

PSM Professional Scrum Master I FREE Sample

Take the free exam at <https://certify.pmwizards.com>

Dear Candidate,

Thank you for downloading our sample material with 10 questions. This test is offered for free on our Certify @ PM Wizards platform where you find many options to prepare for Scrum Master and Product Owner certifications. All questions are based on the Scrum Guide 2020. Read the guide before taking this test. Read the questions with care, preferably twice, because details are very important. In the real exam you have to answer 80 questions in 60 minutes so it is important to have the content fresh in your mind and remain calm to understand what is asked. Final tip: Don't leave unanswered questions, there are no penalties for wrong answers.

Happy preparation !

PM Wizards Team
certify@pmwizards.com

Q1: The Scrum Master is accountable for establishing Scrum in the organization and supporting the Scrum Team in several ways. The Scrum Master serves the developers by...

- A. controlling the work done, update the burn-down chart and report back to management.
- B. planning the work the developers will do in the next Sprint.
- C. removing impediments herself and teaching the Team to remove them in the future.
- D. serving as an interface between Developers and the Product Owner.

Q2: Does the Product Owner help remove impediments to increase Developers' performance?

- A. Yes, the Product Owner can help handling administrative tasks for the team.
- B. No, it is the Scrum Master's job to support the developers deal with impediments.
- C. Yes but only for impediments that are product-related, that the PO clarifies to the Team.
- D. No, the Product Owner represents the client and has little interaction with Developers.

Q3: When planning Sprint work Developers use an artefact known as the Sprint Backlog.

- A. They are the sole owners of the Sprint Backlog so they can change it as needed.
- B. They can dictate the Sprint Goal by choosing the work for the next Sprint.
- C. They must negotiate with the Product Owner before refining the Product Backlog.
- D. They must complete all the work in the Sprint Backlog, because it is a firm contract.

Q4: The Agile Manifesto embodies the core ideas behind agility. Among other things it explains that:

- A. following a plan gives backbone to the project.
- B. company governance takes precedence over direct interactions with customers and colleagues.
- C. contract negotiation requires detailed product specifications.
- D. working software is more important than extensive documentation.

Q5: Scrum is based on a set of core values that permeate the relations inside the Scrum Team and with outside stakeholders. These values are:

- A. Commitment, Focus, Transparency, Openness and Respect
- B. Focus, Openness, Respect and Commitment
- C. Openness, Respect, Transparency, Focus and Commitment
- D. Commitment, Focus, Openness, Respect, and Courage

Q6: The Scrum Team discusses internal issues in a meeting that is known as...

- A. the Daily Scrum meeting.
- B. the Scrum Planning meeting.
- C. the Scrum Retrospective meeting.
- D. the Scrum Review meeting.

Q7: During the Sprint some elements must be fixed to provide guidance to the team.

- A. The Sprint Backlog is frozen so developers can organize their work.
- B. No changes are made that could put the Sprint Goal at risk.
- C. The Product Backlog must be locked for further refinement by the Product Owner.
- D. The Sprint Goal may be adapted to reflect the work effectively delivered by developers.

Q8: An innovation of the Scrum Guide 2020 is the "Product Goal".

- A. It is just another way to call the Sprint Goal that summarizes the essence of the Sprint work.
- B. It drives the Product Vision while the Sprint Goal drives the Sprint work.
- C. It is another tool to talk about Product characteristics.
- D. It is a concept that is external to and drives the Product Backlog.

Q9: Only the Scrum Master can cancel a Sprint when the Goal is not achievable.

- A. False
- B. True

Q10: The Sprint Planning is a meeting. In it three questions are that answered. These questions are:

- A. What can be Done? How will the work be done? Why is it valuable?
- B. Why is this Sprint valuable? How will the chosen work get done? Who will do what?
- C. Why is this Sprint valuable? What can be Done? How long will the Sprint last?
- D. What can be Done? How will the chosen work get done? Who will do what?

Comments:

Q1:C. Scrum Guide 2020 (p.6) states that the "Scrum Master serves the Scrum Team in several ways, including:

- Coaching the team members in self-management and cross-functionality;
- Helping the Scrum Team focus on creating high-value Increments that meet the Definition of Done;
- Causing the removal of impediments to the Scrum Team's progress; and,
- Ensuring that all Scrum events take place and are positive, productive, and kept within the timebox.

Note: The Scrum Master can directly handle the impediment but if it is a recurrent activity, the best solution is to teach developers to solve it by themselves. By doing so the Scrum Master increases productivity in the long-run, not just once".

Q2:B. The Scrum Guide 2020 (p.6) states that the Product Owner (PO) is accountable for maximizing the value of the product resulting from the work of the Scrum Team. The PO serves the developers by:

- developing and explicitly communicating the Product Goal;
- creating and clearly communicating Product Backlog items;
- ordering Product Backlog items.

Note: The Product Owner may delegate the responsibility to others, but she/he is not concerned with the developers impediments. This is a Scrum Master's task: it is up to the Scrum Master to help the team get more efficient: (p.7) "The Scrum Master serves the Scrum Team in several ways, (...) causing the removal of impediments to the Scrum Team's progress."

Q3:A. According to the Scrum Guide 2020 (p.5) the developers are always accountable for:

- creating a plan for the Sprint, the Sprint Backlog;
- instilling quality by adhering to a Definition of Done;
- adapting their plan each day toward the Sprint Goal; and,
- holding each other accountable as professionals.

Q4:D. The Agile Manifesto (<https://agilemanifesto.org/>) states that Individuals and interactions takes precedence over processes and tools.

Q5:D. The five Scrum values are known as FORCE: Focus, Openness, Respect, Courage and Engagement (or Commitment). The Scrum Guide 2020 (p.5) explains their relation: "the Scrum Team commits to achieving its goals and to supporting each other. Their primary focus is on the work of the Sprint to make the best possible progress toward these goals. The Scrum Team and its stakeholders are open about the work and the challenges. Scrum Team members respect each other to be capable, independent people, and are respected as such by the people with whom they work. The Scrum Team members have the courage to do the right thing, to work on tough problems."

Q6:C. "The purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness. The Scrum Team inspects how the last Sprint went with regards to individuals, interactions, processes, tools, and their Definition of Done. Inspected elements often vary with the domain of work. Assumptions that led them astray are identified and their origins explored. The Scrum Team discusses what went well during the Sprint, what problems it encountered, and how those problems were (or were not) solved." (Scrum Guide 2020 p.11)

Q7:B. (Scrum Guide 2020 p.8) "During the Sprint: No changes are made that would endanger the Sprint Goal." The Sprint Backlog is managed by the developers as they see fit, changing as often as needed (...) (p.11) the Sprint Backlog is updated throughout the Sprint as more is learned."The developers refine the Product Backlog, the Product Owner is responsible for ordering it".

Q8:B. (Scrum Guide 2020 p.11) "The Product Goal describes a future state of the product which can serve as a target for the Scrum Team to plan against. The Product Goal is in the Product Backlog. The rest of the Product Backlog emerges to define "what" will fulfill the Product Goal. *A product is a vehicle to deliver value. It has a clear boundary, known stakeholders, well-defined users or customers. A product could be a service, a physical product, or something more abstract.* The Product Goal is the long-term objective for the Scrum Team. They must fulfill (or abandon) one objective before taking on the next."

Q9:A.(Scrum Guide 2020 p.8) "A Sprint could be cancelled if the Sprint Goal becomes obsolete. Only the Product Owner has the authority to cancel the Sprint." About Sprint cancellation, please remember that it is a serious decision with potential risks to the Scrum team reputation and should only be used in extreme situations. Only the PO can decide to cancel a Sprint for external reasons, such as a change in company strategy. It should never be used to respond to the Scrum team incapacity to produce something of value to the users.

Q10:A. The Scrum Guide 2020 (p.9) defines that the Sprint Planning meeting addresses three topics:

1. Why is this Sprint valuable?
2. What can be Done this Sprint?
3. How will the chosen work get done?

(Update: 10 Feb 2021)