

Lean is a time-tested method for improving performance and results by removing waste (non-value added activities) and standardizing work within a process. Lean embodies a way of thinking and acting to continually improve services.

7 Wastes (+	1)
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Waste to eliminate from the process

- Transportation Inventory
- Μ Motion
- Waiting
- 0 Overproduction
- 0 Overprocessing
- Defects D
- Underutilized staff creativity

## Poka-Yoke

Mistake proofing

## **Kaizen Event**

A facilitated, rapid improvement event typically conducted over 3-5 days

Map current process 2 Identify waste **Brainstorm** improvements Map future process Complete action plan

#### **Lean Principles**

- Customer focus: provide what customers want, • when they want it, and how they want it
- Value: define value from the customer's ٠ perspective and relentlessly drive out waste
- ٠ Respect: empower and engage employees to improve products and services
- Results: set ambitious goals and measure results ٠
- Accountability and Transparency: follow through on commitments and communicate progress
- Continuous improvement: challenge the status ٠ quo, validate assumptions, Plan-Do-Check-Act, experiment and learn from experience

WorkOut		55			
Half-day method to help teams identify work unit issues and solutions		A simple method for creating clean, safe, orderly, high performing work environments			
		1S	Sort		
1	Define value streams	25	Set in order		
2	Identify challenges	35	Shine		
3	Brainstorm solutions	4S	Standardize		

Sustain

Sort and prioritize

1

#### 5 Whys

Root cause identification tool

- Identify problem
- Ask, "What should happen?"
- Ask, "What did happen?"
- Ask, "Why?" 5 times
- Complete action plan

## A3

One-page problem solving or project charter tool

### Standard Work

	How work should be done
1	Define process start and end
2	Determine requirements
3	Define process steps & time
4	Create forms/documents
5	Set quality control checks
6	Train supervisors and staff
7	Validate standard work
8	Make adjustments

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## **Project Methodology and Tools**

		Do	Check	Act	
Define	Measure	Analyze	Improve		Control
<ul> <li>Project Charter</li> <li>Team Norms</li> <li>SIPOC Diagram</li> <li>Voice of the Customer Techniques</li> <li>Stakeholder Map</li> <li>Benchmarking</li> </ul>	<ul> <li>Swim Lane Map</li> <li>Value Stream Map</li> <li>Spaghetti Map</li> <li>Process Analysis</li> <li>Control Chart</li> <li>Statistics</li> <li>Cost/Benefit Analysis</li> </ul>	<ul> <li>Brainstorming</li> <li>Cause and Effect Analysis (Fishbone)</li> <li>5 Whys</li> <li>Affinity Diagram</li> <li>Relations Diagram</li> <li>Surveys</li> </ul>	<ul> <li>Brainstormin</li> <li>Idea Box</li> <li>Ranking and</li> <li>2 x 2 Table</li> <li>Decision Ma</li> <li>Cost/Benefit</li> <li>Impact Whee</li> <li>FMEA</li> <li>Mistake Proce</li> <li>Implementation</li> <li>Performance</li> <li>Before/After</li> </ul>	eg Voting trix Analysis el ofing tion Plan e Measures Analysis	<ul> <li>Control Plan</li> <li>Standard Work</li> <li>Post-Project Review</li> <li>Storyboard</li> <li>Visual Measures</li> </ul>