

LAPT

LONDON ACADEMY OF PROFESSIONAL TRAINING

CERTIFICATE

Adv Certificate in IT Project Management (Agile/Scrum)

Practitioner Level



LAPT — London Academy of Professional Training

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Reference IT-ISM-P • IT Centres

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AT A GLANCE

REFERENCE	IT-ISM-P
AWARD	Certificate
ASSESSMENT	440 marks — 264 to pass (60%)
PREREQUISITES	None
VALIDITY	Lifetime
AWARDING BODY	LAPT — London Academy of Professional Training

CURRICULUM

1 Agile Principles and Frameworks 5 chapters · 30 classes 90 marks • 1 Understanding Agile Methodologies and Mindset — 6 classes › 1.1 Exploring the Core Concepts of Agile Methodologies › 1.2 Unpacking the Agile Manifesto and Its Principles › 1.3 Identifying Key Differences Between Agile and Traditional Approaches › 1.4 Understanding Scrum: Roles, Events, and Artifacts › 1.5 Embracing Agile Mindset for Effective Project Management › 1.6 Applying Agile Principles in Real-World Scenarios • 2 Scrum Framework: Roles, Events, and Artifacts — 6 classes › 2.1 Understanding the Key Roles in Scrum › 2.2 Exploring the Scrum Events › 2.3 Delving into Scrum Artifacts › 2.4 Analyzing the Product Owner's Responsibilities › 2.5 Facilitating Effective Scrum Meetings › 2.6 Applying Scrum Artifacts in Real-world Scenarios • 3 Agile Project Lifecycle: Planning and Execution — 6 classes › 3.1 Understanding the Agile Project Lifecycle › 3.2 Analyzing Key Phases in Agile Planning › 3.3 Exploring Agile Execution Strategies › 3.4 Integrating Iterative Planning Techniques › 3.5 Implementing Agile Tools and Artifacts › 3.6 Evaluating Success in Agile Execution • 4 Agile Tools and Techniques for Effective Management — 6 classes › 4.1 Exploring Agile Management Tools › 4.2 Understanding Scrum Boards and Backlogs › 4.3 Applying User Stories and Story Points › 4.4 Implementing Sprints and Iterations › 4.5 Utilizing Burndown Charts for Progress Tracking › 4.6 Collaborating with Agile Communication Techniques • 5 Scaling Agile: Challenges and Solutions — 6 classes › 5.1 Understanding the Need for Scaling Agile › 5.2 Identifying Common Challenges in Scaling Agile › 5.3 Exploring Scaled Agile Frameworks › 5.4 Evaluating Solutions for Team Integration › 5.5 Implementing Agile at Scale: Techniques and Tools › 5.6 Assessing Organizational Readiness for Scaling Agile	
2 Leadership and Team Dynamics 0 chapters 65 marks	

• 1 Understanding Agile Methodologies in IT Project Management —

6 classes

- › 1.1 Exploring the Core Principles of Agile Methodologies
- › 1.2 Identifying Differences Between Agile and Traditional Project Management
- › 1.3 Understanding Scrum Framework and Its Components
- › 1.4 Analyzing Roles and Responsibilities in a Scrum Team
- › 1.5 Implementing Agile Practices in IT Project Planning
- › 1.6 Evaluating Success Through Agile Metrics and Performance

• 2 Scrum Framework Essentials — 6 classes

- › 2.1 Understanding the Scrum Framework
- › 2.2 Exploring Scrum Roles and Responsibilities
- › 2.3 Defining Scrum Events and Their Purpose
- › 2.4 Crafting Effective Scrum Artifacts
- › 2.5 Implementing the Scrum Workflow in Practice
- › 2.6 Analysing Scrum's Benefits and Challenges

• 3 Project Planning Techniques in Agile — 6 classes

- › 3.1 Understanding Agile Project Planning Fundamentals
- › 3.2 Identifying Stakeholder Needs in Agile Projects
- › 3.3 Creating Agile Project Roadmaps
- › 3.4 Estimating Effort and Time in Agile Projects
- › 3.5 Developing Iterative Work Plans
- › 3.6 Adapting Plans Through Scrum Events

• 4 Execution and Monitoring of Agile Projects — 6 classes

- › 4.1 Understanding Agile Project Execution Processes
- › 4.2 Implementing Effective Sprint Planning
- › 4.3 Utilizing Scrum Tools for Project Monitoring
- › 4.4 Conducting Stand-up Meetings for Team Coordination
- › 4.5 Tracking Progress with Burndown Charts
- › 4.6 Adapting to Changes with Agile Retrospectives

• 5 Evaluating and Closing Agile Projects — 6 classes

- › 5.1 Understanding Agile Project Evaluation Metrics
- › 5.2 Analyzing Project Outcomes Against Stakeholder Expectations
- › 5.3 Conducting Retrospectives for Continuous Improvement
- › 5.4 Finalizing and Archiving Project Documentation
- › 5.5 Engaging Stakeholders in Project Closure Activities
- › 5.6 Transitioning and Integrating the Agile Project into Operations

• 1 Identifying and Analyzing Stakeholders in Agile Projects — 6

classes

- › 1.1 Understanding Stakeholders in Agile
- › 1.2 Identifying Key Stakeholders in Agile Projects
- › 1.3 Analyzing Stakeholder Roles and Influences
- › 1.4 Mapping Stakeholder Interests and Expectations
- › 1.5 Prioritizing Stakeholder Engagement Strategies
- › 1.6 Applying Stakeholder Analysis in Agile Frameworks

• 2 Agile Resource Allocation and Planning — 6 classes

- › 2.1 Understanding Agile Resource Allocation
- › 2.2 Analyzing Resource Needs in Agile Projects
- › 2.3 Prioritizing Tasks for Efficient Resource Utilization
- › 2.4 Implementing Agile Roles and Responsibilities
- › 2.5 Engaging Stakeholders in Resource Planning
- › 2.6 Adapting Resource Plans to Agile Project Changes

• 3 Effective Communication Strategies with Stakeholders — 6 classes

- › 3.1 Understanding Stakeholder Needs
- › 3.2 Identifying Key Communication Channels
- › 3.3 Developing Stakeholder Communication Plans
- › 3.4 Crafting Clear and Concise Messages
- › 3.5 Implementing Feedback Mechanisms
- › 3.6 Evaluating Communication Effectiveness

• 4 Managing Stakeholder Expectations in Scrum Projects**• 5 Conflict Resolution and Negotiation among Project Teams**

• 1 Understanding the Core Concepts of Scrum — 6 classes

- › 1.1 Defining the Scrum Framework
- › 1.2 Exploring the Roles in Scrum
- › 1.3 Understanding Scrum Artifacts
- › 1.4 Analyzing Scrum Events
- › 1.5 Implementing Scrum Values
- › 1.6 Applying Scrum in Real-World Scenarios

• 2 Scrum Framework: Roles and Responsibilities — 6 classes

- › 2.1 Understanding the Scrum Framework
- › 2.2 Exploring Scrum Roles
- › 2.3 Defining the Responsibilities of a Product Owner
- › 2.4 Identifying the Responsibilities of a Scrum Master
- › 2.5 Analyzing the Role of the Development Team
- › 2.6 Integrating Roles for Effective Scrum Collaboration

• 3 Scrum Artifacts and the Product Backlog — 6 classes

- › 3.1 Understanding Scrum Artifacts: Roles and Importance
- › 3.2 Exploring the Product Backlog: Structure and Components
- › 3.3 Crafting User Stories: Best Practices for Effective Backlogs
- › 3.4 Prioritizing Backlog Items: Techniques and Strategies
- › 3.5 Managing and Refining the Backlog: Continuous Improvement
- › 3.6 Linking Artifacts to Scrum Events: Integration and Execution

• 4 Conducting Effective Scrum Events — 6 classes

- › 4.1 Understanding Scrum Events: Purpose and Importance
- › 4.2 Planning the Sprint: Creating Effective Sprint Goals
- › 4.3 Facilitating Daily Stand-ups: Ensuring Clear Communication
- › 4.4 Conducting Sprint Reviews: Gathering Stakeholder Feedback
- › 4.5 Executing Sprint Retrospectives: Identifying Process Improvements
- › 4.6 Integrating Scrum Events: Enhancing Team Collaboration and Performance

• 5 Advanced Strategies for Optimizing Scrum Performance — 6 classes

- › 5.1 Analyzing Sprint Data for Continuous Improvement
- › 5.2 Enhancing Team Collaboration through Advanced Facilitation Techniques
- › 5.3 Implementing Effective Backlog Refinement Practices
- › 5.4 Leveraging Retrospective Insights for Strategic Planning
- › 5.5 Applying Advanced Scrum Metrics for Performance Tracking
- › 5.6 Optimizing Scrum with Tailored Workflow Adjustments