DevOpsSchool

Course curriculum · November 2026

LEVEL 03 OF 04 · INTERMEDIATE

Managers Intermediate Training

Implement a quality process, documentation standards and team performance practices that raise output without burning people out.

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

INSIDE THIS CURRICULUM

What you will achieve	Outcomes and level focus
Who should attend	Audience and prerequisites
Agenda	35 topics · Foundation to Intermediate
Hands-on labs	3 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/managers/managers-intermediate-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 Managers course path, you will be able to:

1

Make sound architecture decisions

Evaluate architecture styles and lead a structured, documented architecting process with your teams.

2

Organise high-performing teams

Structure, develop and measure teams so skills, output and well-being stay in balance.

3

Build quality into delivery

Implement quality processes, documentation standards and governance that scale with the organisation.

WHAT THE INTERMEDIATE LEVEL ADDS

Quality processes, documentation and performance management

Hands-on: Quality and documentation playbook. Design a quality gate, defect workflow, documentation set and team KPI dashboard for one product team.

WHO SHOULD ATTEND

- Regular Managers users who want to automate, integrate and manage it at a deeper level.
- Specialists who support Managers for colleagues or customers.
- Leads preparing Managers for wider use across projects.

BEFORE YOU START

- The Essential level, or equivalent hands-on experience.
- You can already: Run a structured architecture process and organise teams so that design choices, ownership and communication support delivery goals.
- 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 INTERMEDIATE

Managers Intermediate Training agenda

35 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: Technical manager role, delivery and architecture basics

Included from Foundation

1. The technical manager role: moving from engineer to manager, responsibilities, stakeholders and decision rights
2. Software delivery lifecycle: requirements, design, build, test, release and operate in an Agile and DevOps setting
3. Agile and DevOps integration: Scrum and Kanban cadence, CI/CD and shared ownership between dev and ops
4. Architecture styles overview: monolithic, layered (N-tier), client-server and component-based
5. Distributed styles overview: microservices, service-oriented architecture (SOA), event-driven and serverless
6. Reading an architecture diagram: components, data flows, dependencies and C4 model levels
7. Business and technical requirements: functional needs, quality attributes and constraints
8. Team structures basics: feature teams, component teams, platform teams and cross-functional squads
9. Effective communication within teams: one-to-ones, stand-ups, written updates and escalation paths
10. Delivery metrics introduction: DORA metrics (deployment frequency, lead time, change failure rate, recovery time)
11. Soft skills for technical leaders: active listening, feedback, delegation and running decision meetings

DAY 2 — Essential: Architecting process and team organisation

Included from Essential

12. Software architecting process: architecture vision, selecting the right style and high-level system components
13. Architecture patterns in depth: domain-driven design, hexagonal (ports and adapters), CQRS and microkernel (plug-in)
14. More patterns: peer-to-peer, lazy loading, server-side rendering (SSR) and static site generation (SSG)
15. Choosing a technology stack: evaluation criteria, total cost of ownership, skills and vendor lock-in
16. Data architecture: relational versus NoSQL, data ownership per service and integration and interoperability
17. Prototype and proof of concept: framing a PoC, success criteria and architecture decision records (ADRs)
18. Review and refine architecture: design reviews, trade-off analysis and documentation and communication
19. Introduction to team organisation: types of team structures and key principles of effective team organisation
20. Aligning team structure with organisational goals: Conway's law and Team Topologies interaction modes
21. Team building and development: onboarding, skills matrix and skills and competencies for team managers
22. Managing cross-functional and distributed teams: time zones, async work and collaboration tools
23. Leadership styles and their impact: situational leadership and creating a culture of accountability

DAY 3 — Intermediate: Quality processes, documentation and performance management

New at this level

24. Introduction to quality in software development: quality process models, QA versus QC and stages of implementation
25. Roles and responsibilities in quality processes: developers, testers, reviewers and release owners
26. Quality metrics and KPIs: defect density, escaped defects, test coverage and mean time to restore
27. Tooling for quality process automation: CI test gates, static analysis, code review rules and SonarQube-style checks
28. Defect management and root cause analysis: triage, 5 Whys, blameless post-incident reviews

29. Risk management, change management and continuous improvement: risk registers, retrospectives and quality audits
30. Compliance and regulatory requirements: audit trails, segregation of duties and evidence collection
31. Software documentation: types, tools, maintenance and documenting architecture, APIs and testing
32. Documentation in Agile and DevOps: docs as code, onboarding new members and measuring documentation effectiveness
33. Skill versus output: understanding developer skills, measuring output and the impact of skills on quality
34. Optimising developer output: developer experience, continuous learning and managing output versus well-being
35. Team performance management: team metrics and analytics, goal setting and performance reviews

PRACTICE

Hands-on labs

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

FOUNDATION

Map your team's delivery system

Draw a C4 context diagram of a product your team owns and map its delivery flow, owners and current DORA baseline.

ESSENTIAL

Architecture decision and team design

Choose an architecture style for a new product, record it as ADRs and propose a team structure aligned to its components.

INTERMEDIATE

Quality and documentation playbook

Design a quality gate, defect workflow, documentation set and team KPI dashboard for one product team.

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 Managers levels, plus 20+ more courses and 50+ tools, at your own pace.	**INR 833/month** billed yearly at INR 9,996
Corporate (day-wise)	3 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 MANAGERS 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/managers/

ENROL OR RESERVE A SEAT
Managers Intermediate Training

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Next step after this level: Managers Advanced Training - Lead architecture and teams at scale by designing for availability, security and cost while steering adoption of current engineering trends.