



UNIVERSAL™
AGILE

CSPO®

Certified Scrum Product Owner®
Training & Certification



Learning Objective





PURPOSE

This document describes the Learning Objectives (LOs) that must be covered in a Certified Scrum Product Owner (CSPO) offering, in addition to the Scrum Foundations LOs. These Learning Objectives take the following into consideration:

- Every implementation of Scrum is different.
- Teams and organizations apply Scrum within their context, but the fundamental framework always remains the same.

The Learning Objectives for this offering are based on:

- Manifesto for Agile Software Development, four values and 12 principles, agilemanifesto.org
- Scrum values, <https://www.scrumalliance.org/about-scrum/values>
- Scrum Guide, scrumguides.org*
- Scrum Alliance Guide level feedback

SCOPE

Students attending a CSPO offering should expect that each Learning Objective identified in this document will be covered. Students should also expect that the Scrum Foundations Learning Objectives are covered either before or during the offering. The CSPO Learning Objectives fall into the following categories:

1. Product Owner Core Competencies
2. Goal Setting and Planning
3. Understanding Customers and Users
4. Validating Product Assumptions
5. Working with the Product Backlog

Individual trainers (CSTs) or coaches (CECs and CTCs) may choose to include ancillary topics. Ancillary topics presented in a CSPO offering must be clearly indicated as such to the attendees.

A note about Bloom's Taxonomy:

Bloom's-style Learning Objectives describe what the learner can do upon completing the offering. Please mentally start each Learning Objective with the following phrase: "Upon successful validation of the CSM Learning Objectives, the learner will be able to ... "

Bloom's style of Learning Objectives consist of six levels of learning:

- ✓ **Knowledge**
- ✓ **Comprehension**
- ✓ **Application**
- ✓ **Analysis**
- ✓ **Synthesis**
- ✓ **Evaluation**





SCRUM FUNDAMENTALS LEARNING OBJECTIVES

1. Scrum Theory

- 1.1. describe how Scrum is aligned with the values and principles of the Manifesto for Agile Software Development.
- 1.2. define Scrum and describe its purpose.
- 1.3. list the five core Scrum values.
- 1.4. define empirical process control and list the three pillars.
- 1.5. explain how product planning in an empirical environment differs from traditional fixed planning.
- 1.6. describe at least two benefits that could be lost if Scrum is only partially implemented.
- 1.7. describe the benefits of an iterative and incremental approach.

2. The Scrum Roles

- 2.1. illustrate how the Scrum Roles interact with each other to deliver the increment within a Sprint.
- 2.2. define a cross-functional team and identify at least three benefits of a cross-functional, self-organizing team.

3. Scrum Events

- 3.1. explain at least three benefits of timeboxing.
- 3.2. list the five events within Scrum, define the purpose of each event, and identify the participants, timing, and maximum recommended timebox.

4. Scrum Artifacts

- 4.1. list the three artifacts within Scrum and define the purpose of each.
- 4.2. explain the definition of “Done,” its purpose, and how it evolves over time.
- 4.3. identify at least two reasons why the Scrum Team dedicates time for Product Backlog Refinement.
- 4.4. list at least three activities that may occur as part of Product Backlog Refinement.

ADDENDUM

- 5.1 List at least three differences between the current (2020) and previous (2017) definition of Scrum as written in the Scrum Guide.



PRODUCT OWNER LEARNING OBJECTIVES

1. Product Owner Core Competencies

- 1.1 discuss at least three different organizational designs which affect how the accountabilities of the Product Owner are executed.
- 1.2 use at least one technique to provide transparency to stakeholders on progress toward goals.
- 1.3 list at least three techniques to gather information or insights from stakeholders.
- 1.4 describe how the Product Owner interacts with the other Scrum Team members during the Scrum events and throughout the Sprint.
- 1.5 identify at least two ways to overcome the challenges of being a Product Owner for multiple Scrum Teams.
- 1.6 discuss at least two reasons why the Product Owner is a single person and neither a group nor a committee.
- 1.7 discuss how and why the Product Owner maintains authority over the Product Backlog while working collaboratively with Developers and stakeholders.

2. Goal Setting and Planning

- 2.1 explain the relationship between a product vision and a Product Goal.
- 2.2 practice the creation of a Product Goal.
- 2.3 practice creating a Sprint Goal with a Scrum Team.
- 2.4 list the components of a product plan or forecast with stakeholders.
- 2.5 describe how to plan a product release.
- 2.6 explain at least two approaches to identify small, valuable, and usable Increments.

3. Understanding Customers and Users

- 3.1 describe how a Product Owner includes product discovery and validation in their work.
- 3.2 illustrate at least one approach for segmenting customers and users.
- 3.3 practice at least one technique to address conflicting customer (or user) needs.
- 3.4 identify how at least three aspects of product discovery contribute to successful product outcomes.
- 3.5 list at least three approaches to connect Developers directly to customers and users.

4. Validating Product Assumptions

- 4.1 describe how Scrum supports validating product assumptions.
- 4.2 compare at least three approaches to validate product assumptions by their cost and quality of learning.





PRODUCT OWNER LEARNING OBJECTIVES

5. Working with the Product Backlog

- 5.1 describe the relationship between outcome and output.
- 5.2 list at least three actions the Product Owner could take to maximize outcomes and impact while minimizing outputs.
- 5.3 define at least three terms related to product economics.
- 5.4 describe value from the perspective of at least three different stakeholder groups.
- 5.5 list at least three techniques to measure value.
- 5.6 create a Product Backlog that supports the achievement of a Product Goal.
- 5.7 create at least one Product Backlog item that includes a description of desired outcome and value.
- 5.8 practice at least one approach to refining the Product Backlog.





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Call & Whatsapp No: +91 89726 65153

Write Us: info@universalagile.com

Visit Us: www.universalagile.com



+91 8972665153



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