
Question: 1

Your team uses Story Points to estimate User stories.

Halfway through a Sprint, you are not seeing the progress you expected. The Team feels some Stories are not estimated correctly, when compared to other Stories.

How should you address this?

- A. Complete incomplete Stories
- B. Increase or re-estimate Velocity
- C. Re-estimate all small Stories
- D. Switch to using Ideal days

Answer: A

Question: 2

Why is a Product Owner not allowed to define the workload of the Development Team for a new Sprint?

- A. This conflicts with the principle of Self-Management of the Development Team.
- B. The Product Owner does not know the velocity of the Development Team.
- C. The Scrum Master is responsible for the velocity of the Development Team.
- D. The Scrum Master and the Product Owner must agree on the workload of the Development Team.

Answer: A

Question: 3

What is one of the most difficult challenges you face when transitioning your software development team to Scrum?

- A. Introducing certain technical practices
- B. Team members may already have their hands full
- C. Too rapid improvements are possible

Answer: B

Question: 4

Your organization found that the Product Owner is consistently under more pressure than the

developments and other participants in the project.
What is common solution for that?

- A. Compiling a list with Product Owner tasks
- B. Rotating the Scrum Master role
- C. Using a Product Owner team

Answer: A

Reference:
<https://luis-goncalves.com/product-owner-antipatterns/>

Question: 5

A Scrum Team suggests to have a project with 3 Sprints of 2 weeks, while the customer suggests 1 Sprint of 6 weeks.

What is the greatest advantage of having 3 Sprints of 2 weeks?

- A. The customer has to invest fewer time.
- B. The team can inspect and adapt 2 times.
- C. The team delivers more Story Points.

Answer: C