Question 1

What is one way a Scrum Master/Team Coach can help improve ART performance?

Options:

A- Prioritize the ART backlog for PI Planning

B- Run an Agile Team charter workshop

C- Communicate the PI Planning agenda

D- Facilitate cross-team collaboration

Answer:

D

Explanation:

According to the SAFe 6 Scrum Master documentation, one of the ways a Scrum Master/Team Coach can help improve ART performance is to facilitate cross-team collaboration. Cross-team collaboration is the ability of Agile teams to work together effectively

and efficiently to deliver value to the customers and stakeholders. It involves sharing information, resolving dependencies, aligning on goals, and providing feedback. Cross-team collaboration is essential for achieving the ART vision and objectives, as well as for delivering integrated and high-quality solutions.

The Scrum Master/Team Coach plays a key role in facilitating cross-team collaboration by1:

Participating in the Scrum of Scrums (SoS) and ART Sync meetings, where they communicate the team's progress, impediments, and dependencies, and coordinate with other teams and the Release Train Engineer (RTE)

Helping the team prepare for and participate in the PI Planning event, where they collaborate with other teams to define and commit to the PI objectives and identify risks and dependencies

Supporting the team in the System Demo, where they demonstrate the team's work to other teams and stakeholders, and receive feedback and validation

Assisting the team in the Inspect and Adapt (I&A) event, where they review the ART performance, identify improvement opportunities, and create action plans

Encouraging the team to adopt Communities of Practice (CoPs), where they share knowledge, best practices, and learnings with other teams and experts

Promoting a culture of trust, respect, and cooperation among the team and other teams

(Must be taken from SAFe 6 Scrum Master resources)

Scrum Master/Team Coach

Team Sync

PI Planning

System Demo

Inspect and Adapt

[Communities of Practice]

Question 2

Question Type: **MultipleChoice**

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

Options:
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)

Inspect and Adapt

Program Increment

Exam Study Guide: SSM (6.0) - SAFe Scrum Master

Question 3

Question Type: MultipleChoice

What is one potential root cause of Team Sync anti-patterns?

Options:

A- Overcommunication between team members

B- Lack of collective ownership

C- Occasional conflict within the team

D- Frequent verification and integration during the Iteration

Answer:

B

Explanation:

According to the SAFe 6 Scrum Master documentation, one of the potential root causes of Team Sync anti-patterns is the lack of collective ownership. Collective ownership means that the team members share responsibility for the quality and delivery of the team's work. They collaborate, communicate, and coordinate their efforts to achieve the team goals. They also support each other, provide feedback, and resolve issues together.When there is a lack of collective ownership, team members may exhibit some of the following Team Sync anti-patterns1:

Reporting to managers (status meetings): Team members use the Team Sync as a way to report their progress to the SM/TC or other managers, rather than to synchronize with their peers. This can create a hierarchical and command-and-control culture, where team members are not empowered to self-organize and self-manage.

Monologues: Team members give long and detailed updates that are not relevant or useful to other team members. This can make the Team Sync boring, inefficient, and ineffective, as team members lose interest and attention.

Cross-functional team standups (updates are not related to other people's work): Team members work on different features or components that are not aligned with the team goals or the Iteration goals. This can result in silos, dependencies, and integration issues, as well as reduced collaboration and coordination.

"Nothing to report" can be a good thing: Team members say they have nothing to report, either because they have not done any work, or because they do not want to share their work with the team. This can indicate a lack of transparency, trust, and accountability, as well as a missed opportunity to get feedback and support from the team.

To overcome these anti-patterns, the SM/TC should coach the team on the purpose and value of the Team Sync, and help them adopt the best practices for effective Team Syncs, such as2:

Having a clear agenda and timebox

Focusing on the team goals and the Iteration goals

Asking the three key questions: What did I do yesterday? What will I do today? Do I have any impediments?

Using visual aids, such as task boards or Kanban boards, to track progress and identify issues

Encouraging active participation, collaboration, and feedback

Ending with clear action items and follow-ups

(Must be taken from SAFe 6 Scrum Master resources)

Scrum Master/Team Coach

Team Sync

Top 7 Anti Patterns of Scrum Master - Simpliaxis

Scrum Anti-Patterns Taxonomy | Scrum.org

[11 Daily Scrum Anti-Patterns We Commonly Hear from UsersIn ... - Geekbot

Question 4

Question Type: **MultipleChoice**

Team A has decided to use the IP Iteration to continue the finalizing Feature delivery work they have been working on for the past two Iterations. What is one effect Team A might experience by continuing to stay heads-down rather than using the IP Iteration as intended?

Options:

A- Individual team members could lose an opportunity to learn from one another

B- Individual team members could lose an opportunity to keep their technical skills current

C- Individual team members could lose an opportunity to consider their team work more holistically

D- Individual team members could lose an opportunity to refresh their motivation

Answer:

C

Explanation:

By continuing to stay heads-down on the finalizing Feature delivery work, Team A might miss the chance to reflect on their team work more holistically and identify areas for improvement. The IP Iteration is intended to provide time for the team to participate in the Inspect and Adapt event, where they can review their PI performance, analyze the root causes of any issues, and create an improvement backlog. The IP Iteration also allows the team to engage in innovation and learning activities, such as hackathons, that can foster creativity, collaboration, and experimentation. These activities can help the team generate new ideas, solutions, and feedback that can benefit their future work. By skipping the IP Iteration, Team A might lose the opportunity to learn from their past experiences, improve their processes, and innovate their products.Reference:Innovation and Planning Iteration - Scaled Agile Framework,Exam Study Guide: SSM (6.0) - SAFe Scrum Master

Question 5

Who are important attendees to the PI System Demo?

Options:

A- Board Members

B- Feature Owners

C- Business Owners

D- Portfolio Management

Answer:

C

Explanation:

According to the SAFe 6 Scrum Master documentation, one of the important attendees to the PI System Demo is the Business Owners. Business Owners are a small group of stakeholders who have the primary business and technical responsibility for governance, compliance, and return on investment (ROI) for a Solution developed by an Agile Release Train (ART). They are key stakeholders on the ART who must evaluate fitness for use and actively participate in certain ART events. The PI System Demo provides them an opportunity to see the integrated view of new features delivered by the ART, give feedback, and influence the future direction of the

solution. (Must be taken from SAFe 6 Scrum Master resources)

System Demo

[Business Owners]

Question 6

Question Type: MultipleChoice

What is one practice Scrum Masters/Team Coaches can use to run successful meetings?

Options:

A- Leave meetings with clear action items

B- Maintain vague agendas to allow for any urgent issues

C- Allow individuals to override timeboxes to ensure full discussions

D- Schedule meetings around the Product Owner to ensure they are able to make final decisions

Answer:

A

Explanation:

One of the best practices Scrum Masters/Team Coaches can use to run successful meetings is to leave meetings with clear action items. Action items are specific tasks that need to be done by a certain person or group by a certain deadline. They help the team to follow up on the outcomes of the meeting, track progress, and ensure accountability. Action items should be SMART: Specific, Measurable, Achievable, Relevant, and Time-bound. Scrum Masters/Team Coaches should document and communicate the action items to the team and stakeholders, and review them in the next meeting. (Must be taken from SAFe 6 Scrum Master resources)

Scrum Master/Team Coach

How To Run Effective Scrum Meetings - Xebia

Four agile ceremonies, demystified | Atlassian

Question 7

Question Type: **MultipleChoice**

According to SAFe, which of the following key traits of effective Scrum Masters/Team Coaches is crucial for team members to accept coaching?

Options:

A- Optimism

B- Empathy

C- Fairness

D- Agreeableness

Answer:

B

Explanation:

According to SAFe, empathy is one of the key traits of effective Scrum Masters/Team Coaches. Empathy means displaying an authentic understanding and concern for a team member's beliefs or feelings. By being empathetic, Scrum Masters/Team Coaches can build trust and rapport with the team, which are essential for people to accept and welcome coaching. Empathy also helps Scrum Masters/Team Coaches to tailor their coaching style and approach to the needs and preferences of each team member. (Must be taken from SAFe 6 Scrum Master resources)

Question 8

Question Type: **MultipleChoice**

What is a team's primary goal in an Iteration?

Options:

A- Sharing progress with the organization during the Iteration

B- Maintaining steady team syncs across the Iteration

C- Delivering working functionality at the end of the Iteration

D- Managing scope at the start of the Iteration

Answer:

C

Explanation:

The primary goal of a team in an Iteration is to deliver working functionality that meets the acceptance criteria and the definition of done. This functionality is demonstrated to the stakeholders and customers in the Iteration Review and Demo event, where the team receives feedback and validation. By delivering working functionality at the end of the Iteration, the team contributes to the Incremental value delivery, one of the SAFe Lean-Agile Principles. (Must be taken from SAFe 6 Scrum Master resources)

Iteration Goals

Iteration Planning

Iteration Review and Demo

Question 9

Question Type: MultipleChoice

What is one way a Scrum Master/Team Coach can support Iteration Execution?

Options:

A- Build value stream maps

B- Assign story points for each User Story

C- Facilitate team events

D .Prioritize the team backlog

Answer:

C

Explanation:

One of the main responsibilities of a Scrum Master/Team Coach is to facilitate team events, such as Iteration Planning, Daily Stand-up, Iteration Review, and Iteration Retrospective. These events help the team to plan, execute, inspect, and adapt their work throughout the Iteration. By facilitating these events, the Scrum Master/Team Coach ensures that the team follows the Agile principles and practices, collaborates effectively, and delivers value to the customers and stakeholders. (Must be taken from SAFe 6 Scrum Master resources)

SAFe Scrum Master Course Outline

Iteration Execution

Iterations