PROFESSIONAL SCRUM MASTER (PSM) III 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. Is a Product Owner essentially the same as a traditional Project Manager?

A. True

B. False

C. Only in terms of responsibility

D. Only if they have a technical background

2. What is one important aspect of the Sprint Review?

A. To demonstrate only completed features to stakeholders

B. To discuss what did not get done during the Sprint

C. To decide the next Sprint's goals without stakeholder input

D. To provide a formal review of team performance metrics

3. What should a Development Team do when they struggle to deliver a work increment?

A. Continue the work in the next Sprint

B. Complete what it can and discuss undone work at the Sprint Review

C. Wait for guidance from stakeholders

D. Shift focus to other projects

4. What is a recommended action when using burndown charts for visualization?

A. Ignore the trend line for better accuracy

B. Represent only the completed work

C. Track the work remaining to forecast completion

D. Focus primarily on past data

5. What defines an "ideal day" for a person on a Scrum Team?

A. Working a full 8 hours on project-related tasks

B. Measuring productivity during times of peak performance

C. Completing as many tasks as possible in an hour

D. Collaborating with team members throughout the day

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6. What is the time-box for the Sprint Planning meeting in Scrum?

A. 8 hours for a monthly Sprint

B. 4 hours for any Sprint

C. 2 hours for long-term Sprints

D. 10 hours for a biweekly Sprint

7. What should the Development Team do if the Product Owner is unavailable during a Sprint?

A. Stop all work until the Product Owner is available

B. Make decisions and align with the Product Owner when available

C. Continue without the Product Owner indefinitely

D. Assign someone from the team as the temporary Product Owner

8. What are two typical activities for a Product Owner during a Sprint?

A. Work with the Development Team on Product Backlog refinement

B. Conduct daily stand-ups with the Scrum Master

C. Document business requirements for future Sprints

D. Perform code reviews and testing

9. Which statement is true regarding large-scale software development with Scrum?

A. A single person can work on multiple Scrum Teams seamlessly

B. A well-structured Product Backlog minimizes Development Team overlap

C. Team members should always work on multiple Scrum Teams

D. Prioritizing multiple tasks is more efficient than focusing on one

10. What does 'done' signify in the context of a Sprint's deliverables?

A. It is a completed feature without further adjustment

B. It indicates that minimal testing has been done

C. It refers to a feature that meets the Definition of Done

D. It is just a label for completed tasks

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Answers

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

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Explanations

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1. Is a Product Owner essentially the same as a traditional Project Manager?

A. True

B. False

C. Only in terms of responsibility

D. Only if they have a technical background

The role of a Product Owner is fundamentally different from that of a traditional Project Manager, which is why identifying the statement as false is accurate. A Product Owner focuses primarily on maximizing the value of the product resulting from the development team's work. This includes defining the product vision, managing the product backlog, and ensuring that the team delivers a high-value product that aligns with stakeholder needs and expectations. In contrast, a Project Manager typically has a broader scope that includes planning, executing, and closing projects, which may involve managing resources, schedules, budgets, and stakeholder communication across various project areas. The Project Manager's role often focuses on delivering a project within time, scope, and cost constraints, which is a different responsibility compared to the value-centric focus of the Product Owner. The distinction in responsibilities is crucial; the Product Owner collaborates closely with stakeholders and the development team to prioritize workload based on customer feedback and market demand, while a Project Manager's role is more aligned with the administrative and operational aspects of project delivery. This clear differentiation underscores why the statement equating a Product Owner with a traditional Project Manager is indeed false.

2. What is one important aspect of the Sprint Review?

A. To demonstrate only completed features to stakeholders

B. To discuss what did not get done during the Sprint

C. To decide the next Sprint's goals without stakeholder input

D. To provide a formal review of team performance metrics

The importance of discussing what did not get done during the Sprint at the Sprint Review lies in the transparency and adaptive nature of the Scrum framework. This aspect allows the team to openly communicate the challenges they faced, identify obstacles, and gather feedback from stakeholders on the incomplete items. By addressing the unfinished work, the Scrum Team can foster a collaborative environment where insights and suggestions can be gathered. This discussion helps the team and stakeholders align expectations and understand the context behind any incomplete items, which can lead to valuable learning and continuous improvement in subsequent Sprints. Sharing what was not achieved also opens the door for stakeholders to contribute their thoughts, which can inform future planning and potentially adjust priorities or strategies. This aspect emphasizes the essence of an iterative process, promoting a mindset of learning and adaptation rather than solely focusing on finished work.

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3. What should a Development Team do when they struggle to deliver a work increment?

A. Continue the work in the next Sprint

B. Complete what it can and discuss undone work at the Sprint Review

C. Wait for guidance from stakeholders

D. Shift focus to other projects

The emphasis on completing what the Development Team can within the Sprint and discussing any undone work during the Sprint Review is rooted in the principles of transparency and accountability in Scrum. It reflects the idea that the Scrum framework values collaboration and communication, particularly around progress and challenges faced. By choosing to complete whatever work they can, the Development Team maintains their commitment to producing a potentially releasable product increment by the end of the Sprint. This dedication to delivering value, even when facing struggles, upholds the iterative and incremental nature of Scrum. Additionally, discussing any undone work during the Sprint Review allows the team to provide transparency about their performance and the obstacles encountered. This conversation provides an opportunity for stakeholders to understand the status of the project, the reasons for any incomplete tasks, and to collaborate on future steps, ensuring continuous improvement rather than placing blame. This approach fosters an environment of learning and adaptability, crucial in Scrum, as it empowers the Development Team to reflect on their practices and explore solutions collaboratively rather than becoming static or disengaged.

4. What is a recommended action when using burndown charts for visualization?

A. Ignore the trend line for better accuracy

B. Represent only the completed work

C. Track the work remaining to forecast completion

D. Focus primarily on past data

Using burndown charts for visualization is highly effective when tracking the work remaining in a sprint or project. The primary purpose of a burndown chart is to provide a clear representation of how much work is left to complete in order to reach the sprint goal. By focusing on the work remaining, teams can better assess their progress and make informed decisions regarding future work and potential adjustments to their strategies. Tracking the work remaining allows teams to forecast their completion date more accurately. This predictive aspect is crucial in Scrum, as it enables Scrum Masters and teams to identify potential obstacles early and address them proactively, thereby enhancing overall transparency and accountability within the Scrum framework. Moreover, using the burndown chart in this way supports discussions during daily stand-ups and sprint reviews, providing a visual cue that drives conversations around progress, necessary adjustments, and any impediments to delivery. This makes the burndown chart a powerful tool for anticipating challenges and ensuring that the team can achieve its commitments effectively.

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5. What defines an "ideal day" for a person on a Scrum Team?

A. Working a full 8 hours on project-related tasks

B. Measuring productivity during times of peak performance

C. Completing as many tasks as possible in an hour

D. Collaborating with team members throughout the day

An "ideal day" for a person on a Scrum Team is best defined by the concept of collaboration and teamwork, making collaboration with team members throughout the day the focus. In a Scrum environment, success hinges on effective communication and cooperation among team members. This collaboration ensures that team members can share insights, solve problems together, and support one another, creating an environment conducive to delivering high-quality work. While measuring productivity during peak performance times might seem beneficial, it does not encompass the essence of teamwork and collaboration, which are crucial in Scrum. The Scrum framework emphasizes delivering value through teamwork rather than individual productivity metrics. By prioritizing collaboration, team members can not only enhance their understanding of tasks and challenges but also create a supportive atmosphere that can lead to higher morale and more innovative solutions. This collaborative dynamic is essential for achieving the goals of the Scrum framework, driving productivity through collective effort rather than just individual output.

6. What is the time-box for the Sprint Planning meeting in Scrum?

A. 8 hours for a monthly Sprint

B. 4 hours for any Sprint

C. 2 hours for long-term Sprints

D. 10 hours for a biweekly Sprint

The time-box for the Sprint Planning meeting in Scrum is defined as a maximum of 8 hours for a one-month Sprint. This duration aligns with Scrum's emphasis on structured time management for key events. The purpose of this time-box is to allow adequate time for the Scrum Team to collaboratively discuss the work that will be completed in the upcoming Sprint, ensuring that they align on the Sprint Goal and the selected Product Backlog items. Having this structure helps the team maintain focus on their objectives and promotes effective planning. The time-box ensures that the process remains efficient without stretching into open-ended discussions. This also fosters a rhythm for the Scrum Team, as they can prepare accordingly for their planning sessions knowing the time limits in advance. Other choices do not follow the Scrum Guide guidelines for time-boxing. In this context, it's essential to understand that time-boxes are established to promote efficiency while allowing sufficient time for crucial conversations and decision-making within the team.

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7. What should the Development Team do if the Product Owner is unavailable during a Sprint?

A. Stop all work until the Product Owner is available

B. Make decisions and align with the Product Owner when available

C. Continue without the Product Owner indefinitely

D. Assign someone from the team as the temporary Product Owner

In the context of Scrum, the Development Team is self-managing and needs to find a way to continue progress, even when the Product Owner is unavailable. The correct approach is to make decisions based on the existing context and prior discussions with the Product Owner, aligning with them on expectations and priorities when they return. The Development Team should maintain momentum by interpreting the Product Backlog items as best they can, using their understanding of user stories and acceptance criteria. This helps ensure that work progresses productively without having to halt all activities. Waiting indefinitely for the Product Owner could result in wasted time and missed opportunities for delivering value. Moreover, the alignment with the Product Owner upon their return ensures that any decisions made by the Development Team during their absence are validated and incorporated into the ongoing work. This maintains a cohesive strategy and prevents deviation from the overall product vision. In contrast, stopping all work until the Product Owner is available can lead to stalling the project's progress. Continuing without the Product Owner indefinitely is not sustainable as it lacks alignment with stakeholder needs. Assigning someone from the team as a temporary Product Owner could create confusion and dilute accountability, as this role requires active engagement with various stakeholders and a clear understanding of the product vision.

8. What are two typical activities for a Product Owner during a Sprint?

A. Work with the Development Team on Product Backlog refinement

B. Conduct daily stand-ups with the Scrum Master

C. Document business requirements for future Sprints

D. Perform code reviews and testing

The selection of activities that a Product Owner engages in during a Sprint is crucial for effective Scrum implementation. Working with the Development Team on Product Backlog refinement is an essential activity because it ensures that the backlog remains prioritized, relevant, and well-defined. This collaboration allows the Product Owner to clarify any requirements and adjust priorities based on feedback and new insights, which is vital for maximizing the value delivered by the Development Team. Additionally, this activity fosters a strong partnership between the Product Owner and the Development Team, ensuring that there is a shared understanding of the goals and priorities for the Sprint. By actively engaging in backlog refinement, the Product Owner can help the team prepare for upcoming work, thereby enabling smoother Sprint planning and execution. This continuous engagement is a key aspect of the Product Owner's responsibility to maximize product value throughout the project's lifecycle.

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9. Which statement is true regarding large-scale software development with Scrum?

A. A single person can work on multiple Scrum Teams seamlessly

B. A well-structured Product Backlog minimizes Development Team overlap

C. Team members should always work on multiple Scrum Teams

D. Prioritizing multiple tasks is more efficient than focusing on one

The statement regarding large-scale software development with Scrum emphasizes the importance of a well-structured Product Backlog in minimizing Development Team overlap. A well-organized Product Backlog is crucial for effective Scrum implementation, especially in larger projects that involve multiple teams. When the Product Backlog is properly structured and prioritized, it helps ensure that each Scrum Team has a clear and distinct set of tasks to work on, reducing confusion and the potential for overlap in responsibilities. This clarity facilitates specialized focus among the teams, allowing them to efficiently tackle their specific backlogs without stepping on each other's toes. Furthermore, it helps in aligning the efforts of the teams towards a common goal while still maintaining their autonomy and accountability. In larger environments, where multiple teams might be working on different components of the same product, having a well-managed backlog aids in synchronization between teams and encourages collaboration. This structure allows for better dependency management, making it easier to coordinate efforts across teams and ensuring a smoother flow of work. The other statements do not align as well with Scrum principles. For instance, having a single person work across multiple teams may lead to divided attention and reduced effectiveness, while mandating that team members always work on multiple Scrum Teams can dilute focus and accountability. Lastly, prioritizing multiple tasks

10. What does 'done' signify in the context of a Sprint's deliverables?

A. It is a completed feature without further adjustment

B. It indicates that minimal testing has been done

C. It refers to a feature that meets the Definition of Done

D. It is just a label for completed tasks

The term "done" in the context of a Sprint's deliverables specifically signifies that a feature meets the Definition of Done established by the Scrum Team. This definition serves as a clear and shared understanding of what it means for work to be completed, encompassing aspects such as code quality, testing, documentation, and other application standards that must be met. When a feature is labeled as "done," it assures the team and stakeholders that the work is fully complete and ready for use, rather than just partially finished or requiring further adjustments. The Definition of Done is critical to maintaining the integrity of the product and ensuring that all team members have a common understanding of completion criteria, which fosters transparency and helps manage stakeholder expectations effectively. Assessing deliverables against this established definition also aids in ensuring consistent quality across the team's outputs and influences their continuous improvement efforts. In contrast, alternatives like a completed feature without any adjustments or minimal testing do not adequately capture the comprehensive nature of what "done" signifies in Scrum.

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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://scrummasterpsm3.examzify.com

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

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