



Scaled-Agile

Exam Questions SSM

SSM (6.0) - SAFe® Scrum Master

NEW QUESTION 1

According to SAFe, which of the following metrics are reported at the Inspect and Adapt event?

- A. ART predictability measure
- B. ART cycle velocity
- C. Cumulative value rate
- D. Cumulative value measure

Answer: A

Explanation:

According to the SAFe 6 Scrum Master documentation, one of the metrics that are reported at the Inspect and Adapt event is the ART predictability measure. This metric shows how well the ART delivers on its PI objectives, which are the SMART commitments made by the teams during PI planning. The ART predictability measure is calculated by dividing the total actual business value achieved by the total planned business value, as shown in the PI system demo. The ART predictability measure helps the ART to assess its performance, identify gaps, and improve its forecasting accuracy and reliability. (Must be taken from SAFe 6 Scrum Master resources)

References:

- ? Inspect and Adapt
- ? Program Increment
- ? Exam Study Guide: SSM (6.0) - SAFe® Scrum Master

NEW QUESTION 2

During which of the following stages of team development do team members stop focusing on their own goals and begin focusing on developing better ways of working together?

- A. Forming
- B. Norming
- C. Storming
- D. Transforming

Answer: B

Explanation:

Norming is the stage of team development where team members stop focusing on their own goals and begin focusing on developing better ways of working together. Norming occurs after the team has gone through the Forming and Storming stages, where they have established their roles and responsibilities, and have resolved their initial conflicts and disagreements¹² In the Norming stage, the team starts to build trust, respect, and cohesion among themselves. They also align on a common vision, mission, and goals, and agree on the norms and expectations for their collaboration and communication¹² The team becomes more productive, efficient, and effective, as they leverage their collective strengths and skills, and support each other in overcoming challenges and delivering value¹² The team also develops a sense of identity and pride, and celebrates their achievements and learnings¹² (Must be taken from SAFe 6 Scrum Master resources)

References:

- ? Agile Teams - Scaled Agile Framework
- ? 5 Stages of Team Development | Agile Scrum Guide | Book | Blog

NEW QUESTION 3

What is one way a servant leader can support team members in decision-making?

- A. Give each team member the opportunity to contribute
- B. Perform regular retrospectives on behalf of the team
- C. Identify solutions to problems the team surfaces
- D. Support teams in affinity mapping their concerns

Answer: A

Explanation:

According to the SAFe 6 Scrum Master documentation, one of the ways a servant leader can support team members in decision-making is by giving each team member the opportunity to contribute. This means that the servant leader encourages and facilitates the participation of all team members in the decision-making process, ensuring that everyone's voice is heard and valued. By giving each team member the opportunity to contribute, the servant leader fosters a culture of collaboration, empowerment, and trust, as well as increases the quality and buy-in of the decisions. (Must be taken from SAFe 6 Scrum Master resources)

References:

- ? Scrum Master/Team Coach
- ? The Power of Shared Decision-Making through Servant-Leadership
- ? The Scrum Master as a Servant-Leader

NEW QUESTION 4

Which of the following events aligns teams on a train?

- A. Architect Sync
- B. Iteration Planning
- C. PI Planning
- D. Coach Sync

Answer: C

Explanation:

PI Planning is one of the events that aligns teams on a train. PI Planning is a cadence-based event for the entire Agile Release Train (ART) that aligns teams and stakeholders to a shared mission and vision. PI Planning provides an opportunity for the ART to review the business context and priorities, identify and resolve dependencies and risks, and commit to a realistic and achievable plan for the next Program Increment (PI). PI Planning is essential to SAFe: If you are not doing it, you are not doing SAFe¹ (Must be taken from SAFe 6 Scrum Master resources)

References:

- ? PI Planning - Scaled Agile Framework
- ? Planning Interval (PI) - Scaled Agile Framework
- ? Preparing for PI Planning | Checklist for Scrum Masters and Product ??
- ? Scrum Master - Scaled Agile Framework
- ? SAFe® 6.0 Scrum Master Certification (SSM) Course - Vinsys

NEW QUESTION 5

What is the intended value of the Backlog Refinement event?

- A. The team is able to prepare requirements for Iteration Planning
- B. The team aligns on the progress of Iteration Goals
- C. The team is able to commit to a set of goals to be delivered in the Iteration
- D. The team reviews and improves processes before the next Iteration

Answer: A

Explanation:

The intended value of the Backlog Refinement event is that the team is able to prepare requirements for Iteration Planning. Backlog Refinement is an ongoing process where the team collaborates with the Product Owner and other stakeholders to review, split, prioritize, and estimate the stories in the Team Backlog¹ One of the main objectives of Backlog Refinement is to ensure that the stories are ready for Iteration Planning, which means they are clear, feasible, testable, and small enough to be completed in a single Iteration² By doing so, the team can improve the quality, efficiency, and effectiveness of their work, as well as deliver value to the customers and the organization¹²³ References:

- ? Team Backlog - Scaled Agile Framework
- ? Backlog Refinement - Scaled Agile Framework
- ? What is backlog refinement? | Miro

NEW QUESTION 6

What is one method a Scrum Master/Team Coach can use to help teams overcome a fear of conflict?

- A. Enforcing work-in-process limits
- B. Giving every team member the opportunity to contribute
- C. Scheduling regular Team Syncs
- D. Aligning to shared commitments

Answer: B

Explanation:

One method a Scrum Master/Team Coach can use to help teams overcome a fear of conflict is to give every team member the opportunity to contribute. Fear of conflict is one of the common dysfunctions of a team, which can result in artificial harmony, lack of trust, and avoidance of issues¹ To overcome this fear, the Scrum Master/Team Coach can facilitate a safe and respectful environment where team members can express their opinions, ideas, and concerns without being judged, ignored, or attacked²³ Giving every team member the opportunity to contribute can help them feel valued, respected, and heard, as well as foster a culture of collaboration, feedback, and learning⁴⁵ The Scrum Master/Team Coach can use various techniques to ensure equal participation, such as round-robin, fist of five, dot voting, silent brainstorming, and liberating structures⁴⁵ By encouraging healthy and constructive conflict, the Scrum Master/Team Coach can help the team improve their performance, creativity, and innovation²³

NEW QUESTION 7

What is one purpose of Iteration Goals?

- A. To identify what to present in System Demo
- B. To communicate which Stories will be completed during the Iteration
- C. To align team members to common objectives
- D. To get feedback from the organization

Answer: C

Explanation:

One purpose of iteration goals is to align team members to a common purpose and vision. Iteration goals are a high-level summary of the business and technical goals that an Agile Team agrees to accomplish in an iteration. They help the team and the product owner to reach agreement on the business value they intend to deliver, align their work to their team PI objectives, and ground everyone on their shared purpose. Iteration goals also provide transparency and management information, as well as support the coordination and dependency management of the Agile Release Train (ART).

References:

- ? Iteration Goals - Scaled Agile Framework
- ? Exam Study Guide: SSM (6.0) - SAFe® Scrum Master

NEW QUESTION 8

What is one recommended practice for Scrum Masters/Team Coaches when coaching teams on presenting a draft plan at PI Planning?

- A. Identify as many risks and dependencies as possible for the management review
- B. Align on how the team will answer questions about their proposed objectives
- C. Secure support from other teams on how work will be shared and completed
- D. Ensure the team has Stories written for the first two Iterations of the increment

Answer: B

Explanation:

One recommended practice for Scrum Masters/Team Coaches when coaching teams on presenting a draft plan at PI Planning is to align on how the team will answer questions about their proposed objectives. This practice helps the team to prepare for the feedback and input they will receive from the business owners, product management, and other teams and stakeholders during the draft plan review. The team should agree on who will present the objectives, how they will

explain the business value and technical feasibility, and how they will handle any objections or concerns. The team should also rehearse their presentation and anticipate potential questions and scenarios. By aligning on how to answer questions, the team can increase their confidence and clarity, and demonstrate their commitment and alignment to the vision and goals of the ART. References:

- ? PI Planning - Scaled Agile Framework
- ? Presenting PI Planning Draft and Final Plan Reviews Virtually
- ? SAFe Scrum Master/Team Coach - Scaled Agile Framework

NEW QUESTION 9

What is one example of an Agile Team development practice?

- A. Tracking regulations
- B. Writing requirements
- C. Demoing frequently
- D. Visualizing effort

Answer: C

Explanation:

One example of an Agile Team development practice is to demo working functionality frequently to the product owner and other stakeholders. This practice helps the team to get fast feedback, validate their assumptions, and ensure that they are delivering value that meets the customer needs and expectations. Demoing frequently also helps the team to improve the quality of their work, as they have to ensure that the functionality is tested and meets the definition of done before showing it to others. Demoing frequently is part of the SAFe Scrum and SAFe Team Kanban practices, and is done at the end of each iteration in the Iteration Review event.

References:

- ? Iteration Review - Scaled Agile Framework
- ? SAFe Team Kanban - Scaled Agile Framework
- ? Agile Teams - Scaled Agile Framework

NEW QUESTION 10

During which of the following Agile Team events do team members estimate relative story sizes?

- A. Backlog Refinement
- B. Iteration Review
- C. Iteration Planning
- D. Iteration Retrospective

Answer: A

Explanation:

Backlog Refinement is the Agile Team event where team members estimate relative story sizes. Backlog Refinement is an ongoing process where the team collaborates with the Product Owner and other stakeholders to review, split, prioritize, and estimate the stories in the Team Backlog¹ One of the main objectives of Backlog Refinement is to ensure that the stories are ready for Iteration Planning, which means they are clear, feasible, testable, and small enough to be completed in a single iteration² To achieve this, the team uses relative story sizing, which is a technique to compare the effort, complexity, and uncertainty of different stories based on a common reference point³ Relative story sizing helps the team to create a consistent and shared understanding of the scope and value of the work, as well as to optimize the flow and predictability of the delivery process⁴ The team can use various methods to estimate relative story sizes, such as story points, T-shirt sizes, or Fibonacci numbers⁵ (Must be taken from SAFe 6 Scrum Master resources) References:

- ? Team Backlog - Scaled Agile Framework
- ? Backlog Refinement - Scaled Agile Framework
- ? Story - Scaled Agile Framework
- ? How to Estimate Agile Stories: Introducing Relative Sizing - LeanDog
- ? Why Your Agile Team Should Use Relative Story Point Estimation

NEW QUESTION 10

According to SAFe, which of the following types of work should fit into one Iteration for one team?

- A. Features
- B. Epics
- C. Tasks
- D. Stories

Answer: D

Explanation:

According to the SAFe 6 Scrum Master documentation, the type of work that should fit into one Iteration for one team is a Story. A Story is a short description of a small piece of functionality that provides value to the customer or stakeholder. Stories are derived from Features, which are larger units of value that typically span multiple Iterations. Stories are also decomposed into Tasks, which are the specific activities that the team members perform to implement the Story. Stories are the primary backlog items that the team plans, estimates, and delivers in an Iteration. They are also the basis for defining and committing to the Iteration goals. Stories should be small enough to be completed within one Iteration, and they should meet the definition of ready and the definition of done. (Must be taken from SAFe 6 Scrum Master resources)

References:

- ? Stories
- ? Features
- ? Tasks
- ? Iteration Planning

NEW QUESTION 15

What is one way a Scrum Master/Team Coach can help improve ART performance?

- A. Prioritize the ART backlog for PI Planning

- B. Run an Agile Team charter workshop
- C. Communicate the PI Planning agenda
- D. Facilitate cross-team collaboration

Answer: D

Explanation:

According to the SAFe 6 Scrum Master documentation, one of the ways a Scrum Master/Team Coach can help improve ART performance is to facilitate cross-team collaboration. Cross-team collaboration is the ability of Agile teams to work together effectively and efficiently to deliver value to the customers and stakeholders. It involves sharing information, resolving dependencies, aligning on goals, and providing feedback. Cross-team collaboration is essential for achieving the ART vision and objectives, as well as for delivering integrated and high-quality solutions.

The Scrum Master/Team Coach plays a key role in facilitating cross-team collaboration by 1:

- ? Participating in the Scrum of Scrums (SoS) and ART Sync meetings, where they communicate the team's progress, impediments, and dependencies, and coordinate with other teams and the Release Train Engineer (RTE)
- ? Helping the team prepare for and participate in the PI Planning event, where they collaborate with other teams to define and commit to the PI objectives and identify risks and dependencies
- ? Supporting the team in the System Demo, where they demonstrate the team's work to other teams and stakeholders, and receive feedback and validation
- ? Assisting the team in the Inspect and Adapt (I&A) event, where they review the ART performance, identify improvement opportunities, and create action plans
- ? Encouraging the team to adopt Communities of Practice (CoPs), where they share knowledge, best practices, and learnings with other teams and experts
- ? Promoting a culture of trust, respect, and cooperation among the team and other teams

(Must be taken from SAFe 6 Scrum Master resources)

References:

- ? Scrum Master/Team Coach
- ? Team Sync
- ? PI Planning
- ? System Demo
- ? Inspect and Adapt
- ? [Communities of Practice]

NEW QUESTION 17

What is one benefit of having an IP Iteration every PI?

- A. It creates an estimating buffer for meeting PI objectives
- B. It creates a timeboxed opportunity for team growth
- C. It creates a chance for teams to manage quality
- D. It creates a guardrail for teams working too hard

Answer: A

Explanation:

One benefit of having an IP Iteration every PI is that it creates an estimating buffer for meeting PI objectives. PI objectives are a set of SMART goals that align the teams and stakeholders to a common vision and mission for the upcoming Program Increment (PI). They are derived from the business context, priorities, and dependencies, and are agreed upon and committed by the teams during PI Planning¹ However, since PI objectives are based on estimates and assumptions, there is always a degree of uncertainty and variability in the delivery process. To account for this, SAFe recommends that teams reserve 10% of their capacity for each PI as an estimating buffer. This buffer is used during the IP Iteration, which is a unique, dedicated iteration that occurs every PI and provides dedicated time for innovation, continuing education, PI Planning, and Inspect and Adapt events² By having an IP Iteration as an estimating buffer, the teams can improve the predictability and flow of value delivery, as well as reduce the stress and pressure of

meeting the PI objectives³ (Must be taken from SAFe 6 Scrum Master resources)

References:

- ? PI Objectives - Scaled Agile Framework
- ? Innovation and Planning Iteration - Scaled Agile Framework
- ? SAFe Scrum Master Course Outline

NEW QUESTION 19

What is one potential root cause of Team Sync anti-patterns?

- A. Overcommunication between team members
- B. Lack of collective ownership
- C. Occasional conflict within the team
- D. Frequent verification and integration during the Iteration

Answer: B

Explanation:

According to the SAFe 6 Scrum Master documentation, one of the potential root causes of Team Sync anti-patterns is the lack of collective ownership. Collective ownership means that the team members share responsibility for the quality and delivery of the team's work. They collaborate, communicate, and coordinate their efforts to achieve the team goals. They also support each other, provide feedback, and resolve issues together. When there is a lack of collective ownership, team members may exhibit some of the following Team Sync anti-patterns 1:

- ? Reporting to managers (status meetings): Team members use the Team Sync as a way to report their progress to the SM/TC or other managers, rather than to synchronize with their peers. This can create a hierarchical and command-and-control culture, where team members are not empowered to self-organize and self-manage.
- ? Monologues: Team members give long and detailed updates that are not relevant or useful to other team members. This can make the Team Sync boring, inefficient, and ineffective, as team members lose interest and attention.
- ? Cross-functional team standups (updates are not related to other people's work): Team members work on different features or components that are not aligned with the team goals or the Iteration goals. This can result in silos, dependencies, and integration issues, as well as reduced collaboration and coordination.
- ? Nothing to report can be a good thing: Team members say they have nothing to report, either because they have not done any work, or because they do not want to share their work with the team. This can indicate a lack of transparency, trust, and accountability, as well as a missed opportunity to get feedback and support from the team.

To overcome these anti-patterns, the SM/TC should coach the team on the purpose and value of the Team Sync, and help them adopt the best practices for effective Team Syncs, such as 2:

- ? Having a clear agenda and timebox
- ? Focusing on the team goals and the Iteration goals
- ? Asking the three key questions: What did I do yesterday? What will I do today? Do I have any impediments?
- ? Using visual aids, such as task boards or Kanban boards, to track progress and identify issues
- ? Encouraging active participation, collaboration, and feedback
- ? Ending with clear action items and follow-ups (Must be taken from SAFe 6 Scrum Master resources) References:
- ? Scrum Master/Team Coach
- ? Team Sync
- ? Top 7 Anti Patterns of Scrum Master - Simplicaxis
- ? Scrum Anti-Patterns Taxonomy | Scrum.org
- ? [11 Daily Scrum Anti-Patterns We Commonly Hear from Users In ?? - Geekbot

NEW QUESTION 22

Three members of Team C created a new workflow to speed up the testing process. They spent an entire Iteration designing the process but discovered, just before implementation, that the system could not support the workflow. The rest of the team was excited to hear what was learned from the failed experiment. Which of the following characteristics of a high-performing Agile Team is Team C demonstrating?

- A. Accountability to each other and the organization for reliably completing quality work
- B. Mutual trust that allows for both healthy conflict and reliance on others
- C. A safe environment for taking risks without fear of embarrassment or criticism
- D. Enjoying the work and working together

Answer: C

Explanation:

A safe environment for taking risks without fear of embarrassment or criticism is one of the characteristics of a high-performing Agile Team. A high-performing Agile Team is a cross-functional group of people that have everything, and everyone, necessary to produce a working, tested increment of product¹ They are empowered, collaborative, aligned, and committed to delivering value to the customers and the organization² One of the factors that enable a high-performing Agile Team is a safe environment where team members can experiment, learn, and grow without fear of failure, blame, or judgment³ A safe environment fosters a culture of innovation, creativity, and continuous improvement, as well as a sense of psychological safety, trust, and belonging among team members⁴ Team C is demonstrating this characteristic by creating a new workflow to speed up the testing process, even though it did not work out as expected. The rest of the team was excited to hear what was learned from the failed experiment, rather than being disappointed or critical. This shows that the team values learning over perfection, and supports each other in taking risks and trying new things. (Must be taken from SAFe 6 Scrum Master resources) References:

- ? Agile Teams - Scaled Agile Framework
- ? High-Performing Teams - Scaled Agile Framework
- ? How to Create a Safe Environment for Agile Teams | AgileConnection
- ? Psychological Safety - Scaled Agile Framework

NEW QUESTION 27

Team A works collaboratively on new functionality for a customer application. The acceptance criteria have each been minimally met. Team A decides to release the functionality with a method for collecting direct customer feedback. Which of the following high-performing team characteristics is Team A demonstrating?

- A. Balancing abilities on the team with the challenge of the work
- B. Taking appropriate risks without fear of failure
- C. Focusing on success over trying to avoid failures
- D. Using regular feedback loops built into the learning cycle

Answer: D

Explanation:

One of the high-performing team characteristics that Team A is demonstrating is using regular feedback loops built into the learning cycle. A high-performing Agile Team is a cross-functional group of people that have everything, and everyone, necessary to produce a working, tested increment of product¹ They are empowered, collaborative, aligned, and committed to delivering value to the customers and the organization¹ One of the factors that enable a high-performing Agile Team is using regular feedback loops to learn and improve. Feedback loops are mechanisms that provide the team with information about the outcomes and impacts of their actions, as well as the needs and expectations of their customers and stakeholders²³ Feedback loops help the team to validate their assumptions, measure their progress, and adjust their plans accordingly²³ Feedback loops also help the team to foster a culture of experimentation, innovation, and continuous improvement, as well as to increase customer satisfaction and loyalty²³ Team A is using regular feedback loops by releasing the functionality with a method for collecting direct customer feedback. This allows them to learn from the actual users of their product, and to incorporate their feedback into the next iteration of development. This way, they can deliver value faster and more effectively, as well as to enhance the quality and usability of their product⁴ (Must be taken from SAFe 6 Scrum Master resources)

References:

- ? Feedback - Scaled Agile Framework
- ? Agile Teams - Scaled Agile Framework
- ? Feedback Loops: The Key to Building Better Products Faster | UserTesting Blog
- ? The Importance of Customer Feedback in Product Development | SurveyMonkey

NEW QUESTION 32

What is one element on the Scrum Master/Team Coach responsibility wheel?

- A. Facilitate Coach Sync
- B. Facilitate PI Planning
- C. Facilitate a Community of Practice
- D. Facilitate an Agile Team charter workshop

Answer: B

Explanation:

According to the SAFe 6 Scrum Master documentation, one of the elements on the Scrum Master/Team Coach responsibility wheel is to facilitate PI Planning. PI Planning is a two-day event where all the teams and stakeholders of an Agile Release Train (ART) collaborate to align on a common vision, define and commit to the PI objectives, and identify and manage risks and dependencies. The Scrum Master/Team Coach facilitates PI Planning by 1:
? Helping the team prepare for the event, such as reviewing the business context, vision, and backlog, and creating draft plans
? Supporting the team during the event, such as facilitating breakout sessions, resolving issues, and ensuring alignment and collaboration with other teams
? Assisting the team after the event, such as finalizing the plans, updating the PI board, and conducting a retrospective
Facilitating PI Planning is one of the ways the Scrum Master/Team Coach helps the team and the ART achieve their goals and deliver value. (Must be taken from SAFe 6 Scrum Master resources)

References:

- ? PI Planning
- ? Scrum Master/Team Coach
- ? Say Hello to SAFe 6.0! - Scaled Agile Framework

NEW QUESTION 35

What is one trait of a servant leader?

- A. Persuades rather than using authority
- B. Deflects information that could change the team's work
- C. Determines the day-to-day activities for the team
- D. Solves problems on behalf of the team

Answer: A

Explanation:

According to the SAFe 6 Scrum Master documentation, one of the traits of a servant leader is to persuade rather than use authority. This means that the servant leader influences others by appealing to their values, beliefs, and interests, rather than by imposing their own will or position. By persuading rather than using authority, the servant leader fosters a culture of collaboration, empowerment, and trust, where team members are more likely to accept and welcome coaching, feedback, and change. Persuasion also helps the servant leader to align the team with the organization's vision, mission, and goals, and to create a shared understanding of the purpose and value of the work. (Must be taken from SAFe 6 Scrum Master resources)

References:

- ? Scrum Master/Team Coach
- ? Servant Leadership: A Key Driver of High-Performing Agile Teams
- ? The Scrum Master as a Servant-Leader

NEW QUESTION 39

What is one recommended practice for Scrum Masters/Team Coaches when facilitating Iteration Review?

- A. Limit participants to just the team members
- B. Encourage team members to spend 3+ hours preparing
- C. Encourage the team member with the best presentation skills to demo each Iteration
- D. Begin to consider how and what to demo in Iteration Planning

Answer: D

Explanation:

One of the recommended practices for Scrum Masters/Team Coaches when facilitating Iteration Review is to begin to consider how and what to demo in Iteration Planning. This helps the team to have a clear vision of the expected outcome and to align their work with the iteration goals. It also facilitates the preparation and execution of the demo, as the team can anticipate the feedback and questions from the stakeholders. (Must be taken from SAFe 6 Scrum Master resources)

References:

- ? Iteration Review - Scaled Agile Framework
- ? SAFe Scrum Master Course Outline

NEW QUESTION 43

What is the first step of the problem-solving workshop?

- A. Perform a root-cause analysis
- B. Agree on the problem to solve
- C. Restate the new problem for the biggest root cause
- D. Identify the biggest root cause

Answer: B

Explanation:

The first step of the problem-solving workshop is to agree on the problem to solve. This step is important because it helps the teams to clearly state the problem, highlight the what, where, when, and impact of the problem, and avoid addressing the symptoms instead of the root causes. By agreeing on the problem to solve, the teams can focus their investigation and analysis, and save time and effort. The problem statement should be succinct and specific, and should not include any assumptions or solutions.

References:

- ? Inspect and Adapt - Scaled Agile Framework
- ? Problem-solving workshop: Step-by-Step - Agilephoria
- ? The Sun Never Sets on the Problem-Solving Workshop

NEW QUESTION 45

Team A has decided to use the IP Iteration to continue the finalizing Feature delivery work they have been working on for the past two Iterations. What is one effect Team A might experience by continuing to stay heads-down rather than using the IP Iteration as intended?

- A. Individual team members could lose an opportunity to learn from one another
- B. Individual team members could lose an opportunity to keep their technical skills current
- C. Individual team members could lose an opportunity to consider their team work more holistically
- D. Individual team members could lose an opportunity to refresh their motivation

Answer: C

Explanation:

By continuing to stay heads-down on the finalizing Feature delivery work, Team A might miss the chance to reflect on their team work more holistically and identify areas for improvement. The IP Iteration is intended to provide time for the team to participate in the Inspect and Adapt event, where they can review their PI performance, analyze the root causes of any issues, and create an improvement backlog. The IP Iteration also allows the team to engage in innovation and learning activities, such as hackathons, that can foster creativity, collaboration, and experimentation. These activities can help the team generate new ideas, solutions, and feedback that can benefit their future work. By skipping the IP Iteration, Team A might lose the opportunity to learn from their past experiences, improve their processes, and innovate their products. References: Innovation and Planning Iteration - Scaled Agile Framework, Exam Study Guide: SSM (6.0) - SAFe® Scrum Master

NEW QUESTION 49

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