

# PRINCE2® Agile Foundation & Practitioner Certification Training

## Module 1: What is PRINCE2 Agile?

In this module, you will learn:

- Explaining the rationale of PRINCE2 Agile
- PRINCE2 Agile is for projects only

## Module 2: An overview of Agile

In this module, you will learn:

- Introduction Agile concepts
- Agile basics

## Module 3: The rationale for blending PRINCE2 and Agile

In this module, you will learn:

- Who is PRINCE2 Agile for?
- Which communities will benefit from PRINCE2 Agile
- When and where can I apply PRINCE2 Agile?
- What does PRINCE2 Agile consist of?



## **Module 4: The PRINCE2 journey when using Agile**

In this module, you will learn:

- Pre-project and the initiation stage
- Subsequent delivery stages
- Final delivery stage

## **Module 5: PRINCE2 Agile guidance, tailoring and techniques**

In this module, you will learn:

- Agile and the PRINCE2 principles
- Agile and the PRINCE2 themes
  - Focus on purpose and key elements
- Agile and the PRINCE2 processes
  - Focus on purpose
- The concept of flexing what is delivered

## **Module 6: Agile concepts and techniques**

In this module, you will learn:

- The Lean Startup method
- The Scrum framework
- Focus areas for PRINCE2 Agile

## **Module 7: The Agilometer**

In this module, you will learn:

- Purpose and how to assess suitability

## Module 8: Requirements

In this module, you will learn:

- Requirements definition
- Requirements prioritisation



## Module 9: Rich communication

In this module, you will learn:

- Forms of communication
- The PRINCE2 Agile approach to communication

## Module 10: Frequent releases

In this module, you will learn:

- Purpose and benefits

## Module 11: Creating contracts when using Agile

In this module, you will learn:

- Primary considerations when structuring an agile contract

## Module 12: PRINCE2 Agile Guidance, Tailoring, and Techniques

In this module, you will learn:

### Getting started with PRINCE2 Agile

- Applying the PRINCE2 principles
- Introducing Agile behaviours

### Applying the 7 PRINCE2 themes

- Establishing which themes are most prominent
- Developing the Business Case theme
- Extending the Organisation theme
- Clarifying the application of the Quality theme
- Combining Agile concepts into the Plans and Progress themes
- Maintaining the Risk and Change themes

### Tailoring the 7 PRINCE2 processes

- Incorporating Sprints and flow-based timeboxes
- Maintaining clear project justification and addressing emergent thinking
- Tailoring Controlling a Stage to an Agile environment
- Managing the interface between Project Management and Product Delivery
- Ensuring that Agile concepts guide the delivery
- Confirming viability of the project with stage boundaries
- Closing the project appropriately

### Integrating Agile concepts and techniques into PRINCE2

- Assessing project complexity with the Cynefin framework
- Utilising Scrum and Kanban to help with product delivery
- Enhancing learning and managing uncertainty using the Lean Startup method
- Applying Lean Startup to PRINCE2

## **Module 13: Defining Areas of Focus for PRINCE2 Agile**

In this module, you will learn:

### Assessing Agile suitability with the Agilometer

- Pinpointing 6 key areas of agile suitability
- Determining the agile environment of a project
- Tailoring PRINCE2 based upon feedback on the 6 key areas

### Defining requirements and user stories

- Developing requirements so they are conducive to agile working
- Reviewing approaches for prioritising requirements
- Defining product descriptions with the right level of detail

### Communicating effectively

- Developing rich communication
- Shifting the emphasis to enable agile working

### Releasing early and frequently

- Realising the benefits of frequent releases
- Planning the project on features and requirements
- Employing product-based planning

### Creating contracts when using Agile

- Collaborating to create a contract based on outcomes
- Driving the right behaviours
- Structuring a contract to align with agile working
- The contract as a safety net

