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Department:
Statistics South Africa
REPUBLIC OF SOUTH AFRICA

Course Specification: Certified Scrum Developer

1. Learning Objectives

1.1. **Lean, Agile, and Scrum Fundamentals**

1.2. **Definition of Done**, a key practice in ensuring quality standards are met.

1.3. **Effective Team Dynamics**, the difference between true teams and working groups, and how to develop as a team.

1.4. **Emergent Architecture and Design**, approaches that allow designs and architecture to emerge and change over time.

1.5. **Test-First Development**, building quality into the development process rather than relying only on checking for errors later.

1.6. **Refactoring** as a practice to continually increase quality and built-in maintainability.

1.7. **Continuous Integration** and code ownership to detect integration errors as quickly as possible.

2. Course outline:

2.1. Lean, Agile, and Scrum Fundamentals

- Learn the underpinning principles of Lean, Agile, and Scrum to better understand how technical practices help in product delivery.
- Learning how technical practices support and enhance product delivery within

2.2. Definition of Done

- Learning facilitation techniques to help teams create and apply a solid DoD.
- Coaching teams to consistently adhere to shared quality standards.

2.3. Effective Team Dynamics

- Understanding what differentiates a true team from a working group.
- Developing skills to support the team's growth stages and collaboration patterns.
- Exploring the Scrum Master's role as a Servant-Leader to promote a healthy team environment.

2.4. Test-First Development

- Applying Test-First techniques to build quality into the development process early.
- Understanding how upfront testing reduces defects and enhances maintainability.
- Improving developer discipline by writing tests before code to guide design.

2.5. Refactoring

- Practicing continuous refactoring to improve code structure without altering behaviour.
- Enhancing long-term maintainability through incremental improvements.
- Reducing technical debt by routinely revisiting and optimizing existing code.

2.6. Emergent Architecture and Design

- Applying development approaches that allow architecture and design to evolve over time.
- Leveraging iterative feedback to refine architectural decisions as the product grows.
- Supporting adaptive design to align with changing requirements.

2.7. Continuous Integration

- Using Continuous Integration (CI) to detect integration issues early.
- Encouraging shared code ownership to support a stable and frequently integrated.

3. Requirements

- 3.1. Training must be delivered over 2–4 days, with a minimum of 14 hours.
- 3.2. Training must be conducted face-to-face or online.
- 3.3. Training must be delivered through a Scrum Alliance-approved Certified Scrum Developer (CSD) Trainer with active certification
- 3.4. Scrum Alliance-administered examination must be included



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Date