

PMI-ACP® Essential 450 – 10 Sample Questions with Answers

Questions

1) How does Agile support managing uncertainty and risk during a project?

Domain: Mindset

- A) By planning the full project upfront
- B) Through iterative planning and regular feedback
- C) Through milestone-based delivery with sign-offs
- D) By freezing scope early in the project

2) An Agile team completed a release, but customers now request additional features. How should the team respond?

Domain: Mindset

- A) Log the change but continue with the original backlog
- B) Inform customers changes cannot be made post-release
- C) Reject changes to maintain scope
- D) Welcome the change and adjust the backlog accordingly

3) What is the best way to measure if an Agile team is continuously improving?

Domain: Delivery

- A) Compare documentation length
- B) Analyze trends in performance over time
- C) Evaluate code complexity alone
- D) Compare team size to output

4) Which Agile technique helps reveal underlying causes of recurring problems?

Domain: Delivery

- A) Identify team roles early
- B) Use detailed requirements up front
- C) Ask “why” multiple times to discover the root issue
- D) Document user stories more thoroughly

5) Who is primarily responsible for ensuring a team delivers value each sprint?

Domain: Leadership

- A) Product owner
- B) Scrum master
- C) Development team
- D) Functional managers

6) How does the Scrum Master best support an Agile team?

Domain: Leadership

- A) Assigns tasks to team members
- B) Reports progress to stakeholders
- C) Coaches the team and removes blockers
- D) Approves user stories

7) What does MVP stand for in Agile, and why is it used?

Domain: Product

- A) Most Valuable Plan
- B) Minimum Viable Product
- C) Multiple Value Points
- D) Modified Version Prototype

8) What is the goal of backlog refinement in Agile?

Domain: Product

- A) Assign tasks to the developers
- B) Improve story clarity and prioritization
- C) Determine the budget
- D) Create architecture designs

9) Which practice allows Agile teams to improve through self-reflection?

Domain: Mindset

- A) Release planning
- B) Sprint review
- C) Daily stand-up
- D) Retrospective

10) Which of these improves communication in distributed Agile teams?

Domain: Leadership

- A) Assign team members by location
- B) Use shared Kanban boards and video calls
- C) Limit communication to written reports
- D) Centralize decisions with the Scrum Master

Answer Key & Explanations (with domains)

1) B — Through iterative planning and regular feedback

Domain: Mindset

Explanation: Agile reduces risk via short iterations, frequent feedback, and continuous delivery, allowing early adaptation.

2) D — Welcome the change and adjust the backlog accordingly

Domain: Mindset

Explanation: Agile embraces changing requirements to maximize delivered value and improve product fit.

3) B — Analyze trends in performance over time

Domain: Delivery

Explanation: Looking at velocity, defect rates, and similar metrics over iterations shows continuous improvement.

4) C — Ask “why” multiple times to discover the root issue

Domain: Delivery

Explanation: The 5 Whys technique uncovers systemic causes beyond surface symptoms.

5) C — Development team

Domain: Leadership

Explanation: The development team is accountable for delivering work that meets the sprint goal.

6) C — Coaches the team and removes blockers

Domain: Leadership

Explanation: The Scrum Master facilitates Agile practices and eliminates impediments to flow.

7) B — Minimum Viable Product

Domain: Product

Explanation: An MVP delivers the minimum features to test assumptions quickly and validate ideas.

8) B — Improve story clarity and prioritization

Domain: Product

Explanation: Backlog refinement ensures items are well-defined, estimated, and prioritized for implementation.

9) D — Retrospective

Domain: Mindset

Explanation: Retrospectives create space for reflection and continuous process improvement.

10) B — Use shared Kanban boards and video calls

Domain: Leadership

Explanation: These tools enable face-to-face–like interaction and transparency for distributed teams.