

Scrum PSM-I Exam Questions [2026] Right Preparation Material

SCRUM PSM I Assessment

Which two statements best describe the Product Backlog?

- a. It changes as we learn more about the project.
- b. Contains all tasks identified by the developers.
- c. It's used to create the project plan.
- d. It is never baselined. - A,

Who has the final say on the order of the Product Backlog?

- A) The Stakeholders
- B) The Development Team
- C) The Scrum Master
- D) The Product Owner
- E) The CEO - D

The Product Owner is the sole person responsible for managing the Product Backlog.

Development Team membership should change:

- A) Every Sprint to promote shared learning.
 - B) Never, because it reduces productivity.
 - C) As needed, while taking into account a short-term reduction in productivity.
 - D) As needed, with no special allowance for changes in productivity. - C
- Teams typically go through some steps before achieving a state of increased performance. Changing membership typically reduces cohesion, affecting performance and productivity in the short term.

When does the next Sprint begin?

- A) Next Monday.
 - B) Immediately following the next Sprint Planning.
 - C) When the Product Owner is ready.
 - D) Immediately after the conclusion of the previous Sprint. - D
- A new Sprint starts immediately after the conclusion of the previous Sprint.

The three pillars of empirical process control are:

- A) Respect For People, Kaizen, Eliminating Waste
- B) Planning, Demonstration, Retrospective
- C) Inspection, Transparency, Adaptation
- D) Planning, Inspection, Adaptation
- E) Transparency, Eliminating Waste, Kaizen - C

Scrum is founded on empirical process control theory, or empiricism. Empiricism asserts that knowledge comes from experience and making decisions based on what is known. Three pillars uphold every implementation of empirical process control: transparency, inspection, and adaptation.

Which two things does the Development Team do during the first Sprint?

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The Scrum PSM-I desktop practice exam software is customizable and suits the learning needs of candidates. A free demo of the Professional Scrum Master I (PSM-I) desktop software is available for sampling purposes. You can change PSM-I Practice Exam's conditions such as duration and the number of questions. This simulator creates a Scrum PSM-I real exam environment that helps you to get familiar with the original test.

Scrum PSM-I, also known as Professional Scrum Master I, is an exam that verifies the knowledge and understanding of Scrum framework and its implementation in a professional environment. PSM-I Exam is created and managed by Scrum.org, a leading organization in Scrum training and certification. It is designed for individuals who want to become a Scrum Master or those who are already practicing Scrum and want to validate their knowledge.

How to Prepare For Professional Scrum Master PSM I Exam

Preparation Guide for Professional Scrum Master PSM I Exam

Introduction to Professional Scrum Master PSM I Exam

Scrum.org has created a track for IT professionals to certify as a Contact Center Product Release Information on the Scrum.org platform. This certification program provides Scrum Certified professionals a way to demonstrate their skills. The assessment is based on a rigorous exam using industry standard methodology to determine whether a candidate meets Scrum.org's proficiency

standards.

According to Scrum.org, a Professional Scrum Master PSM I Certification enables organizations to leverage Scrum methodology. With a thorough understanding of Scrum methodology, individual can manage the workflow effectively, create motivated and intelligent teams, and handle complex tasks and support to the drive business objectives.

Certification is evidence of your skills, expertise in those areas in which you like to work. If candidate wants to work on Professional Scrum Master PSM I Certification and prove his knowledge, Certification offered by Scrum.org. This Professional Scrum Master PSM I Certification helps a candidate to validates his skills in Scrum Master methodology.

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Understanding functional and technical aspects of Scrum Master PSM I Exam

The following will be discussed here:

Candidates must know the exam topics before they start of preparation. Because it will really help them in hitting the core. The exam will include the following topics:

- Scrum in your organization
- Running a Scrum project
- The Scrum Framework
- The Definition of Done

Scrum Professional Scrum Master I Sample Questions (Q289-Q294):

NEW QUESTION # 289

Who creates the definition of "Done"?

- **A. The development organization (or Development Team if none is available from the development organization).**
- B. The Product Owner as he/she is responsible for the product's success.
- C. The Scrum Master as he/she is responsible for the Development Team's productivity.
- D. The Scrum Team, in a collaborative effort where the result is the common denominator of all members' definition.

Answer: A

Explanation:

If the Definition of Done for an increment is part of the standards of the organization, all Scrum Teams must follow it as a minimum. If it is not an organizational standard, the Scrum Team must create a Definition of Done appropriate for the product.

The Developers are required to conform to the Definition of Done. If there are multiple Scrum Teams working together on a product, they must mutually define and comply with the same Definition of Done.

NEW QUESTION # 290

Which of the following is an example of an Increment? (Choose the best answer.)

- A. A plan for the overall product release.
- B. A design for the product.
- C. A product roll-out plan.
- **D. A valuable, useful set of products featured.**

- E. A mock-up of the product marketing materials.
- F. All of the above.

Answer: D

Explanation:

An example of an Increment is a valuable, useful set of product features, as stated in [4]: "An Increment is a concrete stepping stone toward the Product Goal. Each Increment is additive to all prior Increments and thoroughly verified, ensuring that all Increments work together. In order to provide value, each Increment must be usable."

NEW QUESTION # 291

For the purpose of transparency, when does Scrum say a new increment of working software must be available?

- **A. At the end of every Sprint.**
- B. After the acceptance testing phase.
- C. Every 3 Sprints.
- D. When the Product Owner asks to create one.
- E. Before the release Sprint.

Answer: A

NEW QUESTION # 292

Which three purposes does the definition of "Done" serve? (Choose the best three answers.)

- **A. Describe the work that must be done before the Sprint is allowed to end.**
- **B. Describe the purpose, objective, and time-box of each Scrum event.**
- C. Increase transparency.
- D. Guide the Development Team on how many Product Backlog items to select for the Sprint.
- **E. Create a shared understanding of when work is complete.**

Answer: A,B,E

NEW QUESTION # 293

You have six teams using a traditional method to deliver a product. Your management has asked you to start using Scrum. In the initial project there were separate plans and teams for the layers of a software system, i.e. one for the front-end, one for the middle tier, one for the back-end, and one for the interfaces and services. This resembles what is known as component teams. But you have read that it's a good idea to have teams organized by feature.

What are the advantages of keeping component teams while starting Scrum?

- A. There are fewer cross-team dependencies than working in feature teams.
- **B. There's less initial disruption than organizing into new teams. As they start, they will discover what works best, and how to potentially re-organize towards this.**
- C. Component teams generally have the skills needed to create a working Increment of software that provides business value.
- D. Because they have worked together for some time, they are likely able to start producing shippable Increments faster than new feature teams would.

Answer: B

NEW QUESTION # 294

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