CERTIFIED SCRUM MASTER PRACTICE TEST (SAMPLE)

STUDY GUIDE



SAMPLE STUDY GUIDE WITH LIMITED QUESTIONS

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Introduction

Preparing for a certification exam can feel overwhelming, but with the right tools, it becomes an opportunity to build confidence, sharpen your skills, and move one step closer to your goals. At Examzify, we believe that effective exam preparation isn't just about memorization, it's about understanding the material, identifying knowledge gaps, and building the test-taking strategies that lead to success.

This guide was designed to help you do exactly that.

Whether you're preparing for a licensing exam, professional certification, or entry-level qualification, this book offers structured practice to reinforce key concepts. You'll find a wide range of multiple-choice questions, each followed by clear explanations to help you understand not just the right answer, but why it's correct.

The content in this guide is based on real-world exam objectives and aligned with the types of questions and topics commonly found on official tests. It's ideal for learners who want to:

- Practice answering questions under realistic conditions,
- Improve accuracy and speed,
- Review explanations to strengthen weak areas, and
- Approach the exam with greater confidence.

We recommend using this book not as a stand-alone study tool, but alongside other resources like flashcards, textbooks, or hands-on training. For best results, we recommend working through each question, reflecting on the explanation provided, and revisiting the topics that challenge you most.

Remember: successful test preparation isn't about getting every question right the first time, it's about learning from your mistakes and improving over time. Stay focused, trust the process, and know that every page you turn brings you closer to success.

Let's begin.

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How to Use This Guide

This guide is designed to help you study more effectively and approach your exam with confidence. Whether you're reviewing for the first time or doing a final refresh, here's how to get the most out of your Examzify study guide:

1. Start with a Diagnostic Review

Skim through the questions to get a sense of what you know and what you need to focus on. Your goal is to identify knowledge gaps early.

2. Study in Short, Focused Sessions

Break your study time into manageable blocks (e.g. 30 – 45 minutes). Review a handful of questions, reflect on the explanations.

3. Learn from the Explanations

After answering a question, always read the explanation, even if you got it right. It reinforces key points, corrects misunderstandings, and teaches subtle distinctions between similar answers.

4. Track Your Progress

Use bookmarks or notes (if reading digitally) to mark difficult questions. Revisit these regularly and track improvements over time.

5. Simulate the Real Exam

Once you're comfortable, try taking a full set of questions without pausing. Set a timer and simulate test-day conditions to build confidence and time management skills.

6. Repeat and Review

Don't just study once, repetition builds retention. Re-attempt questions after a few days and revisit explanations to reinforce learning. Pair this guide with other Examzify tools like flashcards, and digital practice tests to strengthen your preparation across formats.

There's no single right way to study, but consistent, thoughtful effort always wins. Use this guide flexibly, adapt the tips above to fit your pace and learning style. You've got this!

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Questions

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1. What is a key outcome of the Sprint Retrospective?

A. A finalized Sprint backlog

B. An update to the project roadmap

C. Action items for the next Sprint

D. A list of customer complaints

2. Which of the following is NOT an artifact in Scrum?

A. Product backlog

B. Sprint backlog

C. Product Increment

D. Daily Scrum

3. What are the three pillars of empiricism in Scrum?

A. Transparency, Control, Delivery

B. Transparency, Inspection, Adaptation

C. Focus, Adaptation, Collaboration

D. Efficiency, Feedback, Improvement

4. If two teams are working on the same Product Backlog, what must they agree on?

A. Their individual goals and timelines

B. The same Definition of Done

C. The roles and responsibilities of each team member

D. Their preferred development tools

5. What is one of the main responsibilities of a ScrumMaster?

A. Directing the team on tasks

B. Helping remove impediments

C. Making business decisions

D. Managing the product backlog

6. Which of the following is a possible outcome of the Sprint Review?

A. Changes to the project manager

B. A comprehensive report of all work done

C. We love it - keep going or do over

D. Immediate delivery of the final product

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7. Individuals and interactions are prioritized over which of the following in Agile?

A. Documentation and processes

B. Tools and processes

C. Documentation and communication

D. Company hierarchy

8. What is the relationship between Agile and Scrum?

A. Scrum is a type of Agile methodology

B. Agile restricts Scrum usage

C. Scrum is a framework used to help us be more Agile

D. Agile is a subset of Scrum

9. Who is responsible for assigning tasks to Developers in a Scrum team?

A. Scrum Master

B. Product Owner

C. Developer

D. Stakeholder

10. In what way does automated testing contribute to quality control?

A. It eliminates all human errors

B. It enhances the developer's role

C. It accelerates feedback on code changes

D. It leads to higher costs in testing

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Answers

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1. C
2. D
3. B
4. B
5. B
6. C
7. B
8. C
9. C
10. C

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Explanations

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1. What is a key outcome of the Sprint Retrospective?

A. A finalized Sprint backlog

B. An update to the project roadmap

C. Action items for the next Sprint

D. A list of customer complaints

The Sprint Retrospective is a fundamental ceremony in Scrum that focuses on reflecting on the previous Sprint. The main goal is to assess what went well, what didn't go as planned, and how processes can be improved for future Sprints. The key outcome of this meeting is the generation of actionable items that the team can implement in the upcoming Sprint. These action items are designed to improve teamwork, processes, and overall efficiency. By focusing on continuous improvement, teams can enhance their performance over time. The other options, while relevant to project management, do not capture the primary focus of the Sprint Retrospective. Finalizing the Sprint backlog pertains to the Sprint Planning phase, updating the project roadmap is typically handled during overall project reviews or planning sessions, and addressing customer complaints is part of service or support activities rather than the core intention of a retrospective. The emphasis on actionable items underscores the retrospective's role in fostering a culture of continuous improvement within Agile teams.

2. Which of the following is NOT an artifact in Scrum?

A. Product backlog

B. Sprint backlog

C. Product Increment

D. Daily Scrum

The Daily Scrum is not considered an artifact in Scrum. Instead, it is a recurring event or ceremony that takes place during each sprint. The primary purpose of the Daily Scrum is to enable the Development Team to inspect progress toward the Sprint Goal and adapt their upcoming work as necessary. This meeting is typically time-boxed to 15 minutes and focuses on collaboration, communication, and team synchronization. In contrast, the other three options—Product Backlog, Sprint Backlog, and Product Increment—are recognized as essential artifacts within the Scrum framework. The Product Backlog is a prioritized list of items representing the work needed to achieve the product goal, while the Sprint Backlog contains items from the Product Backlog selected for the current sprint along with a plan for delivering them. The Product Increment refers to the sum of all completed Product Backlog items at the end of a sprint, representing a step toward the product goal and showcasing the value delivered. Understanding the distinction between artifacts and ceremonies is crucial for properly applying Scrum principles and practices.

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3. What are the three pillars of empiricism in Scrum?

A. Transparency, Control, Delivery

B. Transparency, Inspection, Adaptation

C. Focus, Adaptation, Collaboration

D. Efficiency, Feedback, Improvement

The correct answer emphasizes the foundational concepts of empiricism that guide Scrum practices. Transparency, Inspection, and Adaptation are critical components that allow teams to work effectively in complex and uncertain environments. Transparency involves making all aspects of the process visible to those responsible for the outcome. This includes clearly defining the work, progress, and challenges faced by the team. By ensuring transparency, everyone involved, including stakeholders, can have a clear understanding of the project status and potential obstacles. Inspection is the process whereby Scrum participants regularly check the progress toward goals and the quality of the deliverables. Frequent inspections help to identify any deviations from the planned work, allowing teams to understand what needs to be improved or adjusted before the final delivery. Adaptation occurs when the team makes adjustments to their process and practices based on the insights gained from inspection. If any part of the process is found to be lacking—whether in terms of quality or effectiveness—the team should take steps to adapt their practices to enhance outcomes. This iterative process fosters a culture of continuous improvement, making the team agile and responsive to change. This trio of principles—transparency, inspection, and adaptation—forms the bedrock upon which successful Scrum practices are built, ensuring that teams can navigate complexities and deliver value efficiently.

4. If two teams are working on the same Product Backlog, what must they agree on?

A. Their individual goals and timelines

B. The same Definition of Done

C. The roles and responsibilities of each team member

D. Their preferred development tools

When multiple teams work on the same Product Backlog, it is crucial for them to agree on a shared Definition of Done. This shared understanding ensures that all teams have a consistent metric for what constitutes a completed product increment. The Definition of Done outlines quality criteria and completion requirements, which help maintain a uniform standard across all teams contributing to the same product. Having a consistent Definition of Done promotes collaboration, reduces ambiguity, and ensures that increments delivered by different teams meet the same quality standards. This alignment ultimately helps to integrate their outputs more seamlessly, fostering a cohesive product development process and ensuring that stakeholders have a clear understanding of what to expect upon each increment's delivery. While individual goals and timelines, roles and responsibilities, and development tools are important factors in team dynamics and productivity, the critical need for a unified Definition of Done is paramount when multiple teams are synchronizing efforts on a singular Product Backlog. This alignment assures that all teams, regardless of their specific paths, are working towards the same finish line in terms of quality and completion.

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5. What is one of the main responsibilities of a ScrumMaster?

A. Directing the team on tasks

B. Helping remove impediments

C. Making business decisions

D. Managing the product backlog

One of the primary responsibilities of a ScrumMaster is to help remove impediments that may hinder the team's progress. This role involves actively listening to team members to identify obstacles and facilitating solutions to ensure that the team can work efficiently. The ScrumMaster acts as a servant leader, supporting the team by creating an environment where collaboration and self-organization can flourish. By addressing any blockers, whether they are organizational, technical, or interpersonal in nature, the ScrumMaster enables the team to maintain focus on delivering value. In contrast, directing the team on tasks is not a responsibility of the ScrumMaster, as the team is self-organizing and should determine how to accomplish their work. Making business decisions is also not within the scope of the ScrumMaster's role; that responsibility typically falls to the Product Owner. Finally, while managing the product backlog is crucial for the Scrum process, that task is specifically the responsibility of the Product Owner, not the ScrumMaster.

6. Which of the following is a possible outcome of the Sprint Review?

A. Changes to the project manager

B. A comprehensive report of all work done

C. We love it - keep going or do over

D. Immediate delivery of the final product

A possible outcome of the Sprint Review is the statement "We love it - keep going or do over." This reflects the fundamental goal of the Sprint Review, which is to inspect the completed work and adapt the product backlog based on feedback from stakeholders. During this meeting, the Scrum Team presents the work completed in the Sprint, and stakeholders provide their insights and opinions regarding the work. If the stakeholders express enthusiasm and satisfaction with what has been delivered, it might lead them to signal the Scrum Team to continue on the same path (i.e., keep going) or make necessary adjustments if the outcome does not meet expectations (i.e., do over). This iterative feedback mechanism is crucial in Agile frameworks, facilitating a dynamic and responsive approach to product development, ensuring the end product is aligned with customer needs and expectations. In contrast to this, while changes to the project manager or a comprehensive report of all work done are important aspects of project management, they do not specifically encapsulate the essence of the Sprint Review outcome. Likewise, immediate delivery of the final product is usually not a result of the Sprint Review as the focus tends to be on feedback and adjustments rather than delivering a finished product outright. This highlights why the highlighted answer aligns best with the principles of Scrum.

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7. Individuals and interactions are prioritized over which of the following in Agile?

A. Documentation and processes

B. Tools and processes

C. Documentation and communication

D. Company hierarchy

In Agile, the core principle emphasizes the value of individuals and interactions as a priority over specific tools and processes. This focus stems from the understanding that effective collaboration and communication among team members are essential for delivering high-quality products. Wholehearted engagement of team members allows for flexibility, creativity, and the ability to respond swiftly to changing requirements, which are fundamental tenets of Agile methodologies. While tools and processes can enhance productivity and provide structure, they should serve the team's needs, not hinder collaboration. This is why prioritizing individuals and interactions fosters a more adaptive and responsive environment, ultimately leading to better project outcomes, as the team can communicate openly and align more effectively on goals and challenges. The choice regarding documentation and processes, communication, or company hierarchy does not capture this specific emphasis on interpersonal dynamics over the mechanisms or artifacts that might facilitate work. Prioritizing individuals over tools thus aligns with the Agile manifesto's spirit.

8. What is the relationship between Agile and Scrum?

A. Scrum is a type of Agile methodology

B. Agile restricts Scrum usage

C. Scrum is a framework used to help us be more Agile

D. Agile is a subset of Scrum

The relationship between Agile and Scrum can be understood clearly through the lens of their definitions and purposes. Scrum is often described as a framework that provides practical structures and guidelines to implement Agile principles and values effectively. This framework outlines specific roles, ceremonies, and artifacts, enabling teams to embrace Agile by promoting iterative development, continuous improvement, and flexible response to change. By recognizing Scrum as a framework used to help achieve Agile methodologies, we can see that it offers a concrete way for teams to apply the broader Agile concepts in a real-world context. It allows teams to work collaboratively, deliver value incrementally, and adapt to changing requirements with a rhythm defined through sprints. The other options pose limitations or misunderstandings. Suggesting that Agile restricts Scrum usage inaccurately frames Agile as a controlling force rather than a set of guiding principles. Furthermore, the notion that Agile is a subset of Scrum undermines the broader scope of Agile methodologies, which encompass various other frameworks and practices beyond Scrum. Overall, option C effectively encapsulates the synergy between Agile and Scrum, illustrating how Scrum serves as a practical application of Agile principles in team settings.

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9. Who is responsible for assigning tasks to Developers in a Scrum team?

A. Scrum Master

B. Product Owner

C. Developer

D. Stakeholder

In a Scrum team, it is the responsibility of the Developers to assign tasks among themselves. This approach is rooted in the principles of self-organization and empowerment found in the Scrum framework. Developers collectively decide how to accomplish the work they commit to during the Sprint Planning meeting. This autonomy allows them to leverage their expertise and work collaboratively in a way that optimizes their efficiency and performance. They can choose which tasks to take on based on their current workload, skills, and preferences, contributing to a more cohesive and motivated team dynamic. The other roles, such as the Scrum Master and Product Owner, have different responsibilities. The Scrum Master facilitates the process and ensures that the team adheres to Scrum practices, while the Product Owner manages the backlog and prioritizes the work to align with the product goals. Stakeholders provide input but do not play a direct role in task assignment within the team.

10. In what way does automated testing contribute to quality control?

A. It eliminates all human errors

B. It enhances the developer's role

C. It accelerates feedback on code changes

D. It leads to higher costs in testing

Automated testing plays a significant role in quality control by providing faster feedback on code changes. When developers implement automated tests, these tests can be run quickly and frequently, allowing for immediate verification of the code's behavior after modifications. This rapid feedback loop is crucial for identifying defects early in the development process, leading to more efficient iterations and ultimately a higher quality product. By incorporating automated testing into the workflow, teams can more easily assess whether new features or bug fixes introduce any regressions or issues. This responsiveness minimizes the time spent debugging later in the development cycle, enhances the agility of the team, and fosters a culture of continuous improvement. The advantages offered by automated testing not only streamline the process of quality assurance but also allow developers to focus on more complex tasks, knowing that core functionalities are being tested regularly and reliably. This contributes to an overall more effective software development lifecycle.

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Next Steps

Congratulations on reaching the final section of this guide. You've taken a meaningful step toward passing your certification exam and advancing your career.

As you continue preparing, remember that consistent practice, review, and self-reflection are key to success. Make time to revisit difficult topics, simulate exam conditions, and track your progress along the way.

If you need help, have suggestions, or want to share feedback, we'd love to hear from you. Reach out to our team at hello@examzify.com.

Or visit your dedicated course page for more study tools and resources:

https://certifiedscrummaster.examzify.com

We wish you the very best on your exam journey. You've got this!

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