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Scrum Open

Percentage: 93.3%

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Feedback

Congratulations! Your score on the Open assessment demonstrates you know some Scrum basics.

Scrum on,
Ken Schwaber

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all questions

28 correct

2 incorrect

Question 1 of 30

What does it mean to say that an event has a timebox?

(choose the best answer)

- A.** The event can take no more than a maximum amount of time. 
- B.** The event must take at least a minimum amount of time.
- C.** The event must happen by a given time.
- D.** The event must happen at a set time.

Feedback

Timeboxed events are events that have a maximum duration.

Question 2 of 30

Which statement best describes Scrum?

(choose the best answer)

- A.** A defined and predictive process that conforms to the principles of Scientific Management. ✘
- B.** A complete methodology that defines how to develop software.
- C.** A framework for creating complex products in complex environments. ✔
- D.** A cookbook that defines best practices for software development.

Feedback

Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.

Question 3 of 30

The Product Backlog is ordered by:

(choose the best answer)

- A. Size, where small items are at the top and large items are at the bottom.
- B. Items are randomly arranged.
- C. Risk, where safer items are at the top, and riskier items are at the bottom.
- D. Whatever is deemed most appropriate by the Product Owner. 
- E. Least valuable items at the top to most valuable at the bottom.

Feedback

The Product Owner is accountable for effective Product Backlog management. The Product Backlog is an emergent, ordered list of what is needed to improve the product. It is the single source of work undertaken by the Scrum Team.

Question 4 of 30

Why is the Daily Scrum held at the same time and same place?

(choose the best answer)

- A. Rooms are hard to book and this lets it be booked in advance.
- B. The consistency reduces complexity. 
- C. The Product Owner demands it.
- D. The place can be named.

Feedback

The Daily Scrum is held at the same time and place each day to reduce complexity.

Question 5 of 30

Who is on the Scrum Team?

(choose the best three answers)

- A. The Scrum Master.
- B. Project Manager.
- C. The Product Owner.
- D. Developers.

Feedback

The Scrum Team consists of the Scrum Master, the Product Owner and Developers. The Scrum Team is a cohesive unit of professionals focused on one objective at a time, the Product Goal.

Question 6 of 30

The Developers should have all the skills needed to:

(choose the best answer)

- A. Complete the project as estimated when the date and cost are committed to the Product Owner.
- B. Do all of the development work, except for specialized testing that requires additional tools and environments.
- C. Turn the Product Backlog items they select into an Increment of useful and valuable product functionality. 

Feedback

The Developers are a group of professionals who do the work of delivering an Increment of done product at the end of each Sprint. As a team, Developers have all of the skills necessary to create a product Increment.

Question 7 of 30

When does a Developer become the sole owner of an item on the Sprint Backlog?

(choose the best answer)

- A. Whenever a team member can accommodate more work.
- B. At the Sprint Planning event.
- C. During the Daily Scrum.
- D. Never. All Sprint Backlog items are "owned" by the Developers on the Scrum Team. 

Feedback

The entire Scrum Team is accountable for creating a valuable, useful Increment every Sprint, and the set of Product Backlog items selected for the Sprint are collectively owned by the Developers. No individual Developer can claim ownership over an item as this would block communication and collaboration. The Sprint Backlog is updated by the Developers throughout the Sprint as more is learned.

Question 8 of 30

True or False: When multiple Scrum Teams work together on the same product, each team should maintain a separate Product Backlog.

True

False

**Feedback**

Products have one Product Backlog, regardless of how many Scrum Teams are used. Any other setup makes it difficult for the Developers to determine what they should work on.

Question 9 of 30

Which of the following services is appropriate for a Scrum Master in regard to the Daily Scrum?

(choose the best answer)

- A.** Teach the Developers to keep the Daily Scrum within the 15 minute timebox. 
- B.** All answers apply.
- C.** Ensure that all 3 questions have been answered.
- D.** Facilitate in a way that ensures each team member has a chance to speak.
- E.** Lead the discussions of the Developers.

Feedback

The Scrum Master ensures that the Developers have the event, but the Developers are responsible for conducting the Daily Scrum. The Scrum Master teaches the Developers to keep the Daily Scrum within the 15-minute timebox. The Scrum Master enforces the rule that only Developers participate in the Daily Scrum.

Question 10 of 30

The timebox for the Sprint Planning event is?

(choose the best answer)

- A. Whenever it is done.
- B. 4 hours.
- C. 8 hours for a monthly Sprint. For shorter Sprints it is usually shorter. 
- D. Monthly.

Feedback

Sprint Planning is timeboxed to a maximum of eight hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.

Question 11 of 30

When does a Sprint conclude?

(choose the best answer)

- A. When all the tasks are completed by the Developers.
- B. When all Product Backlog items meet their Definition of Done.
- C. When the Product Owner decides enough has been delivered to meet the Sprint Goal.
- D. When the Sprint Retrospective is complete. 

Feedback

The Sprint is a container for the following timeboxed events: Sprint Planning, Daily Scrum, Sprint Review, and Sprint Retrospective. Sprints are fixed length events of one month or less to create consistency, and a new Sprint starts immediately after the conclusion of the previous Sprint.

The Sprint Retrospective concludes the Sprint, and is timeboxed to a maximum of three hours for a one-month Sprint. For shorter Sprints, the event is usually shorter

Though not typical, a Sprint can end if the Sprint Goal becomes obsolete. Only the Product Owner has the authority to end the Sprint prematurely.

Question 12 of 30

Which of the following are examples of a Scrum Team practicing Scrum poorly or not exhibiting traits of a self-managing Scrum Team?

(choose the best three answers)

- A.** Stakeholders attend the Daily Scrum to check on the Scrum Team's progress. 
- B.** The Developers are working within the boundaries of their organizations functional description and nicely handing off work from analyst to developer to tester to integration. 
- C.** The Developers create their own Sprint Backlog, reflecting all work that is required to meet the Definition of Done.
- D.** The Developers have all the skills they need to create a valuable, useful Increment.
- E.** The Developers invite external stakeholders to the Sprint Planning to ask them how to turn a Product Backlog item into an Increment via a complete and detailed Sprint Backlog. 
- F.** The Developers are collaboratively selecting their own work during the Sprint.

Feedback

- The Daily Scrum is for the Developers. It should not be used by external stakeholders to check progress.
- During Sprint Planning the Scrum Team should be crafting the Sprint Goal based on the set of Product Backlog items selected for the Sprint. The Developers identify the necessary work to meet the Sprint Goal.
- Scrum Team members do not have titles, and no sub-teams; such as testing, architecture, or operations are recognized. Accountability belongs with the Scrum Team as a whole, regardless of whether team members have specialized skills.

Question 13 of 30

Who is required to attend the Daily Scrum?

(choose the best answer)

- A. The Scrum Team.
- B. The Developers and Product Owner.
- C. The Developers and Scrum Master.
- D. The Developers. 
- E. The Scrum Master and Product Owner.

Feedback

Only the people doing the work described on the Sprint Backlog need to inspect and adapt at the Daily Scrum. If the Product Owner or Scrum Master are actively working on items in the Sprint Backlog, they participate as Developers, they will need to be at the Daily Scrum.

Question 14 of 30

The Developers should not be interrupted during the Sprint and the Sprint Goal should remain intact. These are conditions that foster creativity, quality and productivity.

(Which one the following answers is FALSE?)

- A. As a decomposition of the selected Product Backlog items, the Sprint Backlog changes and may grow as the work emerges.
- B. The Developers may work with the Product Owner to add or remove work if they find themselves with more or less capacity than expected.
- C. The Product Owner can help clarify or optimize the Sprint when asked by the Developers.
- D. The Sprint Backlog is fully formulated in the Sprint Planning event and does not change during the Sprint. 

Feedback

The Sprint Backlog makes visible all of the work that the Developers identify as necessary to meet the Sprint Goal. The Developers modify the Sprint Backlog throughout the Sprint, and the Sprint Backlog emerges during the Sprint.

Question 15 of 30

Which two things should the Scrum Team do during the first Sprint?

(choose the best two answers)

- A. Develop a plan for the rest of the release.
- B. Deliver an Increment of useful and valuable product. 
- C. Develop and deliver at least one piece of functionality. 
- D. Create the complete Product Backlog to be developed in subsequent Sprints.
- E. Determine the complete architecture and infrastructure for the product.

Feedback

The heart of Scrum is a Sprint, which is one month or less during which a done, usable, valuable product Increment is created. This applies to every Sprint.

Question 16 of 30

True or False: It is mandatory that the product Increment be released to production at the end of each Sprint.

True

False



Feedback

The product Increment should be usable and releasable at the end of every Sprint, but it does not have to be released.

Question 17 of 30

True or False: The purpose of a Sprint is to produce a valuable and useful Increment of working product.

True

False



Feedback

The heart of Scrum is a Sprint, a timebox of one month or less during which a done, useful, and valuable working product Increment is created.

Question 18 of 30

Who has the final say on the order of the Product Backlog?

(choose the best answer)

- A. The Scrum Master.
- B. The Product Owner. 
- C. The Stakeholders.
- D. The Developers.
- E. The CEO.

Feedback

The Product Owner is the sole person responsible for ordering the Product Backlog.

Question 19 of 30

Who creates the Definition of Done?

(choose the best answer)

- A. The Scrum Team, in a collaborative effort where the result is the common denominator of all members' definitions.
- B. If it is not an organizational standard, the Scrum Team must create a Definition of Done appropriate for the product. 
- C. The Product Owner since they are responsible for the product's success. 
- D. The Scrum Master since they are responsible for the productivity of the Developers.

Feedback

If the Definition of Done for an Increment is part of the standards of the organization, all Scrum Teams must follow it as a minimum. If it is not an organizational standard, the Scrum Team must create a Definition of Done appropriate for the product.

Question 20 of 30

Who is responsible for managing the progress of work during a Sprint?

(choose the best answer)

A. The Scrum Master.

B. The Developers. 

C. The Product Owner.

D. The most junior member of the team.

Feedback

The Developers use the Daily Scrum to inspect progress toward the Sprint Goal and to inspect how progress is trending toward completing the work in the Sprint Backlog.

Question 21 of 30

The timebox for the Sprint Review is:

(choose the best answer)

- A. 1 day.
- B. 4 hours and longer as needed.
- C. 4 hours for a monthly Sprint. For shorter Sprints it is usually shorter. 
- D. As long as needed.
- E. 2 hours.

Feedback

Sprint Review is a maximum four-hour timeboxed event for one-month Sprints. For shorter Sprints, the event is usually shorter.

Question 22 of 30

How much work must the Developers complete for each Product Backlog item they select for a Sprint?

(choose the best answer)

- A. As much as it can fit into the Sprint.
- B. Analysis, design, programming, testing and documentation.
- C. All development work and at least some testing.
- D. Enough so that each Product Backlog item they select meets the Definition of Done. 

Feedback

The purpose of each Sprint is to deliver useful and valuable Increments that adhere to the Scrum Team's current Definition of Done.

Question 23 of 30

An organization has decided to adopt Scrum, but management wants to change the terminology to fit with terminology already used. What will likely happen if this is done?

(choose the best answer)

- A. Without a new vocabulary as a reminder of the change, very little change may actually happen.
- B. The organization may not understand what has changed with Scrum and the benefits of Scrum may be lost.
- C. Management may feel less anxious.
- D. All of the above. 

Question 24 of 30

When does a Developer become accountable for the value of a Product Backlog item selected for the Sprint?

(choose the best answer)

- A. Whenever a team member can accommodate more work.
- B. During the Daily Scrum.
- C. At the Sprint Planning Event.
- D. Never. The entire Scrum Team is accountable for creating value every Sprint. 

Feedback

All members of the Scrum Team share in the accountability for creating value every Sprint.

Question 25 of 30

During a Sprint, a Developer determines that the Scrum Team will not be able to complete the items in their forecast. Who should be present to review and adjust the Product Backlog items selected?

(choose the best answer)

- A. The Product Owner and all stakeholders.
- B. The Scrum Master, the project manager, and the Developers
- C. The Developers.
- D. The Product Owner and the Developers. 

Feedback

During the Sprint, scope may be clarified and re-negotiated between the Product Owner and the Developers as more is learned. It is important to be transparent when challenges arise since ultimately the entire Scrum Team is accountable for creating a valuable, useful Increment.

Question 26 of 30

Who should know the most about the progress toward a business objective or a release, and be able to explain the alternatives most clearly?

(choose the best answer)

- A. The Developers
- B. The Product Owner 
- C. The Scrum Master
- D. The Project Manager

Feedback

The Product Owner is the sole person responsible for ordering the Product Backlog. Their responsibilities include making the Product Backlog visible, transparent, and clear to all.

Question 27 of 30

The length of a Sprint should be:

(choose the best answer)

- A. Short enough to keep the business risk acceptable to the Product Owner.
- B. Short enough to be able to synchronize the development work with other business events.
- C. One month or less.
- D. All of the above. 

Feedback

All of these choices are appropriate considerations in determining the length of a Sprint.

Question 28 of 30

True or False: The Scrum Team must choose at least one high priority process improvement item, identified during the Sprint Retrospective, and place it in the Sprint Backlog.

True

False

**Feedback**

An earlier version of the Scrum Guide prescribed the practice of placing one improvement in the Sprint Backlog. This was removed in the 2020 update to the Scrum Guide because it was felt to be too prescriptive. However, if this practice provides value to you then you should adopt it. It is simply not prescribed anymore, but can still be valuable.

Question 29 of 30

Upon what type of process control is Scrum based?

(choose the best answer)

A. Complex

B. Defined

C. Hybrid

D. Empirical

**Feedback**

Scrum is founded on empirical process control theory, or empiricism. Empiricism asserts that knowledge comes from experience and making decisions based on what is observed.

Question 30 of 30

The three pillars of empiricism are:

(choose the best answer)

- A.** Inspection, Transparency, Adaptation. 
- B.** Respect For People, Kaizen, Eliminating Waste.
- C.** Planning, Demonstration, Retrospective.
- D.** Transparency, Eliminating Waste, Kaizen.
- E.** Planning, Inspection, Adaptation.

Feedback

Scrum is founded on empirical process control theory, or empiricism. Empiricism asserts that knowledge comes from experience and making decisions based on what is known. Three pillars uphold every implementation of empirical process control: transparency, inspection, and adaptation.