



Scrum

PSK-I

Professional Scrum with Kanban level I

QUESTION & ANSWERS

Question: 1

The Product Backlog items in the Sprint Backlog cannot be changed during the Sprint

- A. FALSE
- B. TRUE

Answer: A

Explanation/Reference:

The Sprint Goal is the single objective for the Sprint. Although the Sprint Goal is a commitment by the Developers, it provides flexibility in terms of the exact work needed to achieve it. The Sprint Goal is created during the Sprint Planning event and then added to the Sprint Backlog. As the Developers work during the Sprint, they keep the Sprint Goal in mind. If the work turns out to be different than they expected, they collaborate with the Product Owner to negotiate the scope of the Sprint Backlog within the Sprint without affecting the Sprint Goal.

Question: 2

What is the timebox of the Sprint Retrospective?

- A. 4 hours for a one-month Sprint
- B. 3 hours for a one-month Sprint
- C. 2 hours
- D. 8 hours for a one-month Sprint
- E. 6 hours

Answer: B

Explanation/Reference:

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

Question: 3

What is the timebox of the Sprint Retrospective in a 2-week Sprint?

- A. Usually less than 3 hours
- B. 4 hours
- C. usually less than 2 hours

- D. 1 hour or less
- E. 6 hours

Answer: A

Explanation/Reference:

The Sprint Retrospective concludes the Sprint. It is timeboxed to a maximum of three hours for a one-month Sprint. For shorter Sprints, the event is usually shorter. There is no rule saying that for a shorter Sprint the timebox must be calculated as proportional time.

Question: 4

Who selects the structure and techniques used for the Daily Scrum?

- A. Stakeholders
- B. The Scrum Team
- C. The Product Owner
- D. Developers
- E. Agile Coach
- F. The Scrum Master

Answer: D

Explanation/Reference:

The Developers can select whatever structure and techniques they want, as long as their Daily Scrum focuses on progress toward the Sprint Goal and produces an actionable plan for the next day of work. This creates focus and improves self-management.

Question: 5

How many Product Goals can a product have during its lifetime?

- A. As many as needed at the same time
- B. 1
- C. None
- D. As many as needed, but one at a time
- E. 3
- F. 2

Answer: D

Explanation/Reference:

The Product Goal is the long-term objective for the Scrum Team. They must fulfill (or abandon) one objective before taking on the next.

Question: 6

Where may the most impactful improvements of the retrospective be added?

- A. to the task board
- B. to the Release backlog
- C. to the Impediments backlog
- D. To the Sprint Backlog for the next Sprint
- E. to the Scrum board
- F. To the Product Backlog

Answer: D

Explanation/Reference:

During the Sprint Retrospective, the Scrum Team identifies the most helpful changes to improve its effectiveness. The most impactful improvements are addressed as soon as possible. They may even be added to the Sprint Backlog for the next Sprint

Question: 7

What is Scrum based on? Select two answers

- A. Human values
- B. Kanban Principles
- C. Iterative waterfall
- D. Lean Thinking
- E. Common sense
- F. Empiricism

Answer: D,F

Explanation/Reference:

Scrum is founded on empiricism and lean thinking. Empiricism asserts that knowledge comes from experience and making decisions based on what is observed. Lean thinking reduces waste and focuses on the essentials.