

Lean Production Games

Teaching Workers and Managers

Systems Thinking and to Create

a Lean Production Culture.

Our 2-day Lean Production Games Workshop was designed by MTA Ltd, a World leader in educational interactive games, to accelerate process improvement and promote a Lean culture in your organization. The Lean Production Games provide a dynamic experiential learning experience, which help deliver superior bottom line results.

The workshop games train workers and managers in :

- Lean Principles
- Identifying Value and Value Stream
- Process improvement
- Continuous flow
- Continuous Improvement
- Pull systems
- Visual control systems



■ 5-Phases of Improvement

The workshop promotes learning through understanding of 5 phases of improvement.

1. Chaos (Starting Point)
2. Batch
3. Pull
4. Flow
5. Supply Chain

■ FACILITATOR



John Dennis
MBA PMP ICBB

John Dennis is a seasoned expert in process improvement, quality control and project management.

He is a Lean Six Sigma Black Belt and an accredited trainer with the International Association of Six Sigma Certification.

John gained his experience in manufacturing process improvement while working for over 20 years as a project manager for GE Automation, Energy Systems and IBM Global Services in the USA where he managed projects for clients as diverse as DuPont chemicals, Mead Paper and Miliken Carpets.

John has been a PMP with the Project Management Institute since 2000. He graduated from Loughborough University in Physics, York University in Education and also has an MBA from the University of New Orleans.

CLIENT TESTIMONIALS

" Shows the advantages of visual systems and continuous improvement "

Client : Arthur Pemberton, Muller Uk Ltd

"An excellent , stimulating and fun environment in which to learn"

Client: Wendy Garner, Senior Lecturer - Coventry University School of Engineering

The most successful programme we have achieved with the workshop is the implementation of lean manufacturing within our Polish plant where lean manufacturing is not widely used. The workshop definitely helped us to change the culture and way of thinking with regard to manufacturing and has allowed us to implement Lean smoothly and most importantly has gave us employee 'buy in'

Client: Paul Clews, The Belle Group

Phase	Phase Information	
Phase 1 'Chaos'	<p>Example learning points to look for in phase 1:</p> <ul style="list-style-type: none"> ▶ Efficient layouts ▶ Understanding product specifications ▶ Definition of product quality ▶ Dealing with surplus materials <p>An example question from the phase 1 review sheet:</p> <ul style="list-style-type: none"> ▶ Would it have helped if you had discussed business or order processing issues with the customer? If so, what would you want to achieve from these discussions? 	 <p>Our lean game in action at Britvic</p>
Phase 2 'Batch'	<p>Example learning points to look for in phase 2:</p> <ul style="list-style-type: none"> ▶ Communicating with the customer ▶ Effective location and storage of components ▶ Problems with batch production and high WIP ▶ Internal communications ▶ Understanding priorities <p>An example question from the phase 2 review sheet:</p> <ul style="list-style-type: none"> ▶ There is likely to have been a lot of waste during phase 2. What was wasted or caused the waste? 	 <p>KanDo Lean at the University of Kent</p>
Phase 3 'Pull'	<p>Example learning points to look for in phase 3:</p> <ul style="list-style-type: none"> ▶ Process design for market requirements ▶ Use of visual displays and pull systems ▶ Benefits of shorter lead times ▶ Overall capacity planning ▶ Work distribution and balance <p>An example question from the phase 3 review sheet:</p> <ul style="list-style-type: none"> ▶ Compare the work load in different areas. How well was it balanced? Were there any bottle necks or slack? 	 <p>United Biscuits review phase 3</p>
Phase 4 'Flow'	<p>Example learning points to look for in phase 4:</p> <ul style="list-style-type: none"> ▶ Coping with variable customer demand ▶ Alternative forms of Kanbans ▶ One-piece flow and appropriate documentation systems ▶ Teamwork and flexibility ▶ Clear definition of responsibilities <p>An example question from the phase 4 review sheet:</p> <ul style="list-style-type: none"> ▶ If your customer demand quadrupled what are the advantages and disadvantages of: adding more people to existing work stations (and sub-dividing the work) or having several work stations working in parallel? 	 <p>Participants on an MTa demonstration workshop</p>
Phase 5 'Supply Chain'	<p>Example learning points to look for in phase 5:</p> <ul style="list-style-type: none"> ▶ Customer/supplier relationships ▶ Dealing with remote businesses ▶ Avoiding component shortages ▶ Simplifying the supply of components ▶ Supply chain information flow and constraints <p>An example question from the phase 5 review sheet:</p> <p>How do you think the following could benefit by the effective implementation of the principles introduced in through KanDo lean:</p> <ul style="list-style-type: none"> ▶ Customers ▶ Companies ▶ Workers ▶ Suppliers 	 <p>QCIT @ RAF Waddington prepare for phase 5</p>

Clients of Lean Production Games (Inquire for further details and complete list)

