

2025 Realistic Scrum Pass PSM-I Exam Pass Guaranteed



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Scrum PSM-I Exam Syllabus Topics:

Topic	Details
Topic 1	• Empiricism, Scrum Values, Roles, Events, Artifacts
Topic 2	• Managing Products with Agility • Developing People and Teams
Topic 3	• Understanding and Applying the Scrum Framework
Topic 4	• Self-Organizing Teams, Facilitation, Leadership Styles, Coaching and Mentoring
Topic 5	• Forecasting & Release Planning, Product Value, Product Backlog Management, Stakeholders & Customers

Scrum PSM-I Exam is a challenging test that requires a thorough understanding of Scrum. PSM-I exam covers a range of topics, including Scrum principles and values, Scrum roles, events, and artifacts, and the Scrum framework in general. PSM-I exam is designed to test a candidate's ability to apply Scrum in real-world scenarios, as well as their knowledge of the framework's underlying principles.

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These Scrum PSM-I questions and Professional Scrum Master I PSM-I practice test software that will aid in your preparation. All of these Professional Scrum Master I PSM-I formats are developed by experts. And assist you in passing the Professional Scrum Master I PSM-I Exam on the first try. PSM-I practice exam software containing Scrum PSM-I practice tests for your practice and preparation.

The PSM-I exam consists of 80 multiple-choice questions that cover a range of topics related to the Scrum framework. The questions are designed to test your understanding of the Scrum theory, roles, events, artifacts, and values. PSM-I Exam is timed and you have 60 minutes to complete it. The passing score for the PSM-I exam is 85%, which means you must answer at least 68 of the 80 questions correctly.

Scrum Professional Scrum Master I Sample Questions (Q211-Q216):

NEW QUESTION # 211

What is the time-box for the Sprint Review?

- A. 2 hours for a monthly Sprint.
- **B. 4 hours for a monthly Sprint.**
- C. 1 day
- D. 4 hours and longer as needed.
- E. As long as needed.

Answer: B

Explanation:

According to the Scrum Guide¹, each event in Scrum is a formal opportunity to inspect and adapt something. These events are specifically designed to enable critical transparency and inspection. Failure to include any of these events results in reduced transparency and is a lost opportunity to inspect and adapt. All events are time-boxed events, such that every event has a maximum duration. Once a Sprint begins, its duration is fixed and cannot be shortened or lengthened. The remaining events may end whenever the purpose of the event is achieved, ensuring an appropriate amount of time is spent without allowing waste in the process. The time-box for the Sprint Review is four hours for a one-month Sprint.

NEW QUESTION # 212

When many Scrum Teams are working on a single product, what best describes the Definition of Done?
(Choose the best answer.)

- A. Each Scrum Team uses its own, but must make their definition clear to all other teams so the differences are known.
- **B. All Scrum Teams must have a Definition of Done that makes their combined work potentially releasable.**
- C. Each Scrum Team defines and uses its own. The differences are discussed and reconciled during a hardening Sprint.
- D. The Scrum Masters from each Scrum Team define a common Definition of Done.

Answer: B

Explanation:

According to the Scrum Guide, when many Scrum Teams are working on a single product, they must have a Definition of Done that makes their combined work potentially releasable. This ensures that there is a clear and consistent understanding of what "Done" means for the product and that there is no technical debt or unfinished work at the end of each Sprint. The other options are not valid descriptions of the Definition of Done for multiple Scrum Teams, as they either create inconsistency, confusion, or waste (such as having different definitions, discussing and reconciling differences during a hardening Sprint, or having the Scrum Masters define a common Definition of Done).

NEW QUESTION # 213

Which two ways of creating Scrum Teams are consistent with Scrum's values?
(choose the best two answers)

- A. Managers personally re-assign current subordinates to new teams.
- **B. Existing teams propose how they would like to go about organizing into the new structure.**
- **C. Bring all the people together and let them organize into Scrum Teams**

- D. Managers collaborate to assign individuals to specific teams.
- E. The Chief Product Owner determines the new team structures and assignments.

Answer: B,C

Explanation:

The best two answers are A and C. These two ways of creating Scrum Teams are consistent with Scrum's values because they respect the self-organization and empowerment of the people who will be working in the teams. They also foster openness and courage by allowing the people to express their preferences and opinions about the new structure.

B, D and E are not consistent with Scrum's values because they impose a top-down approach that does not involve the people who will be affected by the change. They also undermine the commitment and focus of the teams by assigning them to work on something they may not be interested in or passionate about.

NEW QUESTION # 214

Why is the Daily Scrum held at the same time and same place?

- **A. The consistency reduces complexity.**
- B. Rooms are hard to book and this lets it be booked in advance.
- C. The place can be named.
- D. The Product Owner demands it.

Answer: A

Explanation:

According to the Scrum Guide, the Daily Scrum is held at the same time and same place to reduce complexity and promote consistency. The other options are not valid reasons for holding the Daily Scrum at the same time and same place, as they are either irrelevant (such as naming the place) or incorrect (such as being demanded by the Product Owner or booking rooms in advance).

NEW QUESTION # 215

Which two things are appropriate for a Scrum Master to do, if the Scrum Team does not have the tools and environment to completely finish each selected Product Backlog item? (choose the best two answers)

- A. Encourage the Product Owner to accept partially done Increments until the situation improves.
- **B. Coach the Scrum Team to improve its skills, tools and environment over time and adjust the Definition of Done accordingly.**
- **C. Have the Scrum Team establish a Definition of Done that is actually possible to achieve given current circumstances.**
- D. Refocus the current Sprint on establishing the Scrum Team's environment instead of delivering an Increment.
- E. Declare the Scrum Team not ready for Scrum.

Answer: B,C

Explanation:

According to the Scrum Guide, the Scrum Master is responsible for coaching the Scrum Team to improve its skills, tools and environment over time and adjust the Definition of Done accordingly¹. The Definition of Done is a formal description of the state of the Increment when it meets the quality measures required for the product¹. The Definition of Done should be possible to achieve given current circumstances². Therefore, option B and C are appropriate for a Scrum Master to do, if the Scrum Team does not have the tools and environment to completely finish each selected Product Backlog item.

Option A is not appropriate because declaring the Scrum Team not ready for Scrum implies that there is a fixed set of prerequisites for using Scrum, which is not true. Scrum is a framework that can be applied to any complex product development effort¹.

Option D is not appropriate because encouraging the Product Owner to accept partially done Increments until the situation improves violates the principle of transparency. Transparency requires that the Increment is a usable product that meets the current Definition of Done¹. Accepting partially done Increments also increases technical debt and reduces value delivery³.

Option E is not appropriate because refocusing the current Sprint on establishing the Scrum Team's environment instead of delivering an Increment goes against the purpose of a Sprint. A Sprint is a time-boxed event that serves as a container for the other Scrum events and activities. The goal of each Sprint is to deliver a potentially releasable Increment that adheres to the current Definition of Done¹.

NEW QUESTION # 216

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