



CERTIFICATION SYLLABUS

Certified Scrum Practitioner & Sprint Execution

Exam Code: CSPE™



A complete preparation guide covering exam objectives, core competencies, domain weightage, and topics to prepare.

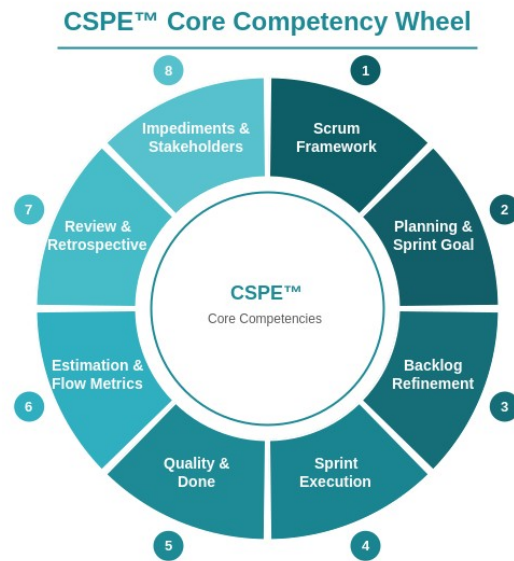
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Objective of the Certification

- **Apply Scrum in real delivery work:** moving from knowing the Scrum Guide to running Sprints that produce a usable Increment.
- **Craft strong Sprint Goals and plan Sprints effectively:** using the why, what, and how of Sprint Planning to turn Product Backlog items into a realistic, focused plan.
- **Manage and refine the Product Backlog:** splitting large items, writing clear acceptance criteria, and keeping the backlog ordered by value, risk, and dependencies.
- **Execute the Sprint with discipline:** running an effective Daily Scrum, swarming on work, limiting work in progress, and adapting the Sprint Backlog as the team learns.
- **Protect quality through the Definition of Done:** building and applying a shared quality standard so every Increment is truly usable.
- **Use estimation, forecasting, and flow metrics responsibly:** applying velocity, burndown/burnup charts, cycle time, and throughput as aids to decision-making, not as targets.
- **Run meaningful Sprint Reviews and Retrospectives:** gathering stakeholder feedback, adapting the Product Backlog, and turning improvement ideas into actions.
- **Identify and resolve impediments and anti-patterns:** recognizing common dysfunctions and responding with practical, Scrum-aligned actions.
- **Engage stakeholders and collaborate across the team:** balancing the accountabilities of the Product Owner, Scrum Master, and Developers.
- **Create a foundation for progression toward advanced credentials:** such as Scrum Master, Product Owner, and Agile coaching or scaling certifications.

Core Competencies — CSPE™ (Scrum Practitioner & Sprint Execution)



1. Scrum Framework Application

- Apply Scrum theory, values, and accountabilities to day-to-day team situations.
- Distinguish what the Scrum Guide requires from practices teams add on top of it.
- Recognize when a team is practicing "Scrum in name only" and what to change.

2. Sprint Planning & Sprint Goal Crafting

- Facilitate Sprint Planning around the three topics: why, what, and how.
- Write a clear, outcome-focused Sprint Goal that gives the team flexibility in how it is achieved.
- Select Product Backlog items based on forecast capacity and turn them into a workable plan.

3. Product Backlog Management & Refinement

- Refine items by splitting, clarifying, and adding acceptance criteria.
- Order the backlog using value, risk, dependencies, and urgency.
- Keep enough refined, Sprint-ready items available without over-specifying the future.

4. Sprint Execution & Daily Collaboration

- Run a Daily Scrum focused on progress toward the Sprint Goal and the plan for the next 24 hours.
- Use swarming and limited work in progress to finish items rather than start many.
- Adapt the Sprint Backlog during the Sprint without compromising the Sprint Goal or quality.

5. Quality, Definition of Done & Increment Delivery

- Create and evolve a Definition of Done that reflects real quality expectations.
- Integrate testing and quality work into the Sprint instead of deferring it.
- Deliver one or more usable Increments, and explain why undone work cannot be shown as complete.

6. Estimation, Forecasting & Flow Metrics

- Apply relative estimation and planning poker, and explain their limits.
- Use velocity, burndown, and burnup charts to forecast, without turning them into performance targets.
- Interpret flow measures such as cycle time, throughput, and work item age to find bottlenecks.

7. Sprint Review, Retrospective & Continuous Improvement

- Run a Sprint Review as a working session with stakeholders, not a one-way demo.
- Facilitate Retrospectives that produce a few concrete, owned improvement actions.
- Follow up on improvements so they are visible in later Sprints.

8. Impediments, Anti-Patterns & Stakeholder Engagement

- Identify impediments early and escalate them appropriately.
- Recognize common anti-patterns such as a Daily Scrum used for status reporting, a Product Owner who is never available, or mid-Sprint scope dumping.
- Manage stakeholder expectations while protecting the team's focus and the Sprint Goal.

Who Should Take This Certification

- Developers, testers, and business analysts working in Scrum teams who want to apply Scrum more effectively.
- Aspiring Scrum Masters who want a practical grounding in Sprint execution.
- Aspiring Product Owners who want to improve backlog management and stakeholder collaboration.
- Project managers and team leads moving into Scrum-based delivery.
- Professionals who have completed CSFF™ (or hold equivalent Scrum knowledge) and want to build practical depth.
- Agile team members who want to move beyond definitions to real-world Sprint execution.

Prerequisite: None mandatory. Completion of CSFF™ (Scrum Foundations & Fundamentals) or equivalent working knowledge of Scrum is recommended.

Exam Information

Exam Name	Scrum Practitioner & Sprint Execution
Exam Code	CSPE™
Exam Format	Multiple Choice Questions (MCQ) & Scenario-Based Questions
Duration	90 minutes
Number of Questions	75
Passing Score	70%
Mode of Exam	Test Center Based Testing / Online Testing
Language	English
Validity	Lifetime
Open Book	No

Examination Domain & Weightage

Domain	Weightage
Scrum Framework Application	10%
Sprint Planning & Sprint Goal Crafting	15%
Product Backlog Management & Refinement	15%
Sprint Execution & Daily Collaboration	15%
Quality, Definition of Done & Increment Delivery	15%
Estimation, Forecasting & Flow Metrics	10%
Sprint Review, Retrospective & Continuous Improvement	10%
Impediments, Anti-Patterns & Stakeholder Engagement	10%
Total	100%

Topics to Prepare

The topics below represent the core areas candidates should focus on for each domain, reflecting the practical, applied depth expected at the CSPE™ level.

1. Scrum Framework Application (10%)

- **Scrum Theory in Practice:** Applying transparency, inspection, and adaptation to real team decisions.
- **Accountabilities in Action:** How the Product Owner, Scrum Master, and Developers divide and share responsibility.
- **Framework vs. Practices:** What the Scrum Guide mandates and what teams add, such as user stories or story points.

2. Sprint Planning & Sprint Goal Crafting (15%)

- **Why, What, How:** The three topics of Sprint Planning and how to facilitate each.
- **Sprint Goal:** Writing a single, outcome-focused objective that creates coherence and focus.
- **Capacity and Forecasting:** Selecting a realistic amount of work using past performance and team availability.
- **Task Breakdown:** Turning selected items into a plan of at least the first days of work.

3. Product Backlog Management & Refinement (15%)

- **Refinement Techniques:** Splitting large items vertically, adding detail, and clarifying scope.
- **Acceptance Criteria:** Defining conditions that make an item testable and complete.
- **Ordering and Prioritization:** Using value, risk, dependencies, and urgency, and weighing cost of delay.
- **Backlog Health:** Keeping the backlog transparent, current, and not overloaded with detail.

4. Sprint Execution & Daily Collaboration (15%)

- **Daily Scrum Practice:** Inspecting progress toward the Sprint Goal and planning the next day's work.
- **Swarming and WIP Limits:** Finishing items together instead of starting many in parallel.
- **Adapting the Sprint Backlog:** Renegotiating scope with the Product Owner without changing the Sprint Goal.
- **Sprint Cancellation:** When it applies, who decides, and what happens next.

5. Quality, Definition of Done & Increment Delivery (15%)

- **Definition of Done:** Creating, applying, and evolving a shared quality standard.
- **Integrated Quality:** Building testing, integration, and review into the Sprint.

- **Increments:** Producing a usable Increment each Sprint, and handling work that does not meet the Definition of Done.
- **Technical Debt Awareness:** How shortcuts reduce future flexibility and transparency.

6. Estimation, Forecasting & Flow Metrics (10%)

- **Relative Estimation:** Story points, planning poker, and t-shirt sizing.
- **Velocity and Charts:** Using velocity, burndown, and burnup charts to forecast, not to judge performance.
- **Flow Metrics:** Cycle time, throughput, and work item age, and what they reveal about bottlenecks.
- **Forecasting Under Uncertainty:** Communicating ranges and assumptions rather than fixed promises.

7. Sprint Review, Retrospective & Continuous Improvement (10%)

- **Sprint Review:** Inspecting the Increment with stakeholders and adapting the Product Backlog.
- **Retrospective Formats:** Techniques that surface issues and produce actionable improvements.
- **Improvement Follow-Through:** Tracking actions so they carry into upcoming Sprints.
- **Feedback Loops:** Using stakeholder and customer input to guide the next Sprint.

8. Impediments, Anti-Patterns & Stakeholder Engagement (10%)

- **Impediment Handling:** Spotting, raising, and resolving blockers, including those beyond the team.
- **Common Anti-Patterns:** Status-report Daily Scrums, absent Product Owners, hardening Sprints, and mid-Sprint scope changes.
- **Stakeholder Collaboration:** Setting expectations, sharing transparency, and managing competing demands.
- **Scaling Awareness:** Basic awareness of multiple teams working from one Product Backlog.