



metadata  
training

# BUSINESS CASE AND COURSE SYLLABUS: BCS FOUNDATION CERTIFICATE IN AGILE



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# Need to know

## Course name:

**BCS Foundation Certificate in Agile**

## Course price:

**£795+VAT weekday virtual**

## Course duration:

**3 days midweek, 2 days weekend**

## Course dates:

**[Click here to see upcoming dates for this course](#)**

## Payment options:

**Payment is taken via our website by card or bank transfer. Other payment options can be discussed.**

## Key skills learned:

- Identify the tasks and disciplines required for systems development and implementation
- Investigate a system
- Interpret business requirements and produce systems requirements
- Quality assure the systems requirements documentation
- Design test cases for the requirements
- Describe the commonly used development lifecycles defined in the syllabus
- Describe in detail one methodology that embraces one (or more) of these lifecycles
- Describe the structure and activities of this methodology
- Describe, interpret and quality assure the key models that the selected methodology uses for defining the process, static and event perspectives of the system
- Make effective use of different methods of interpersonal communications
- Identify different architectures for the systems development solutions
- Conduct a system review
- Explain how CASE tools might be used to support the method

## The impact this will have on learners

Systems Development Essentials will provide learners with a solid grounding in systems investigation and quality assurance – the underpinning of successful systems development.

The confidence boost that formal training can bring will also mean better employee output because they will need less direction and support to achieve success in their role.

## The positive impact this will have on your business

- Increased project transparency
- Business improvement becomes more sustainable
- Higher productivity
- Increased efficiency
- Less reliance on senior team members
- More company loyalty

## Benefits at a glance of training with Metadata Training:

- Flexible training to fit any schedule
- Mid week or weekend courses
- Small class sizes for maximum learning experience
- Exam price included in the course price
- Take the exam when suits the learner best
- 5\* support

## Success stories

**[Click here to read reviews for Metadata Training](#)**

# Syllabus overview



The Role Of The Systems Analyst  
And Designer



Systems Architect



Development Approaches



Systems Development Lifecycles



Methodologies



Systems Investigation



System Design, Implementation  
And Maintenance



Quality Assurance



CASE Tools

# Full syllabus

## 1. Why Agile? (7.5%)

### **Candidates will be able to:**

- 1.1** Describe a linear development approach, such as Waterfall and V-model
- 1.2** Explain why linear development approaches are not suitable in a Volatile, Uncertain, Complex and Ambiguous (VUCA) environment
- 1.3** Explain the origins of Agile
- 1.4** Recognise the Agile Manifesto and its principles
- 1.5** Explain how the Pillars of Scrum underpin Agile thinking

## 2. Individuals and their Interactions over Processes and Tools (7.5%)

### **Candidates will be able to:**

- 2.1** Describe ways that the processes and tools can undermine Agile team performance
- 2.2** Explain the connection between team motivation and self-organising autonomous teams
- 2.3** Recall how Agile teams interact

### 3. Working Software over Comprehensive Documentation (7.5%)

#### Candidates will be able to:

- 3.1** Describe how working software means more than just code
- 3.2** Explain that Agile can be applied to non-software products
- 3.3** Explain how the Seven Wastes of Lean (Software Development) relates to comprehensive documentation

### 4. Customer Collaboration over Contract Negotiation (7.5%)

#### Candidates will be able to:

- 4.1** Describe the Agile team's relationship with its customers
- 4.2** Describe how Agile teams use time boxes and iterations to decide what work to commit to
- 4.3** Describe the Product Owner role and their responsibilities

### 5. Responding to Change over following a plan (10%)

#### Candidates will be able to:

- 5.1** Explain how regular feedback helps Agile teams respond to change
- 5.2** Describe how Agile teams recognise when change is underway

**5.3** Describe the different levels of planning that Agile teams use

**5.4** Explain the risks of detailed upfront planning

## 6. The Agile Mindset (25%)

### **Candidates will be able to:**

**6.1** Explain Servant Leadership

**6.2** Explain how Agile teams are cross-functional and self-organising

**6.3** Explain how the Pillars of Scrum enable continuous improvement

**6.4** Describe how Agile teams demonstrate transparency

**6.5** Explain the importance of maximising the amount of work not done

**6.6** Describe how Agile teams maintain sustainable pace

**6.7** Recall that autonomy, mastery and purpose are critical factors in creating motivated teams

**6.8** Explain the importance of Psychological Safety for high performing teams

**6.9** Explain incremental and iterative delivery

## 7. Roles in Agile Teams (5%)

### **Candidates will be able to:**

**7.1** Describe the three Scrum roles

**7.2** Identify and describe commonly used non-Scrum Agile roles

## 8. Common Agile Practices (20%)

### Candidates will be able to:

#### 8.1 Team Leadership and Organisation

- a. Iterations and Timeboxing
- b. Daily stand-up meetings
- c. Agile board
- d. Iteration planning
- e. Iteration review
- f. Retrospective
- g. Agile coaching
- h. Backlog refinement
- i. Limiting work in progress (WIP)

#### 8.2 Explain how Agile teams are cross-functional and self-organising

- a. Product roadmaps
- b. Backlog
- c. User stories
- d. Three C's (Card, Conversation, Confirmation)
- e. Definitions of Done and Ready

#### 8.3 Explain how the Pillars of Scrum enable continuous improvement

- a. Relative sizing
- b. The Agile Estimation Game, e.g. Planning Poker™ (1)
- c. Story points
- d. Velocity

#### 8.4 Software Development

- a. Pair Programming and Mob Programming
- b. Test Driven Development (TDD)
- c. Behaviour Driven Development (BDD)
- d. Refactoring
- e. Emergent design
- f. Continuous Integration / Continuous Deployment (CI/CD)
- g. Automated testing

## 9. Agile in practice (10%)

### Candidates will be able to:

**9.1** Describe the following Agile approaches

- a. Scrum
- b. Kanban

**9.2** Explain how the following practices can remove the need to adopt a scaling method such as, Scrum of Scrums, SAFe, LeSS, Scrum@Scale

- a. Refactoring solution architecture
- b. Decoupling team dependencies
- c. Decomposing into independent goals
- d. Shortening cycle time

**9.3** Explain why the following metrics are indicators to healthy Agile teams

- a. Short lead time from business need to solution deployment
- b. Team is continuously improving
- c. Mean time to restore

## Examination format

This certificate is assessed through completion of an invigilated online exam which candidates will only be able to access at the date and time they are registered to attend.

<b>Type</b>	40 Multiple Choice and Multiple Response questions
<b>Duration</b>	60 minutes
<b>Supervised</b>	Yes
<b>Open Book</b>	No (no materials can be taken into the examination room)
<b>Passmark</b>	26/40 (65%)
<b>Delivery</b>	Digital or paper based.

Adjustments and/or additional time can be requested in line with the BCS reasonable adjustments policy for candidates with a disability, or other special considerations including English as a second language.



**Got more questions?**



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Book a call with a  
course adviser

