DevOpsSchool

Course curriculum · November 2026

LEVEL 02 OF 04 · ESSENTIAL

Chaos Engineering Essential Training

Run network, resource and application faults with Chaos Toolkit, LitmusChaos and Chaos Mesh and facilitate a structured game day.

LIVE ONLINE Max 8-10 hours	**CORPORATE (DAY-WISE)** 2 days · Days 1-2	**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 · This curriculum	3 days · Next step	5 days · Later

INSIDE THIS CURRICULUM

What you will achieve	Outcomes and level focus
Who should attend	Audience and prerequisites
Agenda	20 topics · Foundation to Essential
Hands-on labs	2 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/chaos-engineering/chaos-engineering-essential-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 Chaos Engineering course path, you will be able to:

1

Design safe experiments

Write hypothesis-driven chaos experiments with clear blast radius, abort conditions and success measures.

2

Use leading chaos tools

Inject Kubernetes, network, application and cloud faults with Chaos Mesh, LitmusChaos, Chaos Toolkit, FIS and Chaos Studio.

3

Run a resilience program

Turn experiments, game days and DR tests into a governed program that measurably improves reliability.

WHAT THE ESSENTIAL LEVEL ADDS

Chaos tools, fault types and game days

Hands-on: Facilitate a network fault game day. Inject latency and dependency failures into a checkout flow with Chaos Mesh, run the game day with defined roles and publish the findings report.

WHO SHOULD ATTEND

- Learners who know the basics of Chaos Engineering and want to use it confidently every day.
- Professionals taking over Chaos Engineering work on a live project.
- Teams agreeing on a common way of working with Chaos Engineering.

BEFORE YOU START

- The Foundation level, or equivalent hands-on experience.
- You can already: Explain chaos engineering principles, design a safe experiment with a steady-state hypothesis and run your first pod-kill test.
- 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 ESSENTIAL

Chaos Engineering Essential Training agenda

20 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: Principles, experiment design and first fault

Included from Foundation

1. Chaos engineering principles: steady-state hypothesis, real-world events, production focus and minimal blast radius
2. Background: Netflix Chaos Monkey, the Simian Army and the published Principles of Chaos Engineering
3. Reliability basics: SLIs, SLOs, error budgets and common failure modes in distributed systems
4. Experiment anatomy: hypothesis, method, abort conditions, rollback plan and observations
5. Failure types: instance loss, network latency and loss, dependency outage, resource exhaustion, zone failure
6. Tool landscape: Chaos Toolkit, LitmusChaos, Chaos Mesh, Gremlin, AWS FIS and Azure Chaos Studio
7. Observability prerequisites: metrics, logs, traces and dashboards in place before injecting faults
8. Lab environment: Kubernetes cluster, a microservices demo app, Prometheus and Grafana
9. First experiment: delete a pod and verify the steady state recovers within the SLO
10. Safety and communication: approvals, stakeholder notice and a clear stop button

DAY 2 — Essential: Chaos tools, fault types and game days

New at this level

11. Chaos Toolkit: experiment files, probes, actions, rollbacks and chaos run reports
12. LitmusChaos: ChaosCenter, ChaosExperiment and ChaosEngine resources, probes and resilience score
13. Chaos Mesh: PodChaos, NetworkChaos, StressChaos, IOChaos, schedules and workflows
14. Network faults: latency, packet loss, partitions and DNS failures using tc and netem
15. Resource faults: CPU and memory stress, disk fill and process kill
16. Application faults: dependency failures and HTTP error injection with Istio fault injection
17. Resilience patterns under test: retries, timeouts, circuit breakers and bulkheads
18. Game days: planning, roles, runbooks, communication channels and retrospectives
19. Measuring impact: SLO dashboards, alert validation, time to detect and time to recover
20. Reporting findings: experiment reports, action items and tracking fixes to closure

PRACTICE

Hands-on labs

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

FOUNDATION

Run a first steady-state experiment

Define a steady-state metric for a demo shop on Kubernetes, kill one service pod and record whether the hypothesis held.

ESSENTIAL

Facilitate a network fault game day

Inject latency and dependency failures into a checkout flow with Chaos Mesh, run the game day with defined roles and publish the findings report.

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 Chaos Engineering levels, plus 20+ more courses and 50+ tools, at your own pace.	**INR 833/month** billed yearly at INR 9,996
Corporate (day-wise)	2 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 CHAOS ENGINEERING 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/chaos-engineering/

ENROL OR RESERVE A SEAT
Chaos Engineering Essential Training

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Next step after this level: Chaos Engineering Intermediate Training - Run cloud-native fault injection, automate experiments in pipelines and test stateful systems, detections and dependencies safely.