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**Exam : SSM**

**Title : SAFe 5 Scrum Master  
(SSM) 6.0**

**Version : DEMO**

1.What is one responsibility of a Scrum Master/Team Coach?

- A. Demoing the system
- B. Testing the system
- C. Improving flow
- D. Prioritizing the backlog

**Answer: C**

**Explanation:**

One of the responsibilities of a Scrum Master/Team Coach is to help the team achieve flow, which is a state of continuous and sustainable delivery of value. They do this by teaching and coaching the team on SAFe Scrum and SAFe Team Kanban practices, such as limiting work in progress, visualizing work, managing queues, and reducing batch sizes. They also help identify and eliminate impediments and bottlenecks that hinder the team's progress and performance.

Reference: Scrum Master/Team Coach - Scaled Agile Framework

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2.What is one way to ensure a team is holding successful Iteration Reviews and demos?

- A. The team demos working functionality
- B. The team swarms to prepare for demos
- C. The team shares improving metrics
- D. The team ensures they complete every Story

**Answer: A**

**Explanation:**

One way to ensure a team is holding successful iteration reviews and demos is to have the team demo working, tested system components that meet the definition of done (DoD). This shows the team's progress and value delivery, and allows them to receive feedback from the product owner and other stakeholders. The team should minimize the use of slides and the preparation time for the demos, and focus on the solution instead of the presentation. The team should also discuss the impact of the current solution on the nonfunctional requirements (NFRs) and identify any risks or impediments.

Reference: Iteration Review - Scaled Agile Framework

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3.What is one anti-pattern of the Inspect and Adapt?

- A. No actionable improvement Features are created
- B. Not enough team members attend the PI System demo
- C. Too many ideas enter the problem-solving workshop
- D. Only one problem is identified by each team in the retrospective

**Answer: A**

**Explanation:**

One anti-pattern of the Inspect and Adapt (I&A) is to have no actionable improvement Features created as a result of the problem-solving workshop. This is considered an anti-pattern because the main goal of the I&A workshop is to identify and address the systemic issues that are limiting the effectiveness of the Agile Release Train (ART). The workshop should produce one or more improvement Features that are added to the ART backlog and prioritized for the next PI Planning event. These Features should be

SMART (Specific, Measurable, Achievable, Relevant, and Time-bound) and aligned with the ART vision and goals. Without actionable improvement Features, the ART will miss the opportunity to learn and improve from the feedback and data collected during the PI.

Reference: Inspect and Adapt - Scaled Agile Framework

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based on SAFe 60 methodology What is one antipattern of the

4.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).

Reference: Iteration Goals - Scaled Agile Framework

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5.What is one Scrum value that can help Agile Teams create transparency?

- A. Persistence
- B. Respect
- C. Communication
- D. Empathy

**Answer: B**

**Explanation:**

Respect is one of the five Scrum values that can help Agile Teams create transparency. Respect means that team members value each other's opinions, skills, and contributions, and treat each other with dignity and professionalism. Respect also means that team members are honest and open with each other, and share information and feedback without hiding or withholding anything. By respecting each other, Agile Teams can foster a culture of trust and collaboration, where everyone feels comfortable to express their ideas, concerns, and issues, and work together to solve them.

Transparency is essential for Agile Teams to inspect and adapt their work, and to align their actions with the vision and goals of the organization.

Reference: Scrum Values Poster | Scrum.org

Core Values - Scaled Agile Framework

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