Making Continuous Improvement Continuous: A Supervisor led approach

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Outline

- Introduction
- Background
- Foundation
 - Heijunka
 - Standardized Work
 - Kaizen
- Lessons Learned
- Questions/Discussion

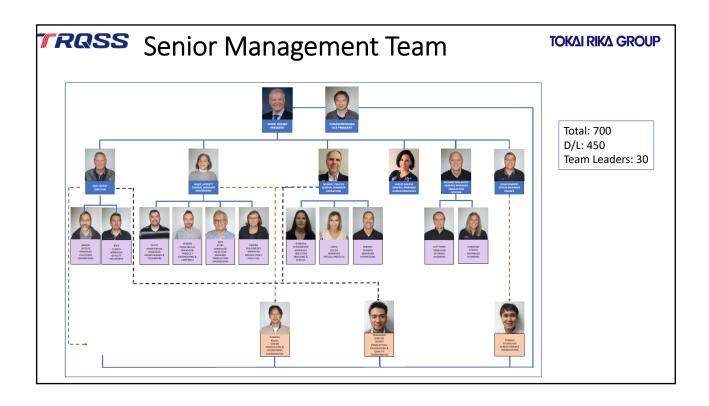


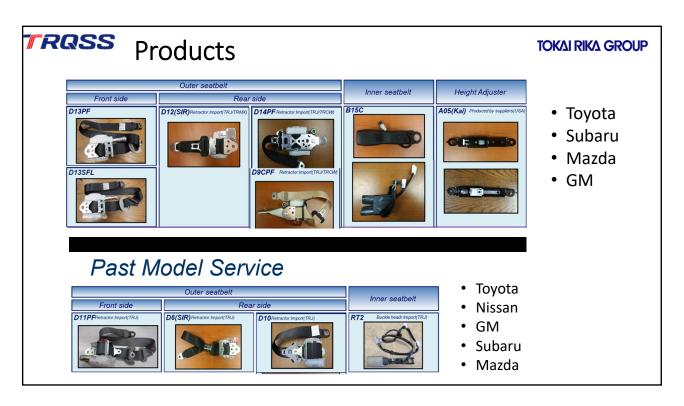
Introduction

255 Patillo Rd., Tecumseh, ON Canada

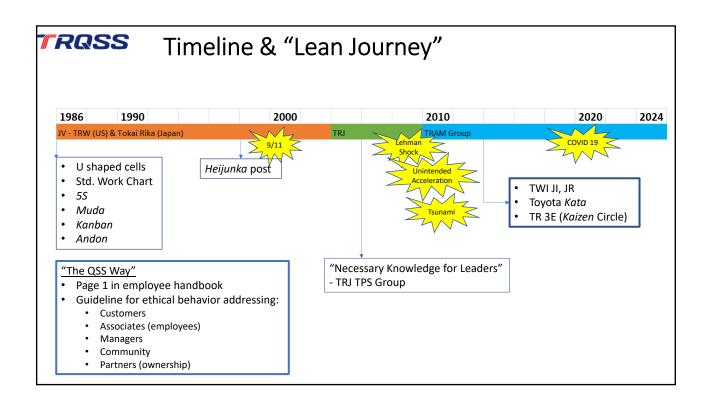












RQSS	Organization Framework for Cl				May 10, 2023		
Goal	Level	Responsibilities / Output [CI Related]	TWI JI JR		Toyota Kata IK CK		
Top Directed	Senior Management	 Strategic Direction Organization Design Resource Allocation Management Development 					
Manager	Manager	Create KPIs and Achieve ResultsDevelop Team					
	Section Manager	T/L DevelopmentCI Plan for Area					
	Team Leader Assistant T/L	Create Standardized WorkTrain OperatorsLead <i>Kaizen Teian</i>					
	Technician	Abnormality HandlingChange Point ControlKaizen Teian					
Bottom Driven	Operator	Standardized Work Kaizen Teian	004) The T	to Mov			
4/9/2024	1. Liker (2004) <u>The Toyota Way</u> 2. Rother (2010) <u>Toyota Kata</u> TPS for Team Leaders "Introduction" 3. Robinson & Schroeder (2014) <u>The Idea Driven Organizatio</u>						



What is the 3E Activity?

- Self directed small group continuous improvement activity
 - different from traditional QC Circle activity
 - · creativity, non-traditional ideas and viewpoints
- Excellent Colleagues
- Excellent Workplace
- Excellent Work

Excellent
Work

3E
Activity

Excellent
Colleagues

Excellent
Workplace

Source: Tokai Rika Co. Ltd., Human Resources Dept. (2005)

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Why do we need the 3E Activity?

It's important to improve organizational power on a global basis.

- Organizational Power = Problem Solving Ability
- Problem = the gap between current status and ideal status based on vision or strategy

Unless we become the group that is full of creativity and self-directive, **otherwise we can't** survive in the global competition.

If we only do what was ordered, it's impossible considering from international wage level.

Source: Tokai Rika Co. Ltd., Human Resources Dept. (2005)

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3E Activity – Tokai Rika Global initiative

- Teams were given working time to meet, discuss, and solve problems
 - Presentations to Management scheduled events
- Corporate wide activity tracking and publicity
- Driven by manager, facilitated by supervisor
- Participation rate was high; Teams were adept at TWI and Kata tools
- ❖ Problem identification and selection was inconsistent and varied
- Event based
- ❖ Activity ceased with COVID pandemic







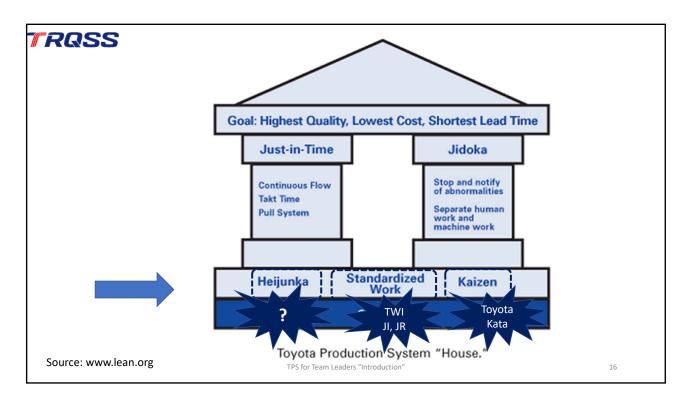


Background



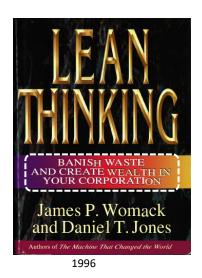
Creating a CI Culture

- NOT Specialist led Kaizen Events
 - "Improvement is [insert name here]'s job."
 - "We only do improvement on special occasions."
- IS Everyone Everyday
 - How to make it part of the daily routine?
- TWI Service the most effective way to impact factory performance is through the supervisor (JI, JR, JM)
 - Focus in 1940s was output, throughput, efficiency
 - New Focus: Continuous Improvement in the context of TPS





Additional Resources



The Bryota story has been fined as the source of Frence and formation of the point and the point and

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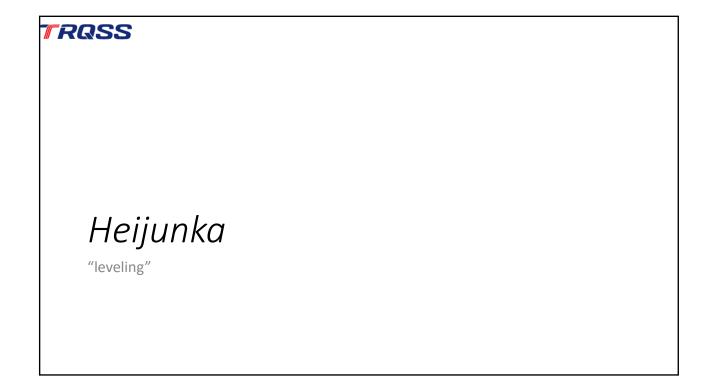


CI Culture & Innovation Capability for T/Ls

Lean Thinking [5 Steps]	DNA of TPS [4 Rules]	Foundational Element	Topics and Tools		
1. Specify Value		Goals: Highest Quality, Lowes Cost, Shortest Lead Time			
2. Identify the Value Stream	The Pathway for every product and service must be simple and direct (Rule 3)	Heijunka	• Flow Charts		
3. Make the Value Stream Flow	All work shall be highly specified as to its Content, Sequence, Timing, & Outcome (Rule 1)	Standardized	• TWI-JI		
4. Let customers pull Value through the system	Every customer-supplier connection must be direct, and there must be an unambiguous yes-or-no way to send requests and receive responses (Rule 2)	Work			
5. Relentlessly pursue Perfection	Any improvement must be made in accordance with the Scientific Method, under the guidance of a teacher, at the lowest possible level in the organization (Rule 4)	Kaizen	Toyota Kata		
4/9/2024	TPS for Team Leaders "Introduction"		18		

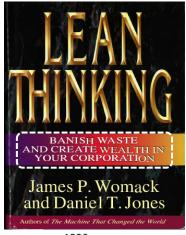


TPS for Team Leaders





TROSS Lean Production & Lean Thinking



- Specify *Value* (vs waste)
- 2. Identify the Value Stream
- 3. Make the Value Stream Flow
- 4. Let Customers **Pull** Value through the system
- 5. Relentlessly pursue Perfection

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What is the Value provided by your process?

- Who is the Customer?
- What do they want?
- How is this being provided currently?

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TROSS 1. Specify Value Example – D13 Anchor Subassembly







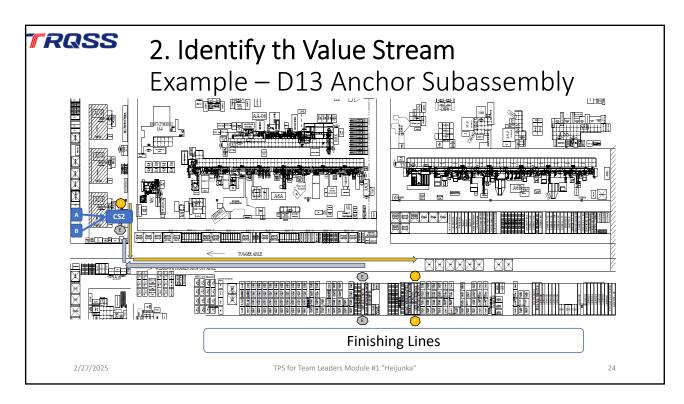


Value to the finishing line customers is:

One returnable container with a Kanban for 96 pieces containing 2 trays; each tray containing 48 pieces of anchor subassembly in orientation Delivered to the rack in the components storage location

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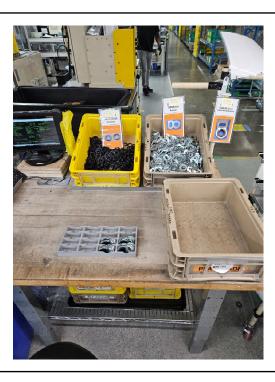
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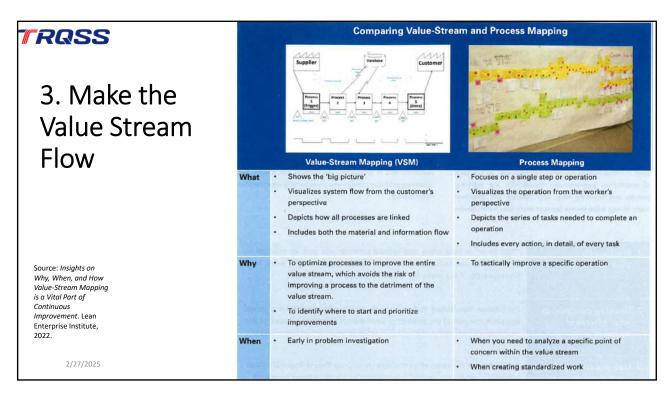






CS2









Flowcharts!

A flowchart is a picture of the separate steps of a process in sequential order, used to:

- Develop an understanding of how a process is done
- Study a process for improvement
- Communicate to others how a process is done or where improvement opportunity exists

Source: The Quality Toolbox, Second edition. ASQ

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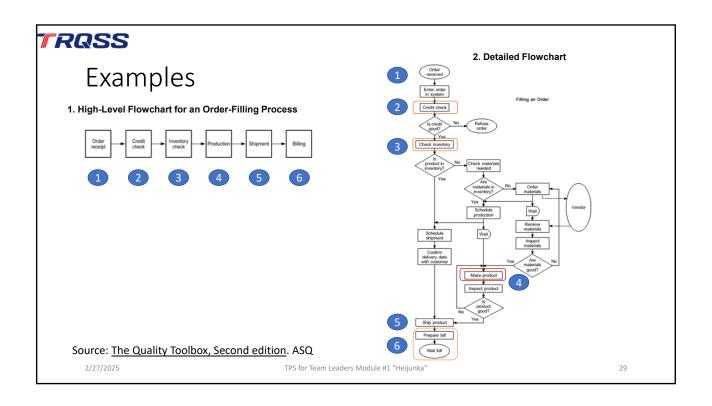
Flowchart Basic Procedure

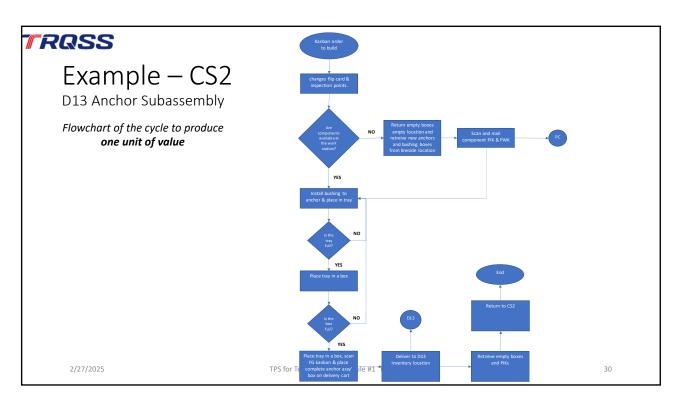
- 1. Define the process to be diagrammed
- 2. Decide on the boundaries
 - Where does it start?
 - Where does it end?
- 3. Decide on the level of detail to be included
 - This may change and evolve with the exercise

Source: The Quality Toolbox, Second edition. ASQ

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2025 Lean







Measuring Flow

1. Cycle Time

- The amount of **time** elapsed between entry and exit of a process
- Unit of measure: seconds, minutes
- Lead Time and Bottlenecks are specific cases of Cycle Times

2. Throughput

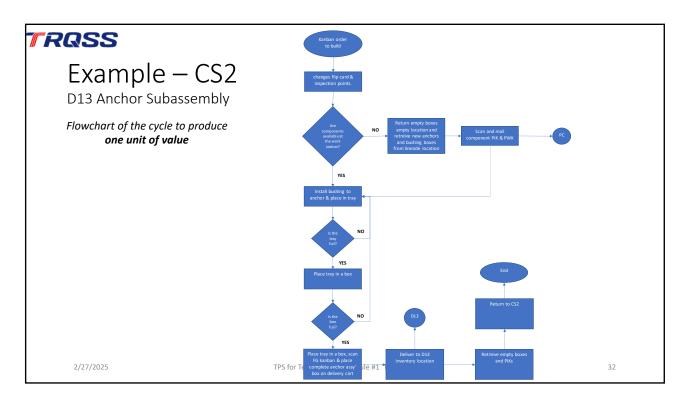
- Output of a production process per unit of time
- TH = number of good parts produced / time to produce
- Unit of measure: pieces per hour, pieces per minute

3. Yield

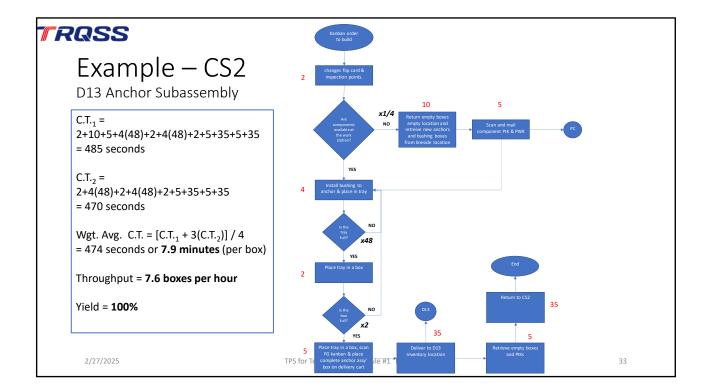
- Ratio of good product produced
- Y = # of good parts produced / (# of good parts produced + scrap)
- Unit of measure : percentage

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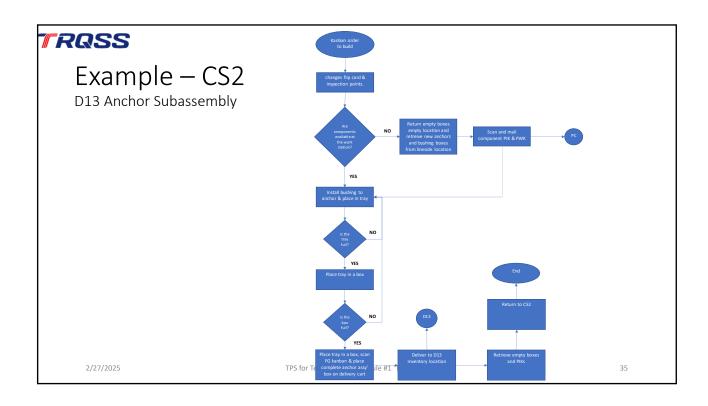
4. Let customers pull value through the system Heijunka – "levelized production"

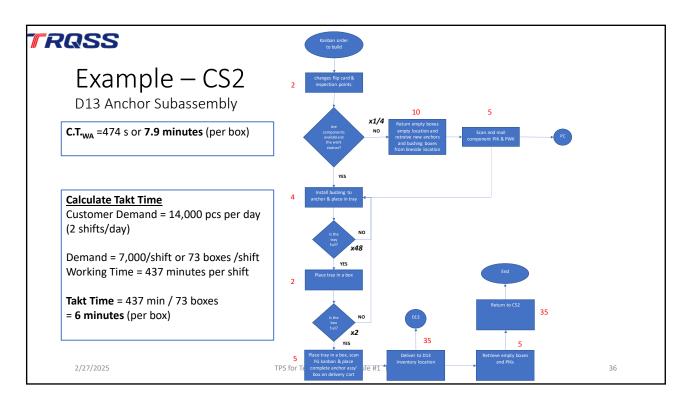
1. TAKT

- Beat, pulse, rhythm, cadence
- The maximum allowable time to produce each product to meet customer demand in a scheduled working period
- TAKT = Available working time in period / demand within the period
- Unit of measure: seconds per piece, minutes per piece
- Takt time depends on Customer Demand and planned working time within the same period.
- Takt time is independent of process specifics

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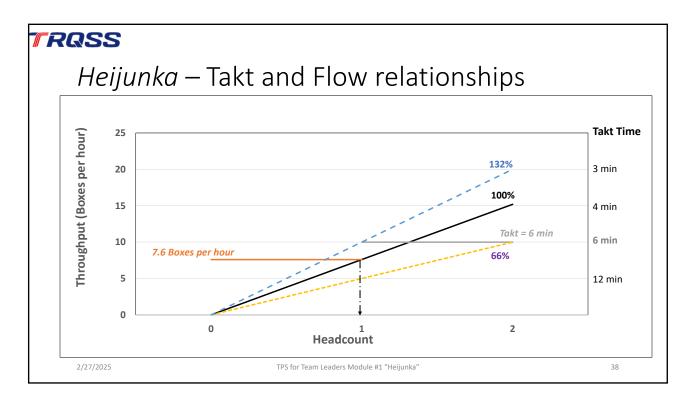






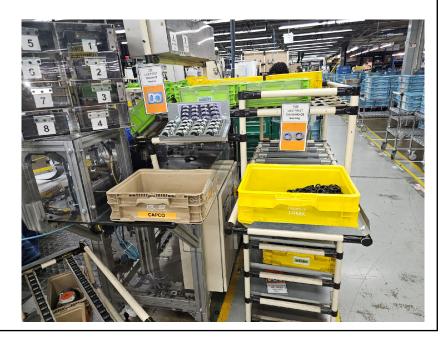


Group Exercise
What is the problem?
How to address?





On line



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Standardized Work

Defining Normal – a mental model of what is supposed to be happening Smooth flow to takt time



Decoding the DNA of TPS

Rule 1: All work shall be highly specified as to content, sequence, timing, and outcome.

Rule 2: Every customer-supplier connection must be direct, and there must be an unambiguous yes-or-no way to send requests and receive responses.

Rule 3: The pathway for every product and service must be simple and direct.

Rule 4: Any improvement must be made in accordance with the scientific method, under the guidance of a teacher, at the lowest possible level in the organization.

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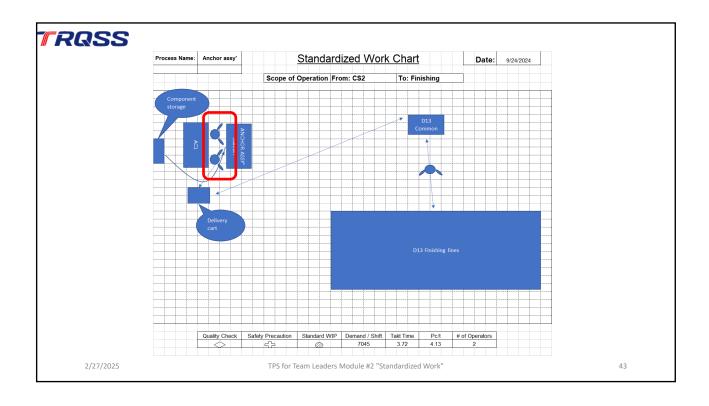
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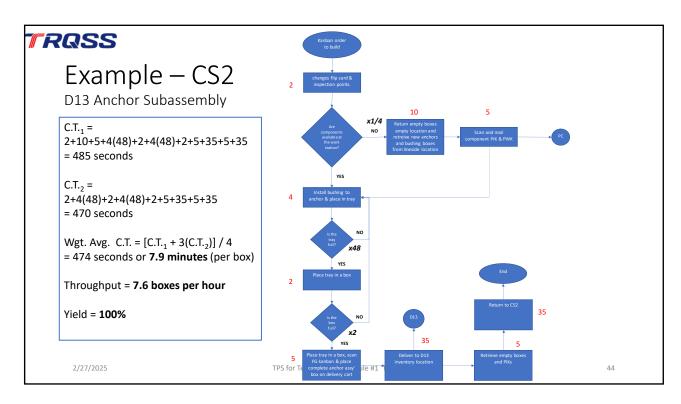
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Creating Standardized Work = Defining "Normal"

Cell # or Area:		Rev.
TRQSS Job	Instruction Breakdo	own Sheet
Operation	·	
Customers	s	
Purpose		
Important Steps	Key Points	Reasons
A logical segment of the operation when something happens to advance the work.	Anything in a step that might - 1) Make or break the job 2) Injure the worker 3) Make the work easier to do (ex. Téck, knack, specialtiming, anyaddisonal nicemation to make the job ea sier)	Reasons for the key points
TPS for	Team Leaders Module #2 "Standa	Irdized Work"

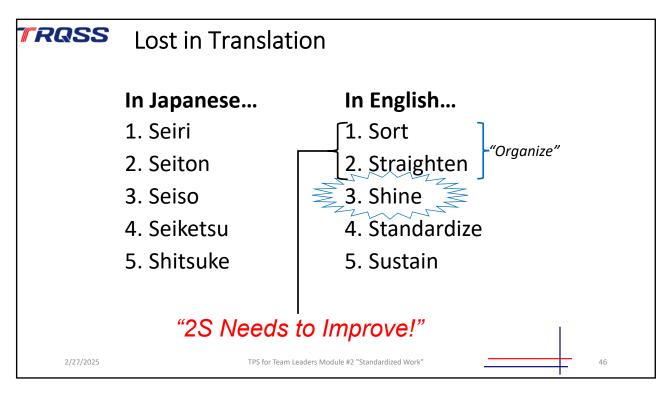




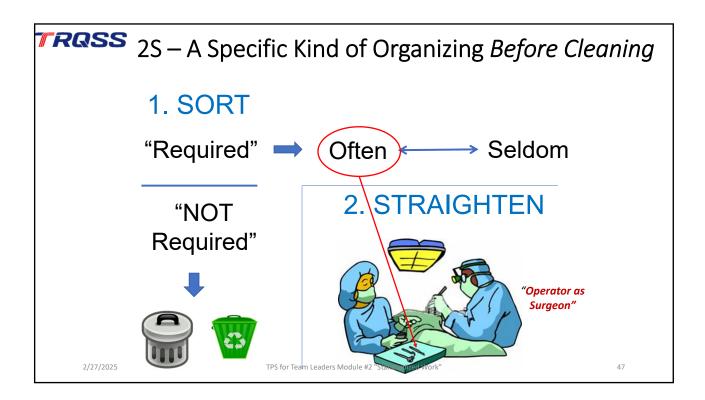


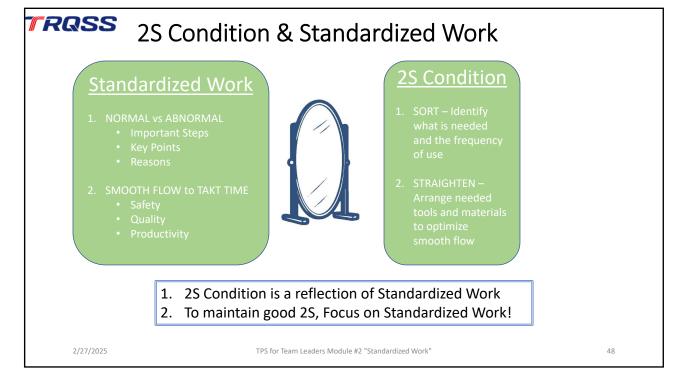












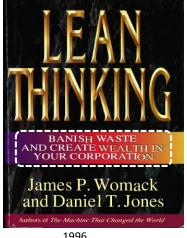




Kaizen

Continuous Improvement

TROSS Lean Production & Lean Thinking



- 1. Specify Value (vs waste)
- 2. Identify the Value Stream
- 3. Make the Value Stream Flow
- 4. Let Customers Pull Value through the system
- 5. Relentlessly pursue *Perfection*

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Decoding the DNA of TPS

Rule 1: All work shall be highly specified as to content, sequence, timing, and outcome.

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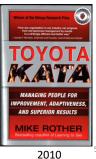
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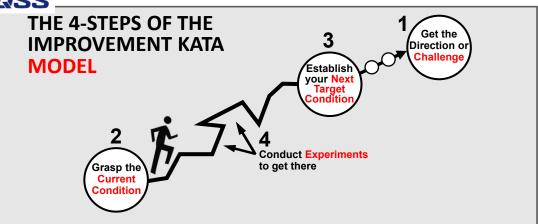


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The model we used to explain our findings resembles other creative and scientific models, such as:

Systems thinking, critical thinking, learning organization, design thinking, creative thinking, solution-focused practice, preferred futuring, skills of inquiry, evidence-based learning

Source: Mike Rother (2015) The Challenge of Developing Lean Management

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TRQSSKata = Practice Routine

CHING KATA

The Five Questions

- 1) What is the Target Condition?
- 2) What is the Actual Condition now?
- 3) What **Obstacles** do you think are preventing
- you from reaching the target condition? Which *one* are you addressing now?
- 4) What is your Next Step? (Next experiment) What do you expect?
- 5) How quickly can we find out what we Have Learned from taking that step?

"You'll often work on the same obstacle with several experiments

Reflect on the Last Step Taken

Because you don't actually know what the result of a step will be!

- What did you plan as your Last Step?
- 2) What did you Expect?
- 3) What Actually Happened?
- 4) What did you Learn?

Return to question 3



Source: Rother (2010) <u>Toyota Kata</u>

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THE DICE EXPERIMENT

- I'll roll a die three (3) times and sum the numbers.
- The sum will be a number between 3 and 18.

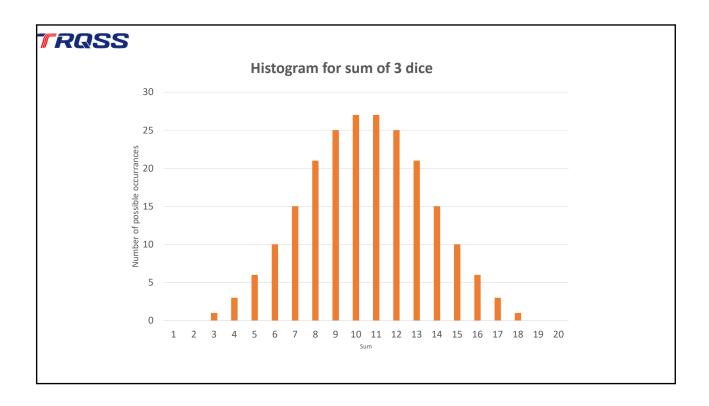


Before I roll, please write down: What will be the sum of the 3 rolls?

Source: Mike Rother (2015) The Challenge of Developing Lean Management

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QUESTION #2

2, 4, 6, 8, 10, 12, ?

What will be the next number in this series?

Please write down your answer

Source: Mike Rother (2015) The Challenge of Developing Lean Management

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ANSWER

2, 4, 6, 8, 10, 12 2

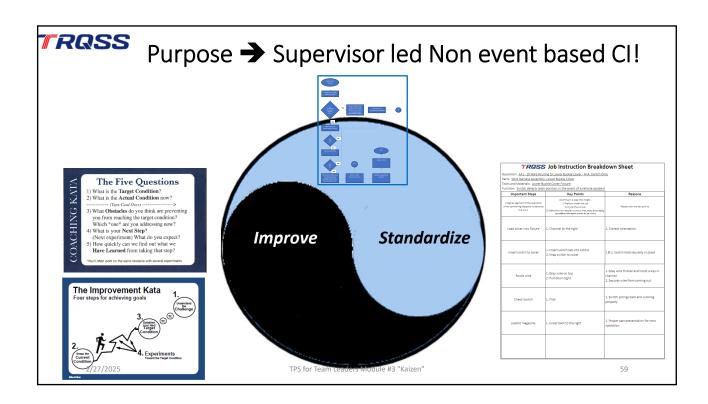
Those of you who wrote down the incorrect number...

How do you feel this time?

Source: Mike Rother (2015) The Challenge of Developing Lean Management

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TRQSS	First Trial							
	APRIL 2024							
[Sun	Mon	Tue	Wed	Thu	Fri	Sat	
	31	1	2	3	4	5	6	
Week #1	7	8	Classroom Session 1- SW	Classroom Session 2 - Heijunka	11 Classroom Session 3 - Kaizen	12	13	
	14	15	16	17	18	19	20	
Week #2		Document p	rocess, identi	fy opportunity	, next target, e	experiment		
Week #3	21	22 ←1	23 Presentations	24 and Peer Revie	25 w →	Feedback Friday!	27	
	28	29	30	1	2	3	4	
4/9/2024		27	TPS for Team L	eaders "Introduction'	'		60	



RQSS	Second Trial						
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
22	23 Group 1-1 Heijunka	24	25 Practical ass	26 signment #1	27	28	
29	30 Group 1-2 Standardized Work	1	2 Practical as	3 signment #2	4	5	
6	7 Group 1-3 Kaizen	8 Group 2-1 Heijunka	9	10 Practical assignm	12 nent #3	12	
13	14	15	16 Group 2-2 SW	17	18	19	
20	21	22	23	24 Group 2-3 Kaizen	25	26	
27	28	29	31	1	2	3	

Conclusions / Takeaways

- 1. Strategic Purpose is to develop:
 - An organizational capability of problem solving and adaptability
 - A culture of Continuous Improvement and Learning
 - An environment for future innovation

→ We need to constantly identify and be working on the right problems!

- 2. Develop TPS Foundational elements at T/L level in order
 - 1. Heijunka
 - 2. Standardized Work
 - 3. Kaizen
- 3. To understand *Heijunka*, Focus on FLOW
 - 1. ALL work is a process; all processes must flow
 - 2. Process flow can be depicted by a Flow Chart
 - Flow can be measured and quantified
 - Heijunka compare required flow with actual flow

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Lessons learned – scalable Problem Solving

- Flow charts provide Team Leaders with a mental model for what is supposed to be happening
 - Easy to see problems
 - Identify Standardized Work requirements
 - Facilitate Root Cause Analysis what isn't happening, and why?
 - Understand current condition what could be better? How?
- Flow charts depict logic systems
 - TPS Yes/No unambiguity
 - Machine Controls

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Questions and Discussion

