



# Jump Start to Using Project Management with Microsoft Project - Five-Day Seminar

Program Number: PMGNAA / PDUs: 30

## DAY ONE

### 1.0 Introduction

- Seminar member introduction and overview of course material

### 2.0 Project Management Terminology

Define:

- Project management
- Project
- Project manager
- Project management paradigm
- Project manager responsibilities

*Group exercise on project management terminology*

### 3.0 Organizational Structures

Understand:

- The work and function of a project manager in different organizational structures
- The functional organizational structure
- The pure projectized organizational structure
- The project expediter and project coordinator forms of organization

Define the role of:

- The project manager
- The project team

*Group exercise on using project organizational structures*

### Course Objectives:

This course combines our 2-day “Project Management Basics” course with our 3-day “Microsoft Project” course. By doing so, the participants will gain unprecedented understanding of project management. The participants will learn the project manager’s role in every phase of the project.

### Learn How to:

- Develop a Work Breakdown Structure (WBS)
- Develop a project plan
- Develop a schedule
- Manage a project
- Track project progress
- Manage project cost
- Manage project risk
- Use Triple Constraints
- Use Critical Path Method (CPM)
- Use Earned Value Method

As students are learning these concepts they will learn how to use Microsoft Project and apply what they have learned in a project-scheduling tool. This will show them in a hands-on environment how to manage projects.

### 4.0 Phases of a General Project Management Life Cycle

Learn about:

- Initiating Processes
- Planning Processes
- Execution Processes
- Controlling Processes
- Closeout Processes



- Project team requirements in each phase

*Group exercise on using the project life cycle*

*Group exercise on developing a WBS*

## 5.0 Selecting the Project Manager

Define:

- Coordination and integration skills required by a project manager
- Motivational skills required by a project manager
- Communication and collaboration skills required by a project manager
- Delegation skills required by a project manager
- Team leadership skills required by a project manager
- Key responsibilities of the project manager

## DAY TWO

### 6.0 The Project Planning Puzzle

Understand and define:

- The pieces of the project planning puzzle
  - Scope
  - Schedule
  - Resources
  - Costs
  - Contracts
  - Risks
  - Communication
  - Quality
- The project plan
- The Triple Constraints
- The Work Breakdown Structure (WBS)

### Learn How to:

- Schedule and track IT projects
- Define project goal
- Identify the parts of an IT project
- Understand project management terms and concepts
- Open and save a project file
- Change views and move a project schedule around
- Adjust the Gantt Chart timescale
- Create headers and footers for printing
- Preview and print views and reports
- Create a summary activity
- Indent activities
- Hide and show sub activities in the outline
- Create a new project file and enter project properties information
- Enter activities and durations to create an activities list
- Arrange the activity list and specify activity dependencies
- Format the Gantt Chart to display the critical path
- Create a list of resources
- Assign resource to activities
- Enter detailed information
- Assign cost to resource activities
- Assign variable resource pay rate and cost rate tables

### 7.0 Creating a Project in MS Project

- Create a realistic schedule
- Work with project files
- Enter summary information
- Enter tasks (WBS)
- Modify the list of tasks
- Create a new project file, summary tasks
- Collapse and expand summary tasks
- Use online help



## 8.0 Modifying Task Relationships

- View the critical path
- Link and unlinking tasks
- Specify task relationships
- Use lead time and lag time
- Use PERT charts

## 9.0 Assigning Project Resources

- Review the Project
- Assign resources
- Assign resource costs
- Work with base calendars
- Create a new base calendar
- Use resource calendars
- Use resource-driven or fixed-duration scheduling

## DAY THREE

### 10.0 Estimating the Project Cost

Define cost estimating methods such as:

- Ballpark estimates
- Top-down
- Bottom-up

### 11.0 Entering Cost Data into Scheduler

Learn to:

- Set up material resources
- Enter resource pay rate
- Enter multiple pay rates for a single resource
- Set up pay rates to apply at different times
- Examine resource costs

### 12.0 Managing Project Risk

Understand and define:

- Risk definitions

- Risk identification
- Types of risk
- Risk assessment
- Risk analysis techniques

## 13.0 Project Schedule

Learn to:

- Develop a project schedule
  - Enter activities
  - Estimate durations
  - Break a long activity into shorter activities
  - Link activities
  - Check project duration
  - Insert new activities
  - Delete activities
  - Organize activities into phases
- Identify constraints and milestones
  - Enter a milestone
  - Enter constraints
  - Enter deadline dates
- Estimate activities
  - Adjust working time for the project
  - Adjust working time for individual activities
  - Adjust activity relationships
  - Change activity types
  - Interrupt work on an activity
- Use Gantt/Bar Charts
- View the project's Gantt charts
- Use Critical Path Method (CPM)
- View the project's critical path
- Understand Program Evaluation and Review Technique (PERT)
- View and using PERT

## DAY FOUR

### 14.0 Communicating with the Project Stakeholders

Learn how to:



- Use active listening techniques
- Break down barriers to communications
- Set up progress reporting on the project

### 15.0 Viewing and Reporting Project Status

- Identifying activities that have slipped
- Comparing baselines
- Interim and current plans
- Identifying activities and recourses that are over budget
- Reporting project status
- Measuring performance with earned value analysis

### 16.0 Forming the Project Team

Learn about:

- Using interpersonal dynamics
- Working in a team environment
- Using behaviors to build not weaken trust

Learn ways to:

- Motivate the project team
- Reward the project team
- Communicate effectively with the project team

### 17.0 Assigning Resources to Activities

- Assigning a single resource to an activity
- The scheduling formula: viewing duration, units, and work
- Assigning multiple resources to an activity
- Assigning resources with effort-driven scheduling off
- Removing a resource assignment
- Assigning material resources to activities

- Creating a new resource and assigning it to an activity

### 18.0 Sharing Information between Multiple Sources

- Creating a resource pool
- Viewing assignment details in resource pool
- Updating assignments in a sharer file
- Updating a resource's working time in a resource pool
- Updating all projects' working times in a resource pool
- Linking new project files to a resource pool
- Opening sharer file and updating a resource pool
- Working with consolidated projects dependencies between projects

## DAY FIVE

### 19.0 Fine-Tuning Resource Details

- Examining resource allocations over time
- Leveling over-allocated resources
- Documenting resource details in resource notes
- Documenting assignment details in assignment notes

### 20.0 Monitoring and Controlling the Project

Learn how to:

- Monitor and control time variance
- Monitor and control schedule by comparing baseline schedule to actual
- Use cost control methods
- Measure and forecast project progress

### 21.0 Tracking Progress against the Project Plan



- Save a project baseline
- Track a project as scheduled
- Enter percent complete of activities
- Enter actual start, finish, and duration values of activities
- Track work by time period
- Change remaining work or duration of activities
- Save an interim plan

## 22.0 Identifying and Fixing

- Troubleshoot time and schedule problems
- Troubleshoot cost and resource problems
- Troubleshoot scope of work problems

## 23.0 Project Closeout

Learn how to:

- Communicate project results
- Celebrate project results
- Produce the project closeout report