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COURSE BROCHURE

Scaling Product Teams Through Rapid Growth Training Course

29 November – 3 December 2027
Rome

Scaling Product Teams Through Rapid Growth Training Course

Ref: 3025_114728 **Date:** 29 November – 3 December 2027 **Location:** Rome **Fees:** 6200 GBP

Scaling Product Teams Through Rapid Growth is a 1-week training course for heads of product, engineering managers and product team leads who must grow from one product team to several, ending with a Product Team Scaling Plan. As headcount rises, unclear ownership and rushed hiring slow releases and erode product quality. Jupiter Prime Training offers this course on Scaling Product Teams Through Rapid Growth.

Why Scaling Product Teams Through Rapid Growth Matters Now

Investor pressure for growth, a tight market for experienced engineers and customers expecting frequent, reliable releases push product organisations to add people quickly. Leaders who split squads thoughtfully keep decisions fast and avoid tangled dependencies. Leaders who simply add people to existing squads see coordination climb, quality slip and senior staff leave. The course rests on practical squad design, staged hiring, structured onboarding and explicit ownership agreements.

Who Gains Most from Scaling Product Teams Through Rapid Growth

- Leaders splitting a growing product group into mission-aligned squads
- Managers owning engineering hiring pipelines and interview loops
- Leads who own onboarding and mentoring of new team members
- Leaders setting release cadence and quality gates across squads
- Managers negotiating ownership of services and shared components

A product leadership group of product, engineering and design leads attending together gains most, because scaling choices become one shared structure.

Scaling Product Teams Through Rapid Growth Capabilities

Participants practise the structural, hiring and ownership choices that decide whether a product organisation keeps pace as it doubles.

- Assess the signals that a single product squad has outgrown its shape — head of product and finance partners
- Design squad boundaries around customer journeys, platform services or product lines — engineering and product leadership
- Build a staged hiring sequence with clear interview criteria — talent acquisition partners and hiring managers
- Specify onboarding paths that bring new engineers to first release quickly — team leads and mentors
- Weigh speed against quality using release and defect indicators — quality owners and customer support leaders
- Communicate ownership agreements and escalation routes — squads sharing services and components

Key Scaling Product Teams Through Rapid Growth Terms

- Squad split — Dividing one product team into two or more, each with its own mission and backlog.
- Stream-aligned squad — A team organised around one flow of customer value, owning it from discovery through release and support.
- Platform squad — A team providing shared services and internal tooling so customer-facing squads release without waiting.
- Ownership map — A record showing which squad owns each service, product area and recurring decision.
- Time to first release — The elapsed period between a new hire's start and their first change reaching customers.
- Coordination load — The share of a squad's week spent on handoffs and waiting for other squads.

Scaling Product Teams Through Rapid Growth Day by Day

Day 1: Growth Pressures on a Product Organisation

- Growth Stage Diagnostic — When One Squad Can No Longer Absorb Demand
- Coordination Load Measurement — Where Handoffs Are Slowing Customer Releases
- Stakeholder Expectation Mapping — What Investors, Customers and Staff Expect From Growth
- Product Strategy to Headcount Link — Which Bets Justify New Squads
- Scaling Failure Case Reviews — Lessons From Software and Payments Firms

Day 2: Squad Structure Choices

- Stream-Aligned Squad Design — Organising Around Customer Journeys or Product Lines
- Platform Squad Scope — Which Shared Services Deserve a Dedicated Team
- Squad Size and Composition Rules — Balancing Product, Design and Engineering Roles
- Dependency Matrix — Reducing Cross-Squad Waiting Before the Split
- Split Sequencing Options — Gradual Division Versus a Single Reorganisation

Day 3: Hiring and Onboarding at Pace

- Staged Hiring Sequence — Which Roles to Fill Before Others
- Structured Interview Scorecards — Consistent Judgement Across Many Interviewers
- Senior Versus Junior Hiring Mix — Protecting Mentoring Capacity During Growth
- Onboarding Path Design — Shortening Time to First Release
- Buddy and Mentoring Pairs — Passing Product Context to New Joiners

Day 4: Ownership, Quality and Speed

- Ownership Map Construction — Assigning Services, Data and Recurring Decisions
- Interface Agreements Between Squads — Defining Requests, Response Times and Escalation
- Release Cadence and Quality Gates — Keeping Defect Rates Stable as Headcount Rises
- Incident Ownership Rotation — Who Responds When Shared Components Fail
- Leadership Layer Design — When to Add Group Leads and Directors

Day 5: Practising the Product Team Scaling Plan

- Growth Diagnostic Applied — Testing Participants' Own Organisations Against Growth Signals
- Squad Structure Draft — Applying Split Options to a Real Product Portfolio
- Hiring and Onboarding Schedule — Sequencing Roles Against the New Structure
- Peer Challenge Session — Stress-Testing Ownership Maps and Quality Gates
- Product Team Scaling Plan — Completing Structure, Hiring and Ownership Commitments

Applying Scaling Product Teams Through Rapid Growth After the Course

- Measure coordination load across current squads and present the dependency matrix to leadership.
- Trial the onboarding path with the next two engineering hires and track time to first release.

Scaling Product Teams Through Rapid Growth Questions FAQ

What is Scaling Product Teams Through Rapid Growth and why does it matter now?

It is the discipline of growing from one product team to several without losing speed or quality. It matters now because poorly planned splits during fast hiring create dependency delays and unclear ownership.

Which roles gain most from Scaling Product Teams Through Rapid Growth?

Heads of product, engineering managers and product team leads gain most. They decide squad boundaries, run hiring loops, design onboarding and agree ownership of shared services.

How does Scaling Product Teams Through Rapid Growth differ from a general team leadership course?

It focuses on organisational structure rather than individual people leadership. A general team leadership course covers motivation and feedback for one team; this one covers squad splits, staged hiring and ownership across several squads.

What will you bring back from Scaling Product Teams Through Rapid Growth?

You bring back a scaling plan drafted for your own product organisation. It sets out squad structure, hiring sequence, ownership map and quality gates.

Scaling Product Teams Through Rapid Growth: The Way Forward

The Product Team Scaling Plan first informs the decision on how and when to split the current product squad. Heads of product, engineering managers and talent partners use it to sequence hiring and agree ownership. After the first split, revisit coordination load and time to first release to judge whether waiting has fallen or simply moved.