



Objectives Sheet

ACQ 1700 - Agile for DoD Acquisition Team Members

Course Learning/Performance Objectives followed by enabling learning objectives

ACQ 1700.U01.01	Recognize effectiveness and benefits of Agile methodologies for the DoD.
ACQ 1700.U01.01.01	Recognize why software is important to DoD.
ACQ 1700.U01.01.02	Recognize why DoD Senior Leadership is advocating change.
ACQ 1700.U01.01.03	Identify current trends in DoD with respect to Agile.
ACQ 1700.U01.02	Identify the attributes needed for Agile methodologies to succeed.
ACQ 1700.U01.02.01	Describe current culture.
ACQ 1700.U01.02.02	Recognize the main features of Scrum, Extreme Programming (XP), Kanban, Lean and DevSecOps.
ACQ 1700.U01.02.03	Identify basic scaled agile concepts.
ACQ 1700.U02.01	Given a DoD Software Acquisition project, make decisions about DoD agile products, processes and practices.
ACQ 1700.U02.01.01	Describe the benefits of agile processes
ACQ 1700.U02.01.02	Recognize the main features of Scrum, Extreme Programming (XP), Kanban, Lean and DevSecOps.
ACQ 1700.U02.01.03	Identify basic scaled agile concepts.
ACQ 1700.U02.02	Given a DoD product vision, create user stories that can be used by development teams to create warfighter products.
ACQ 1700.U02.02.01	Recognize the elements of a good user story.
ACQ 1700.U02.02.02	Describe how Personas can help with writing requirements.
ACQ 1700.U02.02.03	Create User Stories.
ACQ 1700.U02.02.04	Describe how to visualize the relationship between user stories through User Story Mapping.
ACQ 1700.U03.01	Given a Product Backlog, create team effort estimations that can be used to plan software development.
ACQ 1700.U03.01.01	Describe Story Points.
ACQ 1700.U03.01.02	Demonstrate how to estimate using Planning Poker.
ACQ 1700.U03.01.03	Recognize how to perform Affinity Estimating.
ACQ 1700.U04.01	Given a DoD Software Acquisition scenario, create metrics to measure scope and progress in Agile software development.
ACQ 1700.U04.01.01	Describe basic agile metrics.
ACQ 1700.U04.01.02	Describe how Information Radiators are used in agile software development.
ACQ 1700.U04.01.03	Create basic agile metrics.
ACQ 1700.U04.02	Given a DoD product vision, create roadmaps, release and iteration plans.
ACQ 1700.U04.02.01	Recognize the issues with agile that need to be addressed at the acquisition strategy level.
ACQ 1700.U04.02.02	Given a problem statement, create a product vision.
ACQ 1700.U04.02.03	Recognize how to use a product roadmap for planning.
ACQ 1700.U04.02.04	Describe the Release Planning Process.
ACQ 1700.U04.02.05	Describe the Iteration Planning Process.
ACQ 1700.U04.03	Given a DoD User Story, create acceptance criteria.
ACQ 1700.U04.03.01	Describe the two main levels of testing done by agile teams each iteration (Unit and Acceptance).
ACQ 1700.U04.03.02	Describe Test-Driven Development (TDD).
ACQ 1700.U04.03.03	Describe the difference between acceptance criteria and the definition of done.
ACQ 1700.U04.03.04	Describe test and evaluation planning in an agile software development program.
ACQ 1700.U04.03.05	Describe test and evaluation execution in an agile software development program.
ACQ 1700.U04.03.06	Identify how and when external test and evaluation organizations interact with an agile software development program.
ACQ 1700.U04.04	Given a DoD Software Acquisition scenario, demonstrate how to plan an agile project by creating a product roadmap, release burnup, sprint plan, and sprint Burndown.
ACQ 1700.U04.04.01	Create a product roadmap.
ACQ 1700.U04.04.02	Create a release burnup.
ACQ 1700.U04.04.03	Create a sprint plan.
ACQ 1700.U04.04.04	Create a sprint burndown.