Scaled-Agile

Exam Questions SSM

SSM (6.0) - SAFe® Scrum Master

NEW QUESTION 1
According to SAFe, which of the following metrics are reported at the Inspect and Adapt event?

A. ART predictability measure
B. ART cycle velocity
C. Cumulative value rate
D. Cumulative value measure

Answer: A

Explanation:
According to the SAFe 6 Scrum Master documentation, one of the metrics that are reported at the Inspect and Adapt event is the ART predictability measure. This metric shows how well the ART delivers on its PI objectives, which are the SMART commitments made by the teams during PI planning. The ART predictability measure is calculated by dividing the total actual business value achieved by the total planned business value, as shown in the PI system demo. The ART predictability measure helps the ART to assess its performance, identify gaps, and improve its forecasting accuracy and reliability. (Must be taken from SAFe 6 Scrum Master resources)
References:
? Inspect and Adapt
? Program Increment
? Exam Study Guide: SSM (6.0) - SAFe® Scrum Master

NEW QUESTION 2
Which of the following events aligns teams on a train?

A. Architect Sync
B. Iteration Planning
C. PI Planning
D. Coach Sync

Answer: C

Explanation:
PI Planning is one of the events that aligns teams on a train. PI Planning is a cadence-based event for the entire Agile Release Train (ART) that aligns teams and stakeholders to a shared mission and vision. PI Planning provides an opportunity for the ART to review the business context and priorities, identify and resolve dependencies and risks, and commit to a realistic and achievable plan for the next Program Increment (PI). PI Planning is essential to SAFe: If you are not doing it, you are not doing SAFe1 (Must be taken from SAFe 6 Scrum Master resources)
References:
? PI Planning - Scaled Agile Framework
? Planning Interval (PI) - Scaled Agile Framework
? Preparing for PI Planning | Checklist for Scrum Masters and Product ??
? Scrum Master - Scaled Agile Framework
? SAFe® 6.0 Scrum Master Certification (SSM) Course - Vinsys

NEW QUESTION 3
During which of the following Agile Team events do team members estimate relative story sizes?

A. Backlog Refinement
B. Iteration Review
C. Iteration Planning
D. Iteration Retrospective

Answer: A

Explanation:
Backlog Refinement is the Agile Team event where team members estimate relative story sizes. Backlog Refinement is an ongoing process where the team collaborates with the Product Owner and other stakeholders to review, split, prioritize, and estimate the stories in the Team Backlog1 One of the main objectives of Backlog Refinement is to ensure that the stories are ready for Iteration Planning, which means they are clear, feasible, testable,and small enough to be completed in a single iteration2 To achieve this, the team uses relative story sizing, which is a technique to compare the effort, complexity, and uncertainty of different stories based on a common reference point3 Relative story sizing helps the team to create a consistent and shared understanding of the scope and value of the work, as well as to optimize the flow and predictability of the delivery process4 The team can use various methods to estimate relative story sizes, such as story points, T-shirt sizes, or Fibonacci numbers35 (Must be taken from SAFe 6 Scrum Master resources) References:
? Team Backlog - Scaled Agile Framework
? Backlog Refinement - Scaled Agile Framework
? Story - Scaled Agile Framework
? How to Estimate Agile Stories: Introducing Relative Sizing - LeanDog
? Why Your Agile Team Should Use Relative Story Point Estimation

NEW QUESTION 4
Team A works collaboratively on new functionality for a customer application. The acceptance criteria have each been minimally met.
Team A decides to release the functionality with a method for collecting direct customer feedback. Which of the following high-performing team characteristics is Team A demonstrating?

A. Balancing abilities on the team with the challenge of the work
B. Taking appropriate risks without fear of failure
C. Focusing on success over trying to avoid failures
D. Using regular feedback loops built into the learning cycle

Answer: D

Explanation:
One of the high-performing team characteristics that Team A is demonstrating is using regular feedback loops built into the learning cycle. A high-performing Agile Team is a
cross-functional group of people that have everything, and everyone, necessary to produce a working, tested increment of product1 They are empowered, collaborative, aligned, and committed to delivering value to the customers and the organization1 One of the factors that enable a high-performing Agile Team is using regular feedback loops to learn and improve. Feedback loops are mechanisms that provide the team with information about the outcomes and impacts of their actions, as well as the needs and expectations of their customers and stakeholders23 Feedback loops help the team to validate their assumptions, measure their progress, and adjust their plans accordingly23 Feedback loops also help the team to foster a culture of experimentation, innovation, and continuous improvement, as well as to increase customer satisfaction and loyalty23 Team A is using regular feedback loops by releasing the functionality with a method for collecting direct customer feedback. This allows them to learn from the actual users of their product, and to incorporate their feedback into the next iteration of development. This way, they can deliver value faster and more effectively, as well as to enhance the quality and usability of their product4 (Must be taken from SAFe 6 Scrum Master resources)
References:
? Feedback - Scaled Agile Framework
? Agile Teams - Scaled Agile Framework
? Feedback Loops: The Key to Building Better Products Faster | UserTesting Blog
? The Importance of Customer Feedback in Product Development | SurveyMonkey

NEW QUESTION 5
According to SAFe, what is one Iteration Retrospective anti-pattern?

A. The team only shares issues that are too small to result in real improvement
B. The team only shares issues that are too big to be solved
C. The team only shares issues that cannot be measured
D. The team only brings up issues that are outside of their control to address

Answer: D

Explanation:
One Iteration Retrospective anti-pattern is when the team only brings up issues that are outside of their control to address, such as organizational policies, external dependencies, or stakeholder expectations. This can lead to frustration, helplessness, and cynicism among the team members, as well as a loss of focus on their own improvement opportunities12 (Must be taken from SAFe 6 Scrum Master resources)
References:
? Iteration Retrospective - Scaled Agile Framework
? 21 Sprint Retrospective Anti-Patterns | Scrum.org

NEW QUESTION 6
What is one recommended practice for Scrum Masters/Team Coaches when facilitating Iteration Review?

A. Limit participants to just the team members
B. Encourage team members to spend 3+ hours preparing
C. Encourage the team member with the best presentation skills to demo each Iteration
D. Begin to consider how and what to demo in Iteration Planning

Answer: D

Explanation:
One of the recommended practices for Scrum Masters/Team Coaches when facilitating Iteration Review is to begin to consider how and what to demo in Iteration Planning. This helps the team to have a clear vision of the expected outcome and to align their work with the iteration goals. It also facilitates the preparation and execution of the demo, as the team can anticipate the feedback and questions from the stakeholders. (Must be taken from SAFe 6 Scrum Master resources)
References:
? Iteration Review - Scaled Agile Framework
? SAFe Scrum Master Course Outline

NEW QUESTION 7
How can teams use Iteration planning to stay aligned on their work?

A. By reviewing its processes before the next iteration
B. By committing to a set of goals to be delivered
C. By agreeing on a meeting timebox
D. By sharing Stories that could be pairing opportunities

Answer: B

Explanation:
According to the SAFe 6 Scrum Master documentation, one of the ways teams can use Iteration planning to stay aligned on their work is by committing to a set of goals to be delivered. Iteration goals are a summary of the business and technical outcomes that the team intends to achieve in the Iteration. They are based on the stories selected from the team backlog, the team??s capacity, and the acceptance criteria. By committing to a set of goals, the team creates a shared understanding of the purpose and scope of the Iteration, as well as the expected value and quality. The team also aligns with the ART vision and objectives, and communicates their commitment to the stakeholders and customers. Iteration goals help the team to stay focused, motivated, and accountable throughout the Iteration. (Must be taken from SAFe 6 Scrum Master resources)
References:
? Iteration Planning
? Iteration Goals
? Scrum Master/Team Coach

NEW QUESTION 8
What is one anti-pattern of the Inspect and Adapt?

A. No actionable improvement Features are created
B. Not enough team members attend the PI System demo
C. Too many ideas enter the problem-solving workshop
D. Only one problem is identified by each team in the retrospective

Answer: A

Explanation:
One anti-pattern of the Inspect and Adapt (I&A) is to have no actionable improvement Features created as a result of the problem-solving workshop. This is considered an anti- pattern because the main goal of the I&A workshop is to identify and address the systemic issues that are limiting the effectiveness of the Agile Release Train (ART). The workshop should produce one or more improvement Features that are added to the ART backlog and prioritized for the next PI Planning event. These Features should be SMART (Specific, Measurable, Achievable, Relevant, and Time-bound) and aligned with the ART vision and goals. Without actionable improvement Features, the ART will miss the opportunity to learn and improve from the feedback and data collected during the PI.
References:
? Inspect and Adapt - Scaled Agile Framework
? Exam Study Guide: SSM (6.0) - SAFe® Scrum Master
? based on SAFe 60 methodology What is one antipattern of the

NEW QUESTION 9
What is one benefit of holding regular system demos?

A. Problems can be escalated to ART leadership
B. Execution can be measured across the whole ART
C. Bottlenecks can be identified early by the teams
D. Deliverables are reviewed with stakeholders

Answer: B

Explanation:
One benefit of holding regular system demos is that execution can be measured across the whole ART. A system demo is a significant event that provides an integrated view of new Features for the most recent Iteration delivered by all the teams in the Agile Release Train (ART). Each demo gives ART stakeholders an objective measure of progress during a Program Increment (PI). The system demo offers the ART a fact-based measure of current, system-level progress within the PI. It??s the true measure of ART velocity and progress.
Achieving this requires implementing the scalable engineering practices necessary to support Continuous Integration across the ART. By holding regular system demos, the ART can evaluate the quality, functionality, and usability of the solution, as well as identify and resolve any issues, risks, or dependencies. The system demo also provides an opportunity for feedback and learning from the customers, Business Owners, and other stakeholders, which can help the ART to align with the vision and goals, and to adapt to changing needs and expectations. (Must be taken from SAFe 6 Scrum Master resources)
References:
? System Demo - Scaled Agile Framework
? SAFe Scrum Master Course Outline

NEW QUESTION 10
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