# Agile Release Train All-In Quickstart:
A Five-Day Immersion Program for Agile Enterprises

Becoming Agile | Achieving Strategic Alignment | Implementing Product Development Flow

This five-day program is intended for those larger software enterprises who need to apply scalable lean and agile development methods in order to increase the productivity, quality, value delivery and strategic alignment of their software development teams.
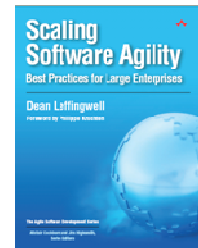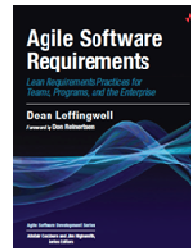
Objectives

1. Train 50-100 team members, (typically organized in to 8-12 newly formed Scrum teams in a common program), in the principles of Scaling Software Agility and the implementation of Scrum in an enterprise context

2. Align the team to a common enterprise mission and product backlog and plan for the first release or potentially shippable increment (PSI, 8-12 weeks) of software. Establish iteration plans and measurable PSI objectives

3. Introduce prospective Product Owners and ScrumMasters to the principles and practices unique to their role in the new agile enterprise

4. Build a context and repetitive model for rolling-wave release planning, objective setting, program execution and adaptive feedback which provides a continuous flow of value to the user or marketplace

Schedule

The program is organized into a set of modules over five days as follows:

Day 1	Day 2	Day 3	Day 4	Day 5
Principles of Lean and Scaling Software Agility	Scrum for Enterprise Teams (continued)	Release planning: Mission, Vision, and preliminary planning.	Release planning continues. Final plan review	Product Owner Orientation
Scrum for Enterprise Teams (begins)		Draft plan and management review.	Commitment	ScrumMaster Orientation

Day 1 (am) – Scaling Software Agility

The first module describes the fundamentals of software agility as a "software instance of lean thinking" and highlights proven practices that enterprises have used to successfully scale agile adoption to teams of teams and the full enterprise. This module introduces both basic and advanced topics of agility at enterprise scale.

Day 1 (pm) – Scrum for Enterprise teams

In Module 2, the teams are trained to apply Scrum in an enterprise context. Topics include Scrum principles, team and roles, product backlog, story writing, estimating, prioritizing value, sprint planning, sprint execution, acceptance testing, and demo and retrospective.

Days 3&4 – Release Planning

This portion of the week is an intense, collaborative two-day planning session designed to provide a common vision, mission and joint commitment to a set of achievable release (or potentially shippable increment, PSI) objectives. All teams plan 3-5 sprints (6-10 weeks of work) based on the current product and architectural vision. Draft sprint plans are reviewed by management, scope and resource adjustments are made, and teams continue planning until they reach a converged and agreed-to set of business objectives.

Day 5 (AM) – Product Owner Orientation

In Scrum the Product Owner represents the voice of the customer and plays the key role in building and prioritizing the teams' product backlog. In this short module, those who will be playing that role on the Scrum team are introduced to the basic practices of the role–backlog development, story writing, prioritizing value, accepting stories into the baseline and working with the team.

Day 5 (PM) – ScrumMaster Orientation

The Scrum Master's primary job is to help the team deliver on its objectives by facilitating and monitoring progress, removing impediments, acting as a buffer between the team and any distracting influences and enforcing the rules of Scrum. In this module, individuals who have been selected to fulfill this role will be introduced to the philosophy, activities, practices and challenges that are unique to the role.