

BEFORE YOU START

- The Intermediate level, or equivalent hands-on experience.
- You can already: Coach teams through conflict and anti-patterns, use flow metrics, and support the Product Owner and DevOps practices.
- Basic computer skills and a laptop with a stable internet connection for the live sessions and labs.
- This curriculum includes every earlier level, so it is complete on its own.

AGENDA · FOUNDATION TO ADVANCED

Scrum Master Agile Advanced Training agenda

48 topics. Each level builds on the one before it, so this curriculum lists every earlier level in full. Days are for corporate (day-wise) delivery; live online batches cover the same agenda in max 8-10 hours.

DAY 1 — Foundation: Agile values and the Scrum framework

Included from Foundation

1. Why Agile: limits of plan-driven delivery, complexity (Cynefin) and iterative, incremental value
2. Agile Manifesto: four values and twelve principles applied to everyday team decisions
3. Scrum theory: empiricism, lean thinking, and the pillars of transparency, inspection and adaptation
4. Scrum values: commitment, focus, openness, respect and courage in team behaviour
5. Scrum Team accountabilities: Product Owner, Scrum Master and Developers in one self-managing team
6. Scrum events: the Sprint, Sprint Planning, Daily Scrum, Sprint Review and Sprint Retrospective
7. Scrum artifacts and commitments: Product Backlog and Product Goal, Sprint Backlog and Sprint Goal, Increment and Definition of Done
8. Scrum Guide 2020 changes: one team, commitments, self-management and less prescriptive language
9. User stories basics: the user-role-goal format, INVEST criteria and acceptance criteria
10. Scrum versus Kanban versus waterfall: when each fits and common hybrid pitfalls
11. The Scrum Master role: servant leadership, serving the team, the Product Owner and the organisation
12. First Sprint walkthrough: forming a team, a first backlog, a two-week Sprint calendar and timeboxes

DAY 2 — Essential: Facilitating events, backlogs and estimation

Included from Essential

13. Sprint Planning facilitation: the why, what and how topics, Sprint Goal crafting and capacity planning
14. Product Backlog refinement: ordering, splitting, adding detail and keeping the backlog transparent
15. Estimation techniques: story points, Planning Poker, T-shirt sizing and affinity estimation
16. Daily Scrum facilitation: focus on the Sprint Goal, self-organised formats and keeping it to 15 minutes
17. Sprint Review: inspecting the Increment with stakeholders and adapting the Product Backlog
18. Sprint Retrospective formats: Start-Stop-Continue, 4Ls, Sailboat and turning insights into actions
19. Definition of Done and Definition of Ready: creating, evolving and using them to protect quality
20. Working agreements: team charter, communication norms and decision-making rules
21. Removing impediments: impediment boards, escalation paths and helping the team self-solve
22. Visualising work: Jira or Azure Boards Scrum boards, workflow states and backlog views
23. Progress tracking: Sprint burndown, release burnup and what the charts can and cannot show
24. Facilitation skills: open questions, timeboxing, visual facilitation and neutral moderation

DAY 3 — Intermediate: Coaching, metrics, flow and team health

Included from Intermediate

25. Coaching stances: teacher, mentor, facilitator and coach, and choosing the right stance per situation
26. Powerful coaching conversations: GROW model, active listening and powerful questions
27. Conflict navigation: Lencioni's five dysfunctions, conflict levels and team agreements
28. Team development: Tuckman stages, psychological safety and building a self-managing team
29. Agile metrics: velocity, cycle time, lead time, throughput and avoiding metric misuse
30. Kanban with Scrum: WIP limits, cumulative flow diagrams and managing flow inside the Sprint

31. Supporting the Product Owner: product vision, roadmaps, story mapping and value-based ordering
32. Story splitting patterns: SPIDR, workflow steps, business rules and vertical slices
33. Technical practices: continuous integration, test-driven development, pairing and DevOps pipelines
34. Distributed and hybrid teams: remote events, Miro boards, time zones and working agreements
35. Scrum anti-patterns: zombie Scrum, mini-waterfalls, status-meeting Daily Scrums and how to fix them
36. Stakeholder management: stakeholder maps, transparency, managing expectations and difficult conversations

DAYS 4-5 **Advanced: Scaling Scrum and leading agile change** **New at this level**

37. Scaling frameworks compared: Nexus, LeSS, SAFe and Scrum@Scale, with their roles and events
38. Multi-team coordination: cross-team refinement, dependency boards and integrated Increments
39. Large-scale planning: big-room planning, program boards and PI Planning facilitation
40. Evidence-Based Management: current value, unrealised value, time to market and ability to innovate
41. OKRs and goals: connecting Product Goals to OKRs without turning them into output targets
42. Agile leadership: leading self-managing teams, decentralised decisions and leadership agility
43. Organisational change: Kotter's steps, ADKAR and the Scrum Master as change agent
44. Agile portfolio and budgeting: lean portfolio management, value streams and incremental funding
45. Advanced facilitation: Liberating Structures, large-group retrospectives and Open Space
46. Coaching multiple teams: Scrum of Scrums, communities of practice and Scrum Master guilds
47. Agile in regulated environments: compliance, audit trails and Definition of Done for regulated products
48. Capstone: design a scaled Scrum transformation roadmap for a multi-team product

PRACTICE

Hands-on labs

You build these yourself during the course, guided by the trainer.

FOUNDATION

Run a simulated first Sprint

Form a Scrum Team, write a starter Product Backlog with a Product Goal and plan the events of a two-week Sprint.

ESSENTIAL

Facilitate planning, review and retrospective

Refine and estimate a backlog, facilitate Sprint Planning to a clear Sprint Goal, then run a review and a retrospective.

INTERMEDIATE

Diagnose and coach a struggling team

Analyse a team case study with flow metrics and anti-patterns, then design coaching conversations and an improvement plan.

ADVANCED

Design a scaled Scrum transformation

Plan a three-team product scale-up: choose a scaling approach, design cross-team events and define EBM measures.

HOW YOU CAN LEARN

Formats and fees

The same agenda in four formats. Fees are in Indian rupees as of November 2026; the course page shows them in your currency.

FORMAT	DURATION	WHAT YOU GET	FEE
Live & interactive (online)	Max 8-10 hours	Instructor-led public batch of max 10 learners with demos, labs, Q&A and assignment review. Weekday batches start on the 1st of every month, weekend batches on the first Saturday of every month.	**INR 34,999**
1:1 live training (online)	Max 8-10 hours, one-to-one	The same agenda, taught one-to-one by the trainer. Starts immediately, without waiting for the next batch; sessions planned around your working hours, at your pace.	**INR 99,999**
Self-paced video	1-year LMS access	All four Scrum Master Agile levels, plus 20+ more courses and 50+ tools, at your own pace.	**INR 833/month** billed yearly at INR 9,996
Corporate (day-wise)	5 days for this level	A private batch for your team, on demand. Foundation 1 day, Essential 2, Intermediate 3, Advanced 5 (cumulative).	**Quote on request**

ASSESSMENT AND CERTIFICATE

Your progress is checked through hands-on labs and assignments at every level. On completion you receive a DevOpsSchool certificate of completion with a unique credential ID that anyone can verify at devopsschool.com/certificates.

INCLUDED WITH EVERY LIVE BATCH

- Every live session is recorded and stays in your LMS for a year.
- Can't attend your batch? Move to next month's batch.
- Free demo class before you pay.
- Free 10-15 minute call with an advisor or the trainer to check the course fits you.

YOUR TRAINER

Learn from Rajesh Kumar

Principal Architect, trainer and mentor in DevOps, SRE, DevSecOps and platform engineering, with 20 years across 8+ software MNCs, including Staff DevOps/SRE Engineer for a leading Japanese mobile-payment platform and Principal DevOps Architect and Manager in Europe.

Profile: www.rajeshkumar.xyz · Videos: youtube.com/@TheDevOpsSchool

20 years in industry	**200+** corporate trainings
10,000+ engineers mentored	**70+** organisations coached

REVIEWS

What learners say

Rated 4.6 on Google · more reviews at devopsschool.com/testimonials and in our video testimonials.

> “Rajesh is very good trainer. Rajesh was able to resolve our queries and question effectively. We really liked the hands-on examples covered during this training program.”
>
> Indrayani, India

> “The training was very useful and interactive. Rajesh helped develop the confidence of all.”
>
> Abhinav Gupta, Pune

START YOUR SCRUM MASTER AGILE TRAINING

Join the next batch

Weekday batches start on the 1st of every month and weekend batches on the first Saturday of every month, with max 10 learners each. 1:1 training can start immediately; corporate batches run on demand. We reply within 1 hour.

Pay by UPI, credit and debit cards, net banking or PayPal. Before you pay, read our refund policy. All levels of this course: www.devopsschool.com/courses/agile/

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Scrum Master Agile Advanced Training

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