BCS FOUNDATION CERTIFICATE IN AGILE

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BCS Foundation Certificate in Agile

Introduction

This foundation certificate provides a holistic appreciation of Agile. Candidates will be equipped with the core foundations that underpin the Agile mindset and Agile approaches to delivery. This certification will equip candidates with knowledge that can be applied in a variety of situations and promotes effective working with any Agile team. It does not focus solely on one specific methodology.

Assessment Objectives

Candidate will be able to demonstrate knowledge and understanding of the following aspects of Agile:

- Why Agile? The factors that drive Agile adoption
- The Agile Manifesto in detail
- The Agile Mindset
- Roles in Agile Teams
- Common Agile Practices
- The practical application of Agile

Target Audience

The BCS Foundation Certificate in Agile is relevant to anyone requiring an understanding of the use of Agile or looking to adopt it. This includes, but is not limited to, organisational leaders and managers, Marketing executives and managers, and/or all professionals working in an Agile environment, including Software Testers, Developers, Business Analysts, UX Designers, Project Management Office (PMO), Project Support and Project Coordinators.

Eligibility for the Examination

There are no pre-requisites for entry to the examination, although candidates should be prepared to be assessed in line with the objectives listed in the previous section. Candidates can study for the certificate by:

- Using our self-study material (approximately 20 hours)
- Attending our instructor-led BCS accredited training course (3-days)

Duration and Format of the Examination

The format for the examination is a supervised 60-minute multiple choice assessment. The examination is closed book i.e. no materials can be taken into the examination room. The pass mark is 26/40 (65%).

BCS Foundation Certificate in Agile

Additional time for Candidates Requiring Reasonable Adjustments

Candidates may request additional time if they require reasonable adjustments. Please refer to the reasonable adjustments policy for detailed information on how and when to apply.

Additional time for Candidates Whose Native Language is not that of the Examination

If the examination is taken in a language that is not the candidate's native / official language then they are entitled to 25% extra time.

If the examination is taken in a language that is not the candidate's native / official language then they are entitled to use their own paper language dictionary (whose purpose is translation between the examination language and another national language) during the examination. Electronic versions of dictionaries will not be allowed into the examination room.

Syllabus

For each top-level area of the syllabus a percentage and K level is identified. The percentage is the exam coverage of that area, and the K level identifies the maximum level of knowledge that may be examined for that area.

1. Why Agile (7.5%, K2)
- Describe a linear development approach, such as Waterfall and V-model
- Explain why linear development approaches are not suitable in a Volatile, Uncertain, Complex and Ambiguous (VUCA) environment
- Explain the origins of Agile
- Recognise the Agile Manifesto and its principles
- Explain how the Pillars of Scrum underpin Agile thinking

2. Individuals and their Interactions over Processes and Tools (7.5%, K2)
- Describe ways that the processes and tools can undermine Agile team performance
- Explain the connection between team motivation and self-organising autonomous teams
- Describe how Agile teams interact

3. Working Software over Comprehensive Documentation (7.5%, K2)
- Describe how working software means more than just code
- Explain that Agile can be applied to non-software products
- Explain how the Seven Wastes of Lean (Software Development) relates to comprehensive documentation (As defined in: Lean Software Development: An Agile Toolkit and widely referenced elsewhere)

4. Customer Collaboration over Contract Negotiation (7.5%, K2)
- Describe the Agile team's relationship with its customers
- Describe how Agile teams use time boxes and iterations to decide what work to commit to
- Describe the Product Owner role and their responsibilities

5. Responding to Change over Following a Plan (10%, K2)
- Explain how regular feedback helps Agile teams respond to change
- Describe how Agile teams recognise when change is underway
- Describe the different levels of planning that Agile teams use
- Explain the risks of detailed upfront planning

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6. The Agile Mindset (25%, K2) Continued
- Explain Servant Leadership
- Explain how Agile teams are cross-functional and self-organising
- Explain how the Pillars of Scrum enable continuous improvement
- Describe how Agile teams demonstrate transparency
- Explain the importance of maximising the amount of work not done
- Describe how Agile teams maintain sustainable pace
- Recall that autonomy, mastery and purpose are critical factors in creating motivated teams
- Explain the importance of Psychological Safety for high performing teams
- Explain incremental and iterative delivery

7. Roles in Agile Teams (5%, K2)
- Describe the three Scrum roles
- Identify and describe commonly used non-Scrum Agile roles

8. Common Agile Practices (20%, K2)
- Describe the practices of team leadership and organisation in agile:
  - Iterations and Timeboxing
  - Daily stand-up meetings
  - Agile board
  - Iteration planning
  - Iteration review
  - Retrospective
  - Agile coaching
  - Backlog refinement
  - Limiting work in progress (WIP)
- Describe the use of requirements:
  - Product roadmaps
  - Backlog
  - User stories
  - Three C's (Card, Conversation, Confirmation)
  - Definitions of Done and Ready
- Describe the practice of estimation:
  - Relative sizing
  - The Agile Estimation Game, e.g. Planning PokerTM (1)
  - Story points
  - Velocity
- Describe common software development practices:
  - Pair Programming and Mob Programming
  - Test Driven Development (TDD)
  - Behaviour Driven Development (BDD)
  - Refactoring
  - Emergent design
  - Continuous Integration / Continuous Deployment (CI/CD)
  - Automated testing

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9. Agile in practice (10%, K2)
- Describe the following Agile approaches:
  - Scrum
  - Kanban
- Explain how the following practices can remove the need to adopt a scaling method such as, Scrum of Scrums, SAFe, LeSS, Scrum@Scale:
  - Refactoring solution architecture
  - Decoupling team dependencies
  - Decomposing into independent goals
  - Shortening cycle time
- Explain why the following metrics are indicators to healthy Agile teams:
  - Short lead time from business need to solution deployment
  - Team is continuously improving
  - Mean time to restore

Levels of Knowledge / SFIA Levels / Blooms

This course will provide candidates with the levels of difficulty / knowledge skill highlighted within the following table, enabling them to develop the skills to operate at the levels of responsibility indicated. The levels of knowledge and SFIA levels are explained in on the website www.bcs.org/levels. The levels of knowledge above will enable candidates to develop the following levels of skill to be able to operate at the following levels of responsibility (as defined within the SFIA framework) within their workplace:

Levels	Levels of Knowledge	Levels of Skill and Responsibility (SFIA)
K7		Set strategy, inspire and mobilise
K6	Evaluate	Initiate and influence
K5	Synthesise	Ensure and advise
K4	Analyse	Enable
K3	Apply	Apply
K2	Understand	Assist
K1	Remember	Follow

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Question Weighting

Syllabus Area	Target number of questions (weighting)
1 – Why Agile?	3 (7.5%)
2 – Individuals and their Interactions over Processes and Tools	3 (7.5%)
3 – Working Software over Comprehensive Documentation	3 (7.5%)
4 – Customer Collaboration over Contract Negotiation	3 (7.5%)
5 – Responding to Change over Following a Plan	4 (10%)
6 – The Agile Mindset	10 (25%)
7 – Roles in Agile	2 (5%)
8 – Common Agile Practices	8 (20%)
9 - Agile in Practice	4 (10%)
Total	**40 (100%)**

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  - Access course material online using the Amatis Academy
  - The same case study is used throughout all practitioner and professional courses so that candidates can see how different tools & techniques are applied to business situations in the same organisation
  - All Diploma courses have TWO full BCS 40 question sample exam papers
  - All Diploma courses have ONE full 40 question mock exam paper
  - All Advanced Diploma courses have ONE full 40 question mock exam paper
  - All graphics are professionally designed and suitable for anyone who is colour blind
  - All courses are professionally narrated – invaluable for auditory learners and anyone with dyslexia
- All courses are academically excellent – authored by BCS oral examiners/practitioners with decades of experience
- Engaging content – includes examples, games, exercises, multiple choice questions and case studies
- BCS accredited partner
- ISO9001:2015 certified
- Cyber Essentials certified
- Amatis is a B Corp company
- What our customers say:
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