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For Scrum Masters and Agile Coaches

29 Questions to Ask Your Teams to Get Up to Speed



Questions with comments and tips.
A single page with all the questions listed.
A worksheet with the questions and spaces for answers.

Download it and Print it Out!

[29 Questions Scrum Masters and Agile Coaches Should Ask Their Teams to Get Up to Speed](#)

29 questions for you—the new Scrum Master/Agile Coach—that fit into a 60 minutes time-box. Start learning how the new team is currently working and get up to speed.

Pick it up here:

agilealliance.org/29questions/

Agile Manifesto

We are uncovering better ways of developing software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

While there is value in the items on the right, we value the items on the left more.

12 Principles

1

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

2

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

3

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

4

Business people and developers must work together daily throughout the project.

5

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

6

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

7

Working software is the primary measure of progress.

8

Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

9

Continuous attention to technical excellence and good design enhances agility.

10

Simplicity--the art of maximizing the amount of work not done--is essential.

11

The best architectures, requirements, and designs emerge from self-organizing teams.

12

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.



Manifesto Authors

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Dave Thomas

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Origins of Agile Alliance

The group of seventeen people that gathered in Snowbird Utah February 11 - 13, 2001 and crafted the Manifesto for Agile Software Development referred to themselves as the *Agile Alliance*.

Later that year, some of the original authors as well as some additional people saw the benefit of a more permanent organization. As a result, they formed **Agile Alliance as a nonprofit organization** to disseminate information about Agile.

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