

# Certification Workshop: Mastering the Essential Tools of Value Stream Mapping, A3 Writing and Kata



Using simple Concepts to Generate Significant Benefits in Your Lab

Rita D'Angelo  
Lab Quality Confab  
New Orleans, 2016



# Agenda

- **1. Value Stream Mapping**
  - 10,000 foot view of a process
- **2. A3 Scientific Method of Problem Solving**
  - Problem Solving Tool
- **3. Improvement Kata**
  - Small, structured practice routines





# Based in the Principles of Lean

- What doesn't add value is waste
- Go to the point of where the work is performed and ask why???
- Innovation often happens closest to where the work gets done
- Those that do the work have the most practical ideas





# Learning Objectives

At the end of this presentation the student will be able to:

1. Understand how to develop a simplistic Value Stream Map
2. Identify relevant metrics and understand how to use those measures to implement appropriate changes to the process
3. Understand how to use the scientific method to problem solve
4. Perform Plan, Do, Check, Act improvement repetitions through Kata





# Value Stream Mapping

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Lab Quality Confab, 2016



# Learning Objectives

## The learner will be able to:

- Identify and eliminate non-value added activities
- Analyze the current state map to identify improvement opportunities
- Identify metrics to drive improvement
- Create a future state map using VSM tools



# Definitions

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## Value Stream Mapping:

- A method to analyze the current state of a process at a 10,000 foot view and design an efficient, waste free future state.



# Goals of Value Stream Mapping

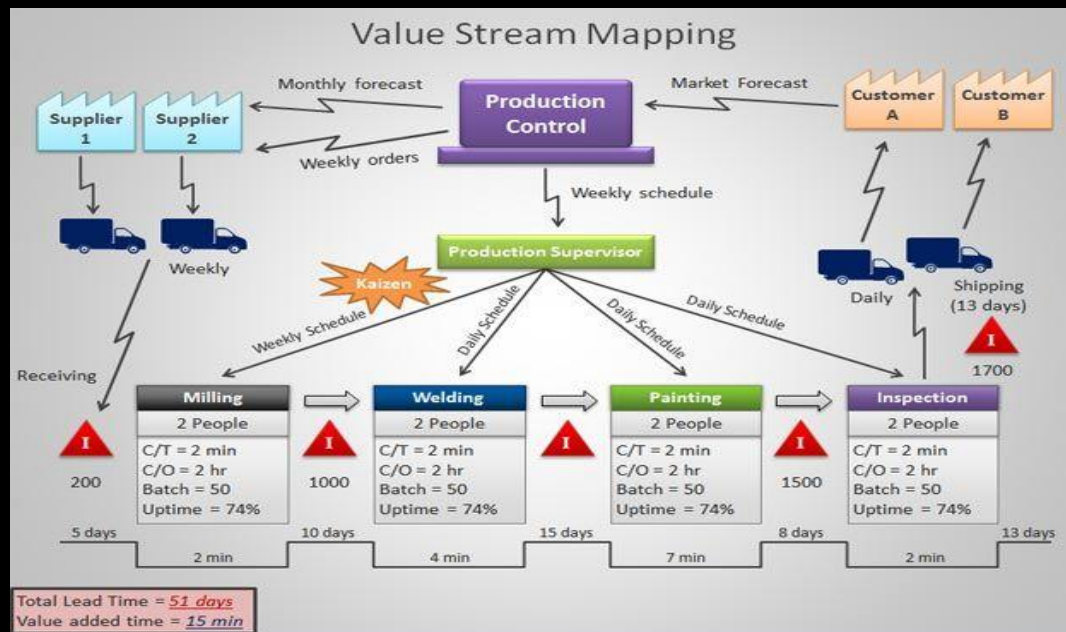
- Create a common vision for the team
- Provide a visual roadmap to allocate the appropriate resources
- Reinforce a culture of learning and continuous improvement

Shortest lead time, highest quality, at the lowest cost possible in order to deliver the highest level of customer satisfaction. ASQ, (2015)



# Value Stream Mapping

- A visualization tool to help understand and streamline work processes
- Visualize process steps and identify waste
- Foundation for implementing other Lean tools





# How Do I Develop a VSM?

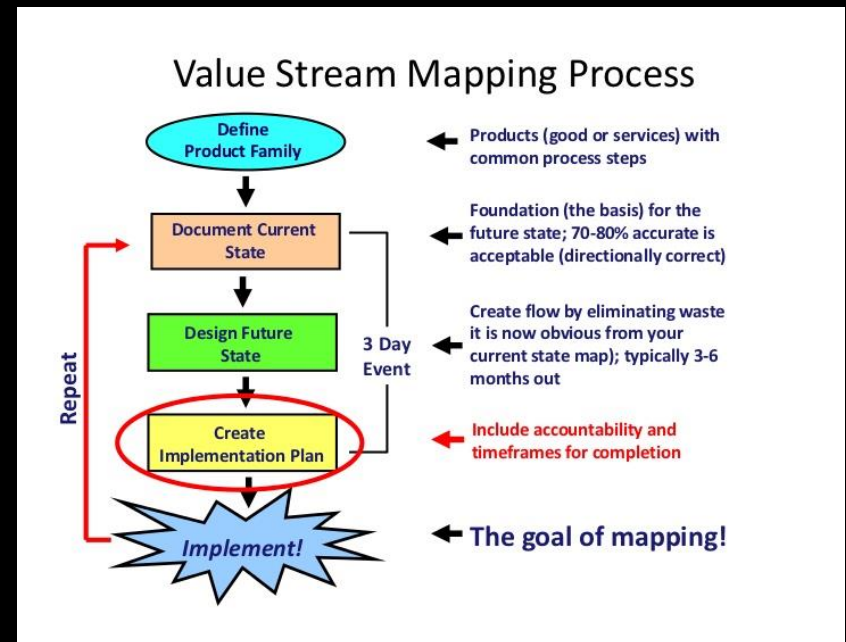
- Follow the process from beginning to end
- Draw a visual representation of every process
- Identify material & information flows
- Draw a “future state” map to show the waste free value stream



# Value Stream: What does it Include?

- All of the activities (value and non-value added) required to bring a service / product from **customer request** to fulfillment
- Value = what the customer is willing to pay for

Value is determined by the customer





# Waste Identification



- Waste is:
- Anything that does not add value
- Should be looked at from both the macro (facility) and micro level (task activity)
- A result of variation from a process standard

The Lean Healthcare Pocket Guide

Debra Hadfield



Defects and  
Waste

- 1.
- 2.
- 3.
- 4.



# Steps to Create a Value Stream Map

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# Current State Map

1. Define the Process to be mapped
  - a) Where does it start and end
2. Create a knowledgeable team
3. Identify and map supplier(s) and customer(s)
4. Identify and map each major process step
5. Understand and map information flow
6. Gather data
7. Identify areas for improvement
  - a) Red flags
  - b) Inefficient flow
  - c) Waste



# Potential Metrics

- Distance traveled
- Value-added vs. Non value-added time
- Number of touches
- Waiting minutes
- Cycle time
- Defects
- Processing Time:(P/T)
- Wait Time (W/T)
- Lead Time: (L/T)



# Plan of Action

- First steps
  - Identify Gap/Customer Complaint
  - Establish Scope
  - Walk-through the process
  - Gather metrics
- Then
  - Create current state map
  - Determine what should improve
  - Create future state map
  - Determine actions to complete and due dates
- Last but not least
  - Start a new process with a new current state map: Continuous Improvement!



# The Current Condition

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# Understanding the Current Condition

- The patients of a Health Clinic receive a survey in paper form upon leaving the clinic. The patients are asked to complete the form in the office or mail it after the visit.
- Surveys are analyzed, results compiled, and findings are reviewed with physician leaders
- The findings are as follows:
  - It takes 3 months to be seen by the physician
  - Patients report...
    - Long wait times on the phone to book appointments
    - Long wait time upon arrival at the clinic
    - Long wait times in waiting room to see the physician
  - Post care and taking payment is very timely



# HOW TO Create a VSM

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# Rules of Engagement

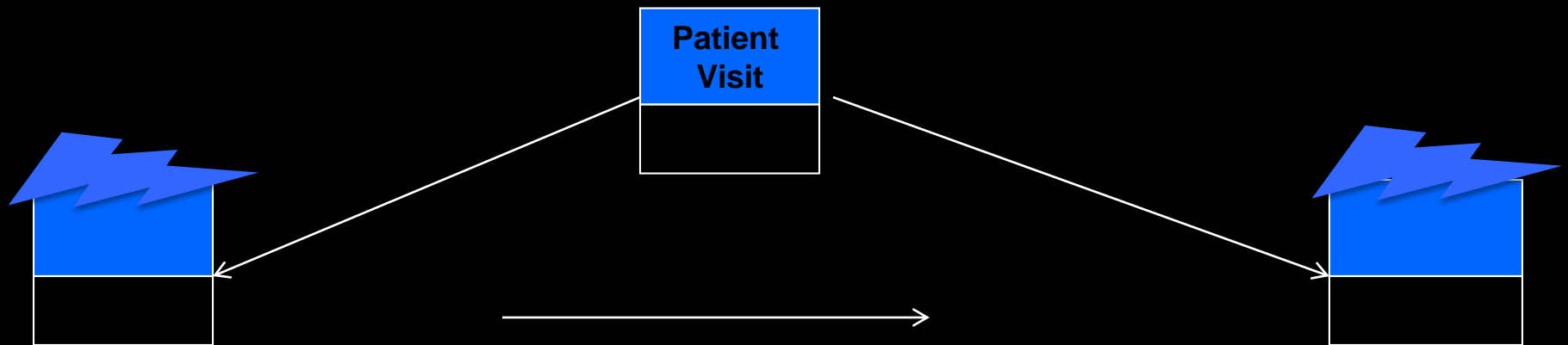
- Starting out
  - Keep it 'Simple'
  - Start at a higher level, details can wait
- Do
  - Invite participation and constructive solutions
  - Be respectful, positive and receptive to change
- Don't
  - NO finger-pointing and blame





# Draw the Process

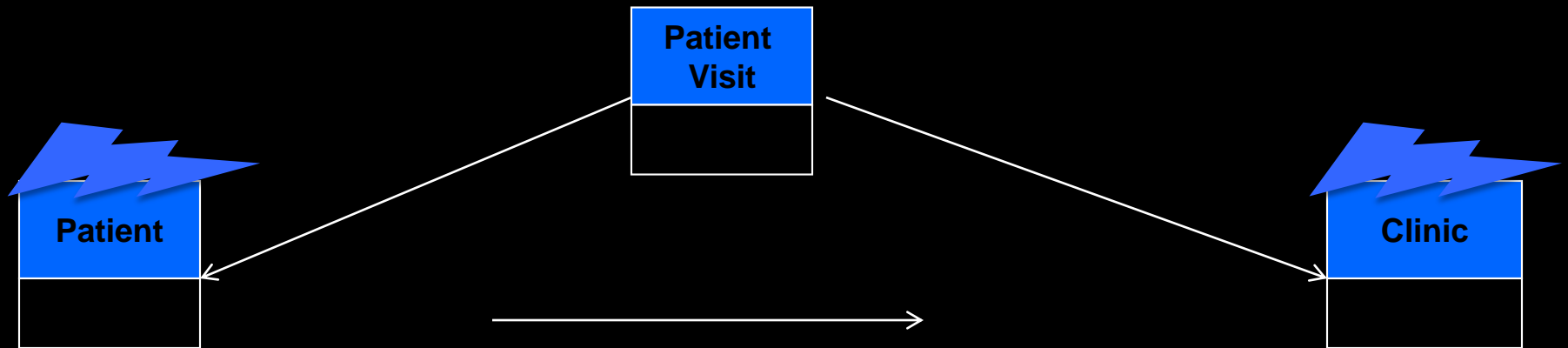
- Describe our process
- Customer? Supplier?
- Based on the data - where does the process start?
- Based on data - where does the process end?





# Complete the Process

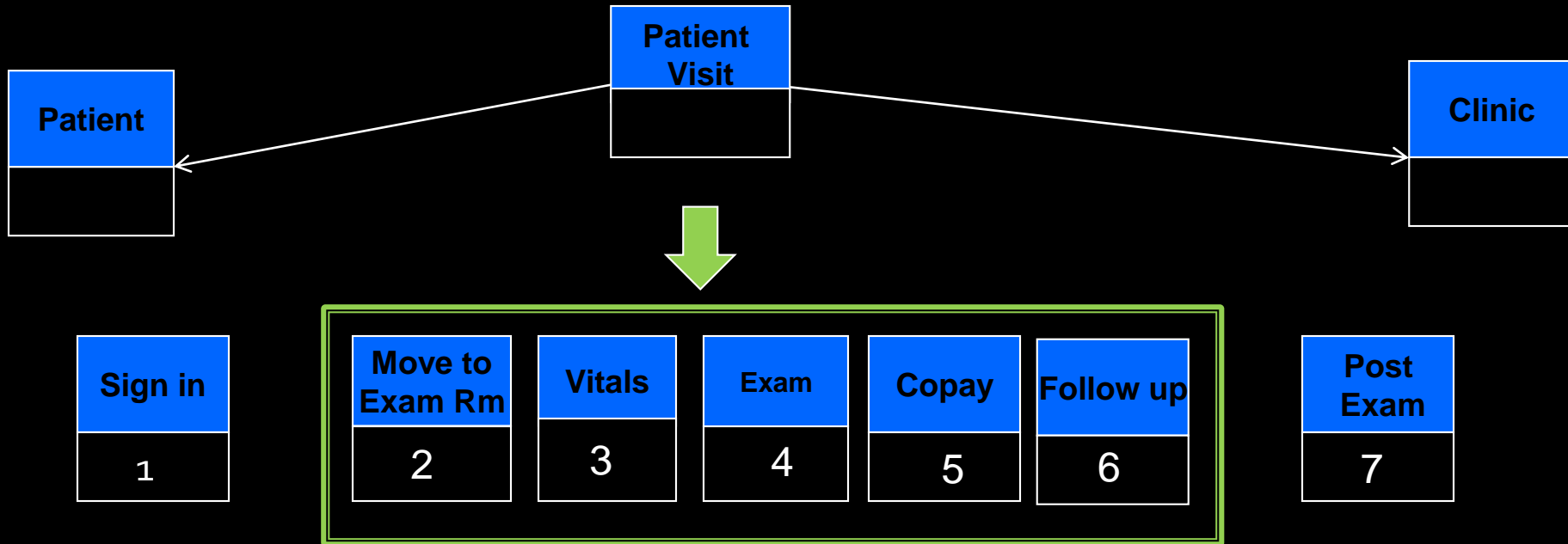
- What is our process? = **Patient Visit**
- Who is the customer = **Patient**
- Who is the supplier? = **Clinic**
- Where does the process start? = **Scheduling**
- Where does the process end? = **Patient Exit**





# "How To" Add Remainder of Processes

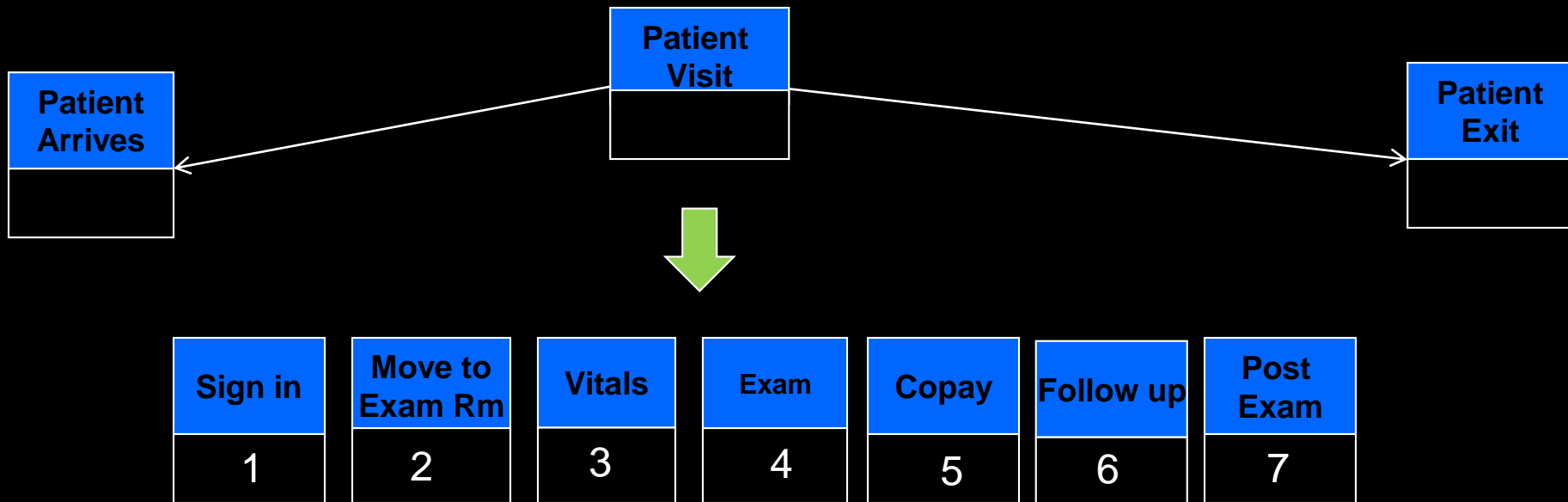
- Add the steps between start and finish



- You've completed your first steps



# This is Our Current State Map!





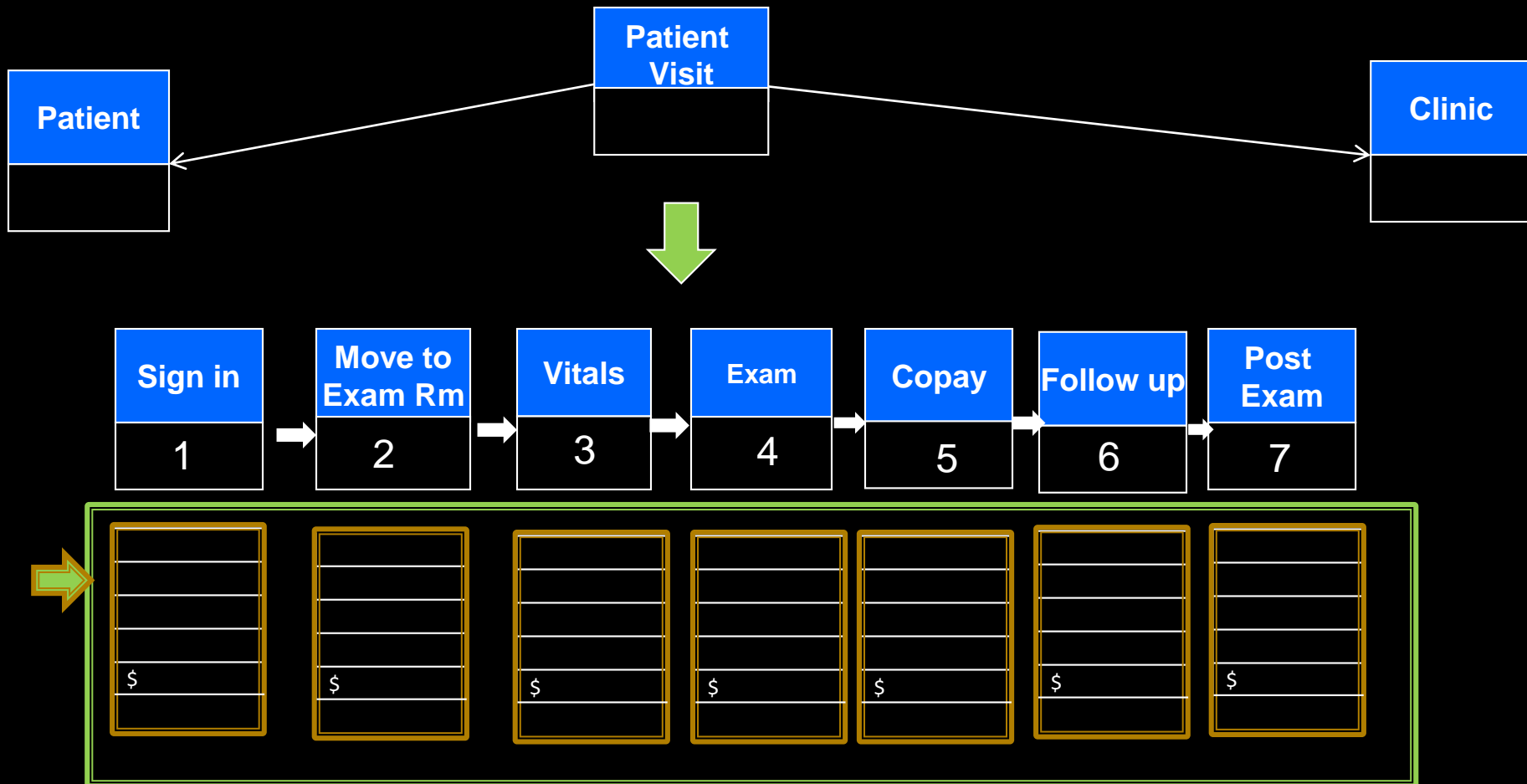
# Common VSM Metrics (at each process step)

- Process time (C/T) = Actual time to produce one unit
- Wait time (W/T) = Time waiting between process steps
- Lead time (L/T) = Total time from start to finish



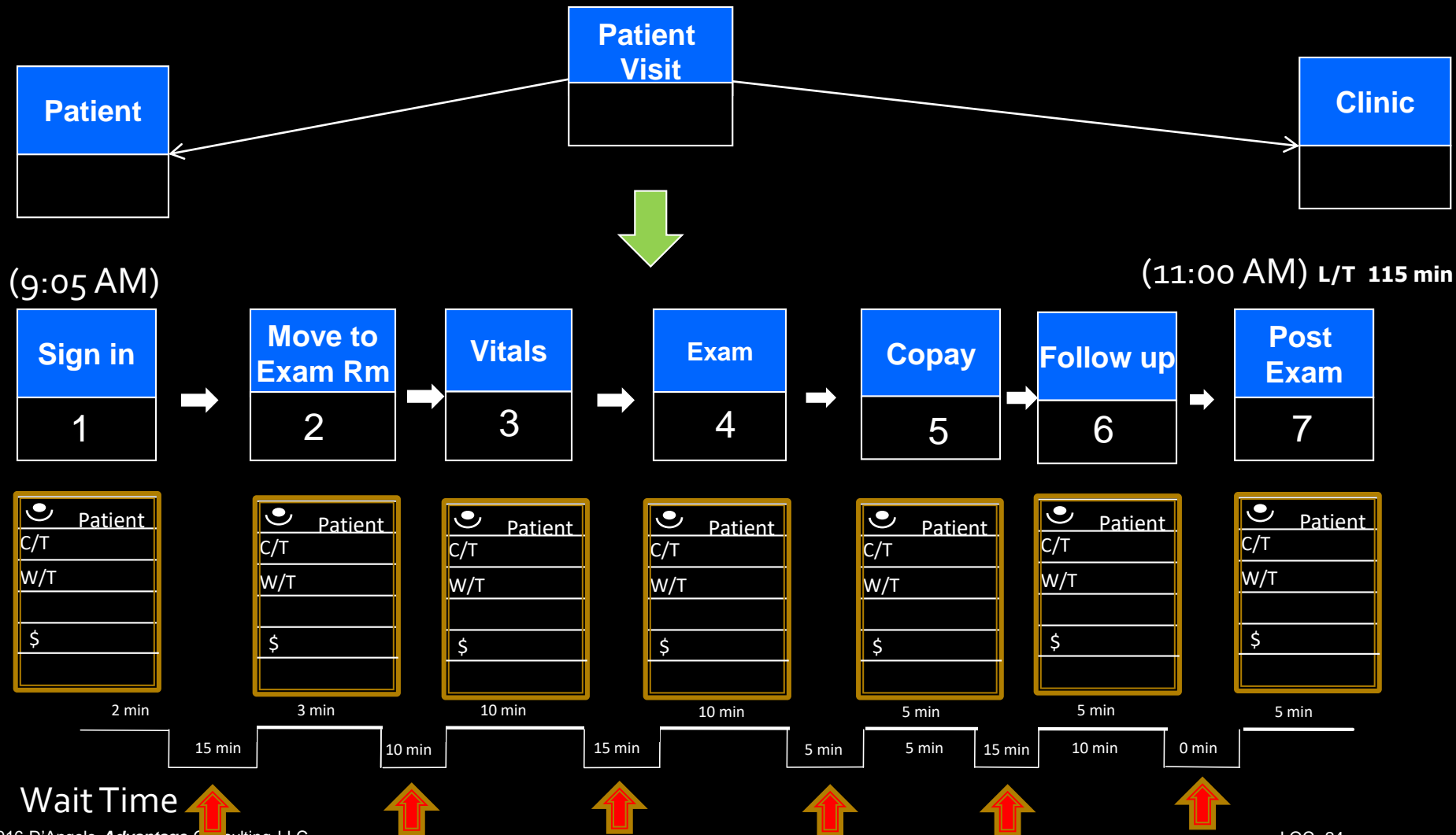
# Current State

Add data boxes and determine relevant metrics



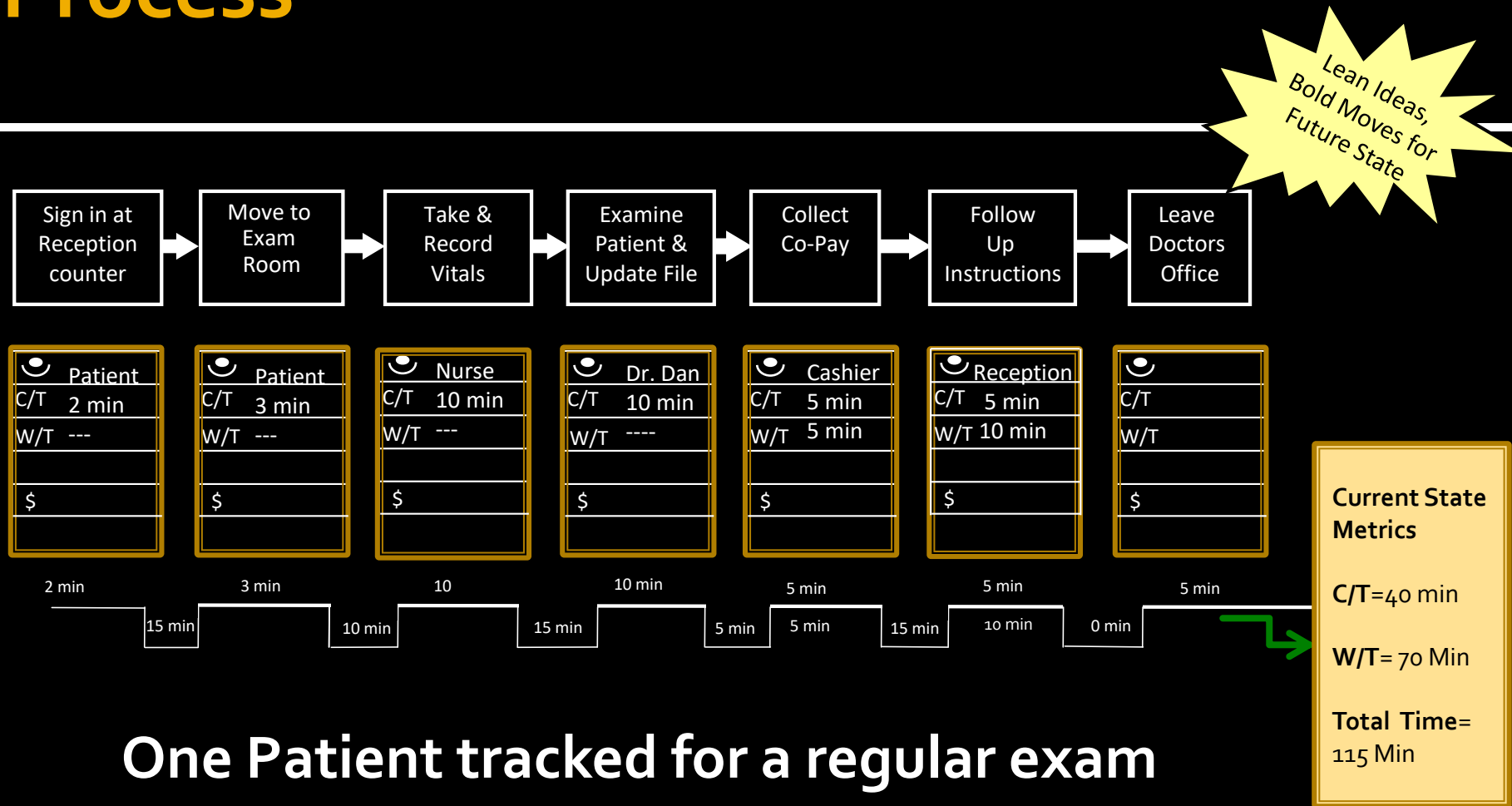


# Add Metrics: Process Time and Waste





# Process



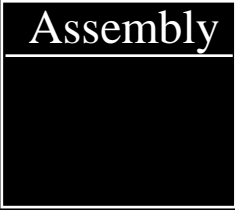
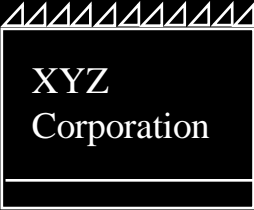
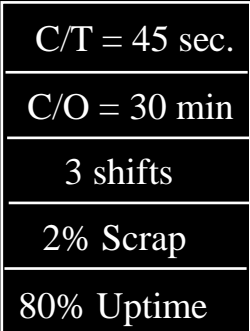


# Value Stream Mapping Symbols

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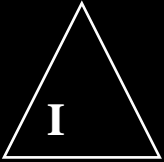

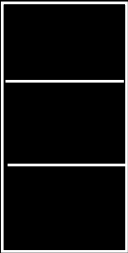
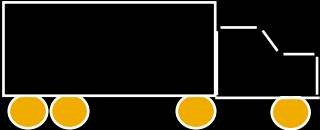


# Material Flow Icons

<u>Icon</u>	<u>Represents</u>	<u>Notes</u>
	Process	One box equals an area of continuous flow. Label all processes. Also used for depts. Like production control
	Outside Entities	Use to show customer, suppliers and external processes
	Data Box	Used to record information concerning a process, department, etc.





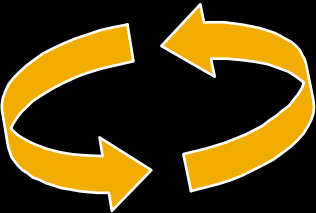
# Icons

<u>Icon</u>	<u>Represents</u>	<u>Notes</u>
 300 Pieces, 1 day	Inventory	Count and time should be noted
	Supermarket	Direction of legs indicate in and out
	Buffer or safety stock	Buffer or safety stock must be noted on the drawings
	Truck Shipment	Note frequency of shipments

(ARUP, 2015)







# Icons

<u>Icon</u>	<u>Represents</u>	<u>Notes</u>
	Movement of Finished Goods	Also shows movement of raw material and components from suppliers (if they are <u>not pushed</u> )
	“Push” material movement	Identifies material pushed by the supplier not pulled by the consumer
	Physical pull	Pull of materials from a supermarket
<div>Max. 20 pcs</div> <hr/> <div>FIFO →</div> <hr/>	Transfer of controlled quantities of material between processes in a first in first out sequence	Indicates a device to limit quantity and ensure FIFO flow of material between processes. Max quantity should be indicated. Use downstream pacemaker processes <u>only!</u>

(ARUP, 2015)



# Icons

<u>Icon</u>	<u>Represents</u>	<u>Notes</u>
	Manual information flow	Example: production schedule to shipping
	Electronic information flow	Example: LIS
	Captures information	Used to describe an information flow
	“Go See” production scheduling	Adjusting scheduling based on checking inventory level. <u>Not a true pull</u> . Used in current state diagrams <u>only</u>



# Icons

## Icon

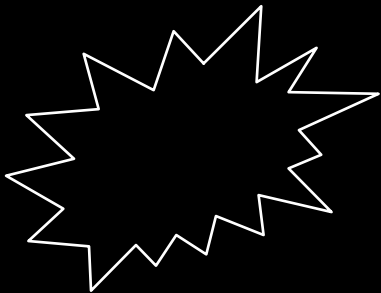
## Represents

## Notes



Operator

Represents a person viewed from above



Kaizen lightening burst

Highlights critical improvement needs at specific processes.  
Indicates an area of critical need in the implementation process

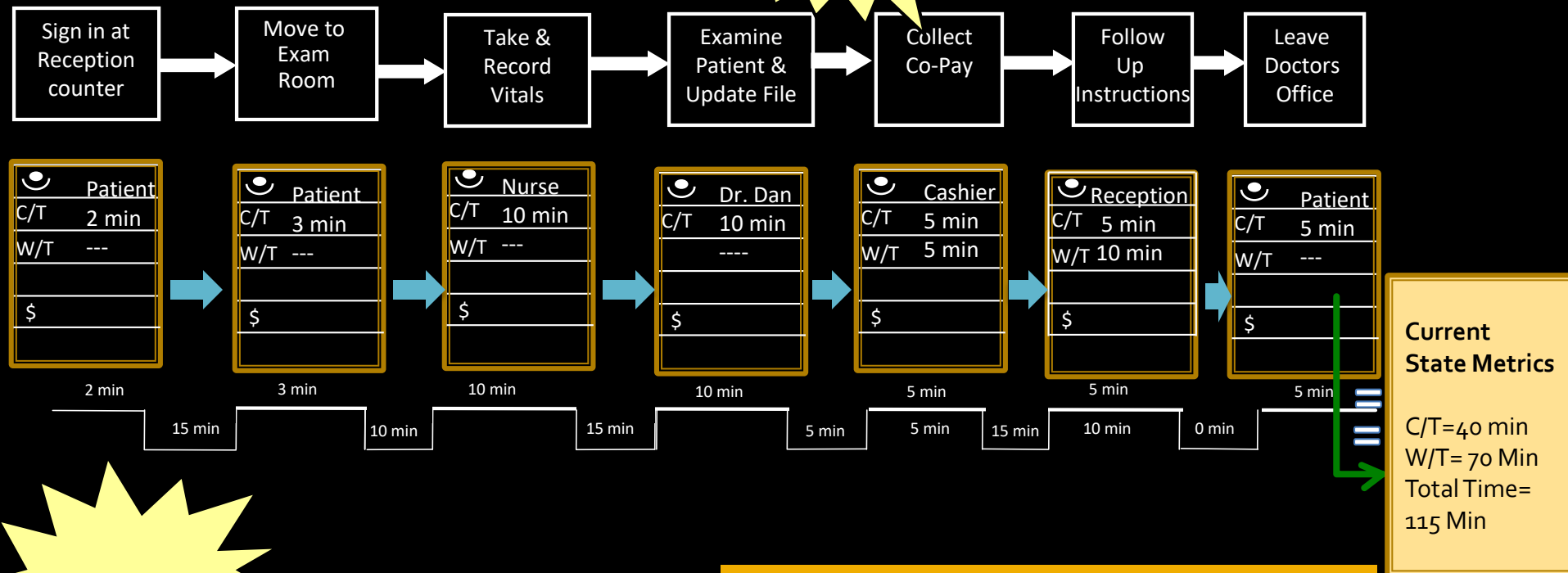


# Future State Map

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# Current State

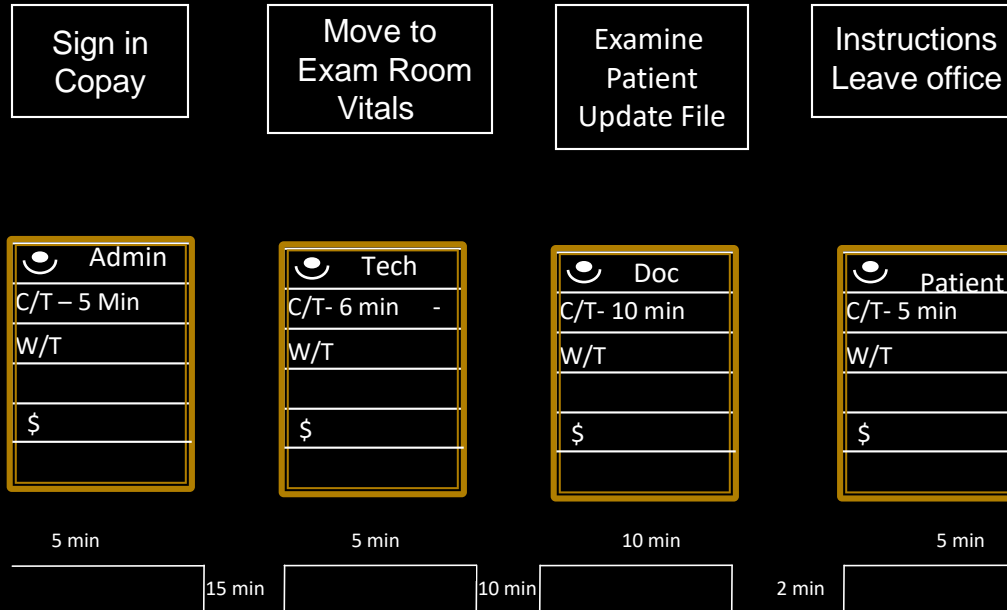


**% Efficiency = 57%**  
VA= 40 min  
NVA= 70 min

How can we redesign, eliminate waste and increase value add time?



# Future State



Lead Time

VA = 25

NVA = 27

= **93%** Value Add Time

**Future State Metrics**

P/T=25 min  
W/T= 27 Min



# Metrics

- Current State = 57% efficiency
  - VA = 40 min
  - NVA = 70 min
- Future State = 93% efficiency
  - VA = 25 min
  - NVA = 27



**Help ME  
Develop my MAP**

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# My VSM

- Illustrate the answers to these questions in your VSM:
  - What is going on here?
  - What is the critical problem?
  - What are the 5-7 high level steps
  - How long does each step take?
  - What is the value add time?
  - What is the non value add time?
  - Calculate the percentage of waste



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Start Time \_\_\_\_\_

<u>Step 1:</u>
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<u>Step 2:</u>
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<u>Step 3:</u>
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<u>Step 4:</u>
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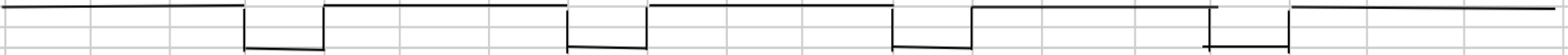


<u>Step 5:</u>
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End Time \_\_\_\_\_







# Consider the Hand-Off Opportunities

## Hand-Off Opportunities



- 1.
- 2.
- 3.
- 4.

## Hand-Off Opportunities



- 1.
- 2.
- 3.
- 4.

## Hand-Off Opportunities



- 1.
- 2.
- 3.
- 4.

## Hand-Off Opportunities

- 1.
- 2.
- 3.
- 4.





# Standardization

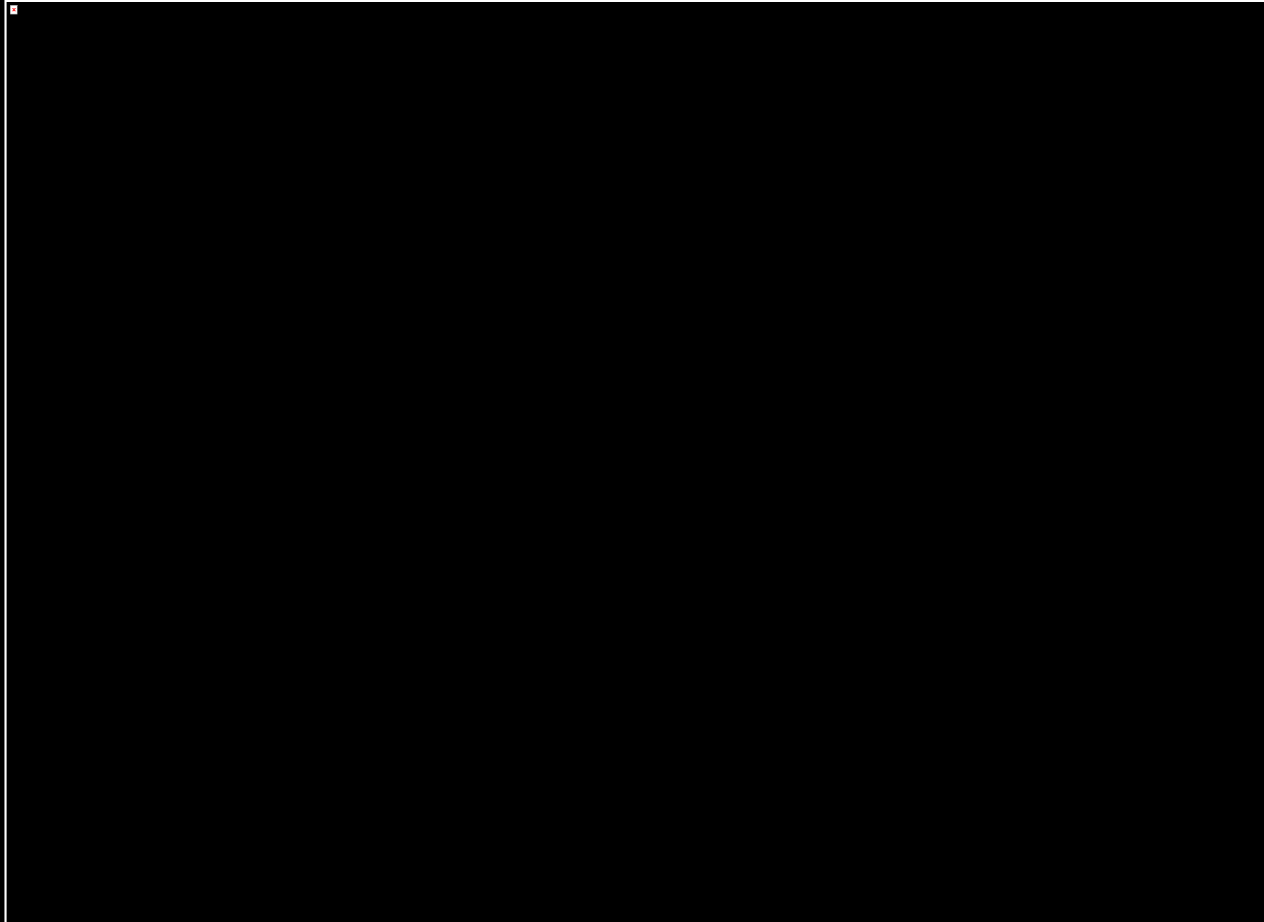
- Standardize the newly acquired process
- Ensure to sustain results

## How do we do it?

1. New plan becomes a part of the daily work
2. Revise standardized work as needed/ongoing
3. Train & educate new employees
4. Assign responsibility to sustain & monitor results



# Value Add/Non Value Add Work Sheet





# Take Home Message

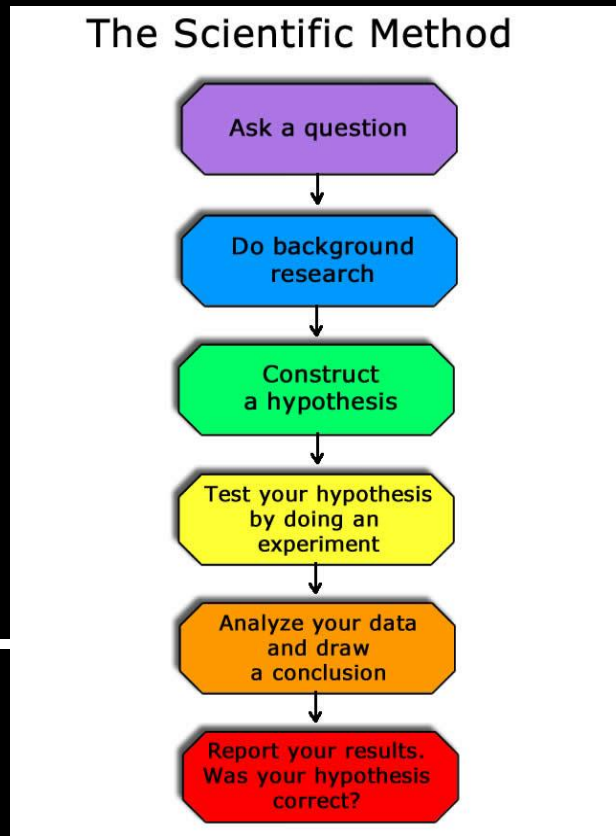
- VSM is a systemic and visual
- Requires each team member to provide input, identify waste and plan improvements
- Requires determination of metrics
- Always a work-in-progress towards a ‘better” future-state VSM

The Lean Healthcare Pocket Guide  
Debra Hadfield



# A3 Writing

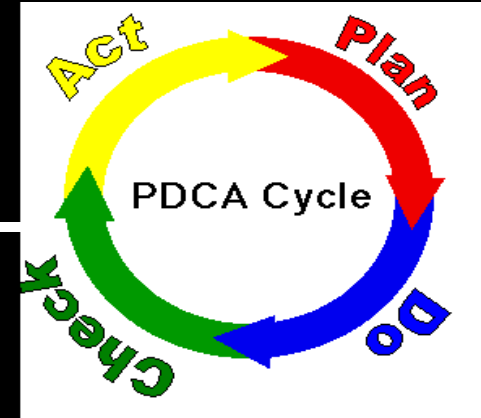
## Scientific Problem Solving



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Lab Quality Confab  
New Orleans, 2016



# OBJECTIVES



The Participants will be able to:

- Construct an A3 diagram
  - Understand the logic
  - Perform problem solving with PDCA cycles
  - Identify each element
  - Understand the data to be collected
- 
- **Exercise:** Each team will perform the following:
    - Choose a team leader
    - Present the A3 Report to the group



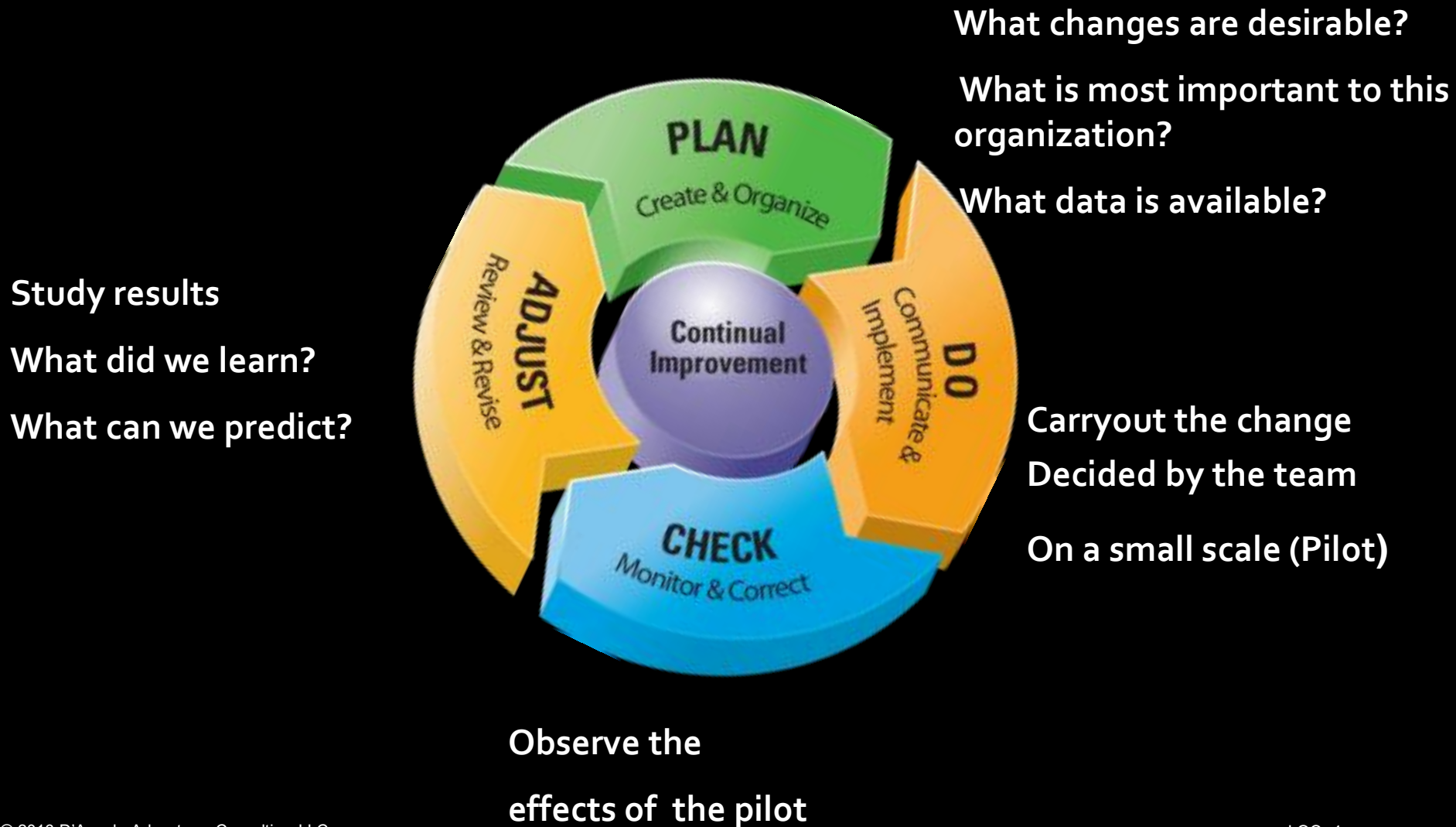
# What is an A3?

- Problem-Solving, like telling a story
- Vital information- problem/data/solution
- 11x 17 size, communicated by fax
- Team based problem solving using
  - (Plan-Do-Check-Act) cycles
- Primarily a communication tool that also manages & standardizes the processes

Liker JK. The Toyota Way Field Böök: A Practical Guide for Implementing Toyota' s 4P' s. McGraw-Hill; 2006.



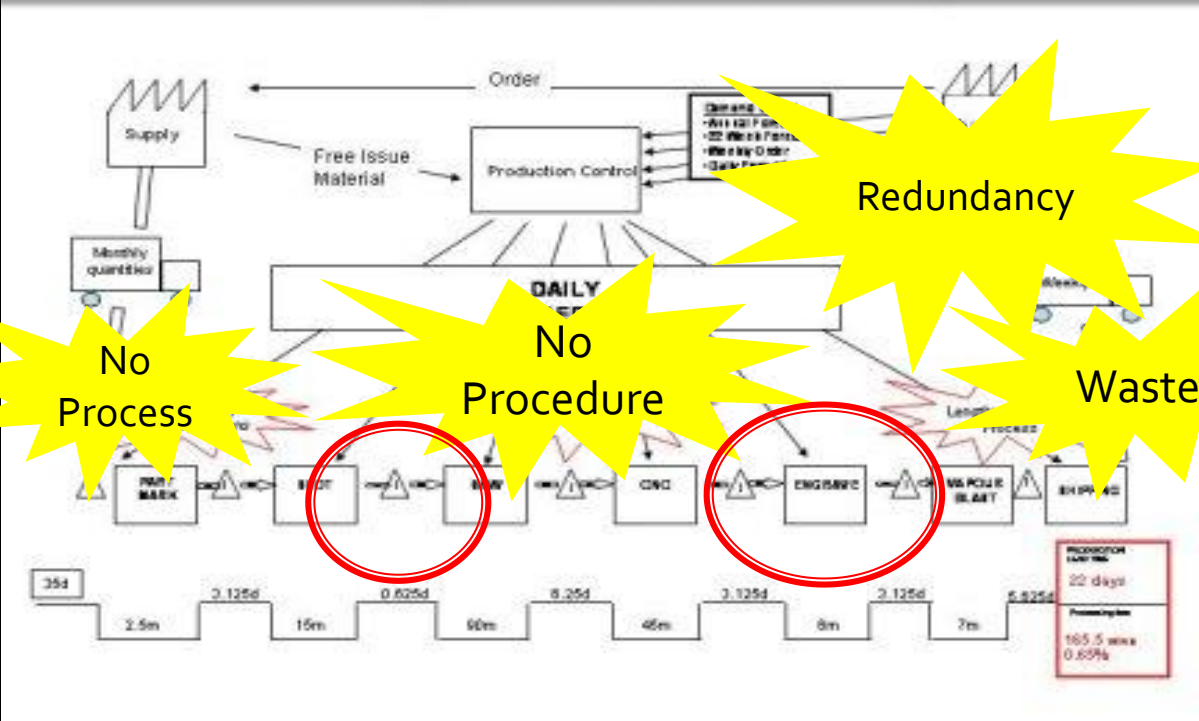
# Core of an Improvement Process





# Action Items/Opportunities/Kaizen Bursts

## Step elimination & opportunities for improvement





# A3 Problem Solving Tool

## **Background**

State the problem  
Narrow down to specifics

## **Hypothesis**

What is your educated guess about the problem?

## **Current Condition**

What is the current situation or baseline? Collect simple data. What does the data tell us? Analyze collected data to show the current situation  
What is the root cause of this problem?  
Choose simplest problem-analysis tool  
Ask “why” 5 times

## **Action Plan**

What NEW steps are required to achieve the target condition?  
Is root cause considered to prevent reoccurring?

## **Target Condition - Goal**

Can the Process be improved to prevent error?  
What outcome is needed to achieve the goal?  
What is possible from first round of PDCA?

## **Implementation Plan**

Roll out the New Plan- “Action Plan” as a pilot  
Assign responsibility to implement the plan.  
who ? When ? Where? Get consensus & train all involved  
Test the effectiveness of new plan  
Recollect same data points and compare with “Current Condition”  
Did we reach the outcome set in the “Target Condition”?  
If not, repeat PDCA

## **Standardization**

Standardize the process to ensure it is built into the fabric of the organization.  
No Variation

Way things happen now – Current State

The better way of work – Ideal State



# Problem Background

- State the problem
- Narrow down the problem down to a specific issue
- Research background information understanding
- What was the error or problem that occurred?

## How do we do this?

- Communicate & brainstorm with staff that do the work
- Work with your internal/external customers
- Clearly understand the request of the customer



# Current Condition

- What is the baseline? Where are we?
- Collect data: what does the data show?
- Analyze and prioritize the starting point



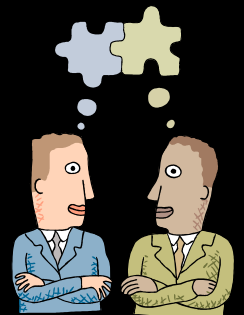
## How do we do this?

1. Diagram the process according to what was actually done
2. Use maps to demonstrate pathways, flow of information
3. Use simple data techniques to document current situation
4. All affected/involved must collect data



# Problem Analysis

- What is the cause –and-effect relationships of the problem?
- Is it an actual cause or a symptom?
  - Identify the root causes
  - Prevent the reoccurrence-Countermeasure



Root Cause Analysis: How do we do this?

By 5 Why's and Fishbone diagram



# Target Condition

- Can the process be improved to prevent error?
- With team consensus agree on a new/revised process
- Identify the perfect process

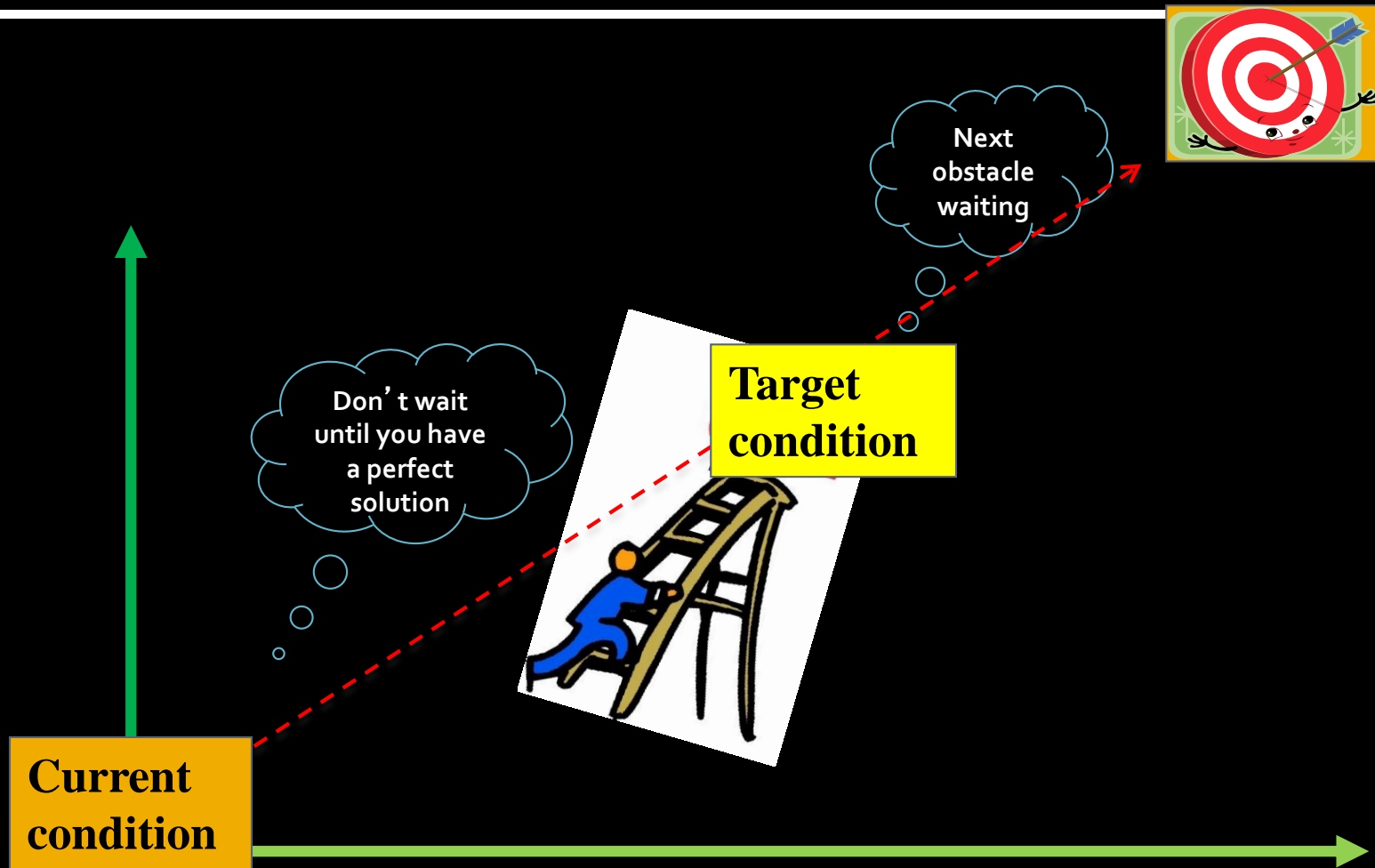
## How do we do it?

1. Design an efficient process
2. Have we met the customer requirement?
3. Is this plan reasonable?



# Working Towards the Target

Ideal  
state





# Action Plan

- Develop steps for the new plan by team consensus
- Does the plan make sense
- Consider all areas affected by the (upstream & downstream effects)
- Was the root cause considered?



# Implementation Plan

- Roll out the New Plan- “Action Plan” as a pilot
- Assign responsibility to implement the plan. who ? When ? Where? Get consensus & train all involved
- Test the effectiveness of new plan
- Recollect same data points and compare with “Current Condition”
- Did we reach the outcome set in the “Target Condition” ?
- If not, repeat PDCA

## Consider

1. Who and when to implement the new plan
2. Ensure supervisor involvement and feedback
3. Educate all members involved in the process



# Implementation Plan

	Implementation Plan			
	Specific Task	Name of Team Member	Date/Time Expected	Date Completed
1				
2				
3				
4				
5				
6				
7				



# Standardization

- Standardize the newly acquired process
- Ensure to sustain results

## How do we do it?

1. New plan becomes a part of the daily work
2. Revise standardized work as needed/ongoing
3. Train & educate new employees
4. Assign responsibility to sustain & monitor results



# A3 Breakout

**Exercise:** Each team will perform the following:

- Choose a team leader
- Complete the A3
- Present the A3 report to the group
- Ensure data collection is considered



# Questions?





# What is a KATA?

Origin From the of the Word “Kata”

Kata (literally: "form") is a Japanese word that refers to detailed choreographed patterns of movements practiced either solo or in pairs

Kata are used in many traditional Japanese arts but are most commonly associated with the martial arts.



A **Kata** is a routine you practice, so it's pattern becomes a habit and gives you new skills



Mike Rother Ph.D.



# Today we'll practice the pattern of the **Improvement Kata**

It's a routine you can  
use for achieving  
tough goals

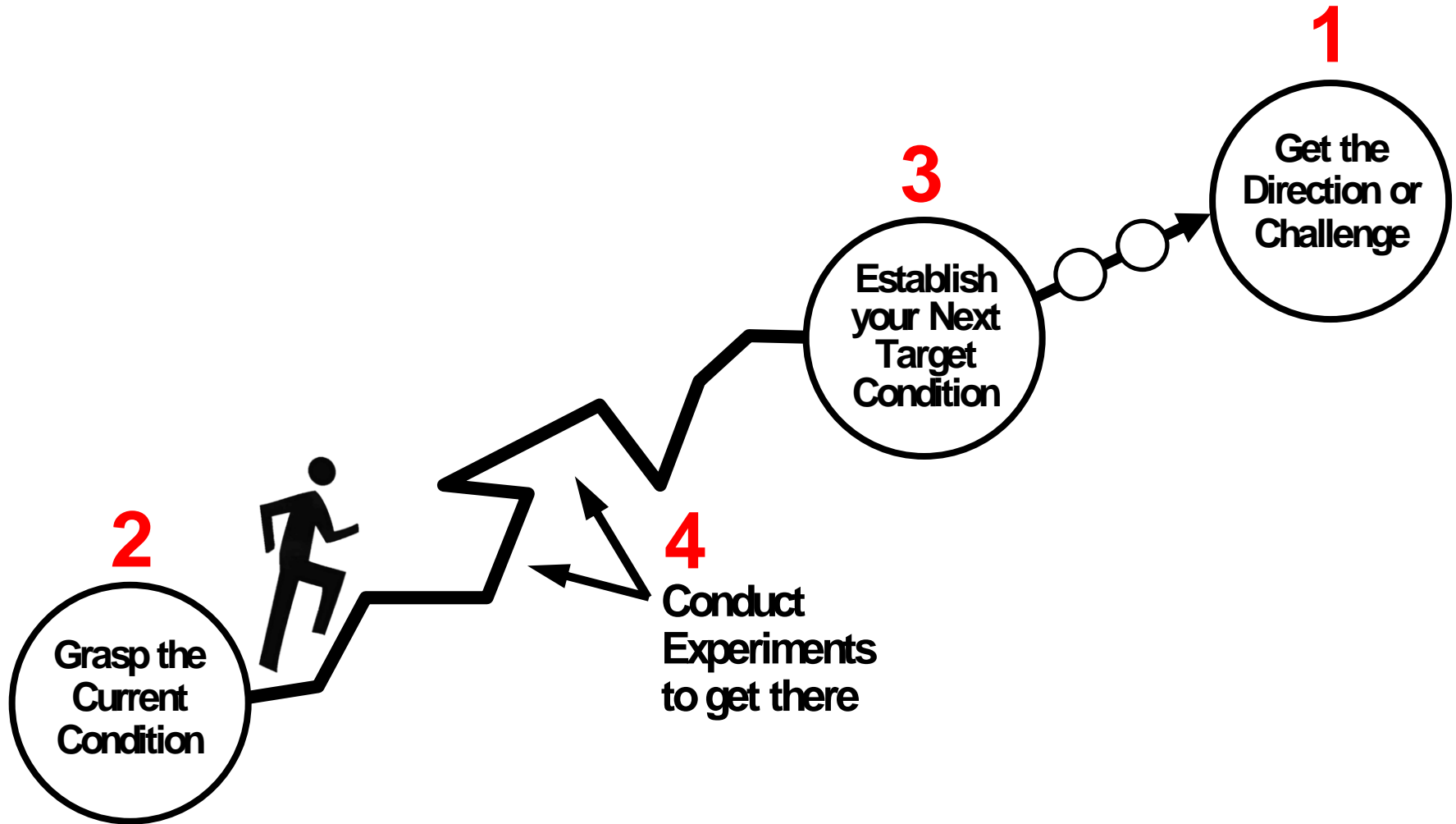




# **Let's go through the four steps of the Improvement Kata**



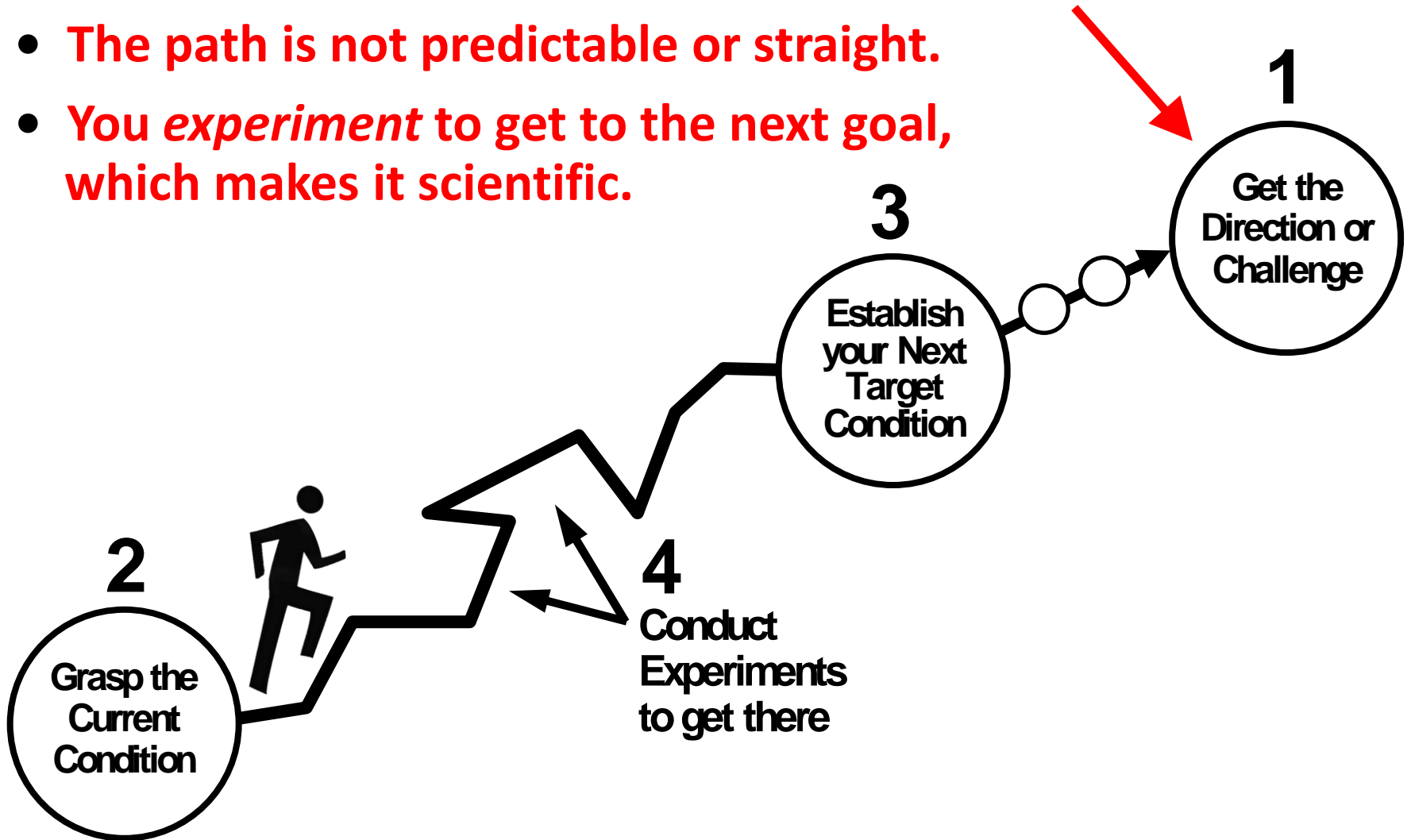
# THE FOUR STEPS OF THE IMPROVEMENT KATA APPROACH





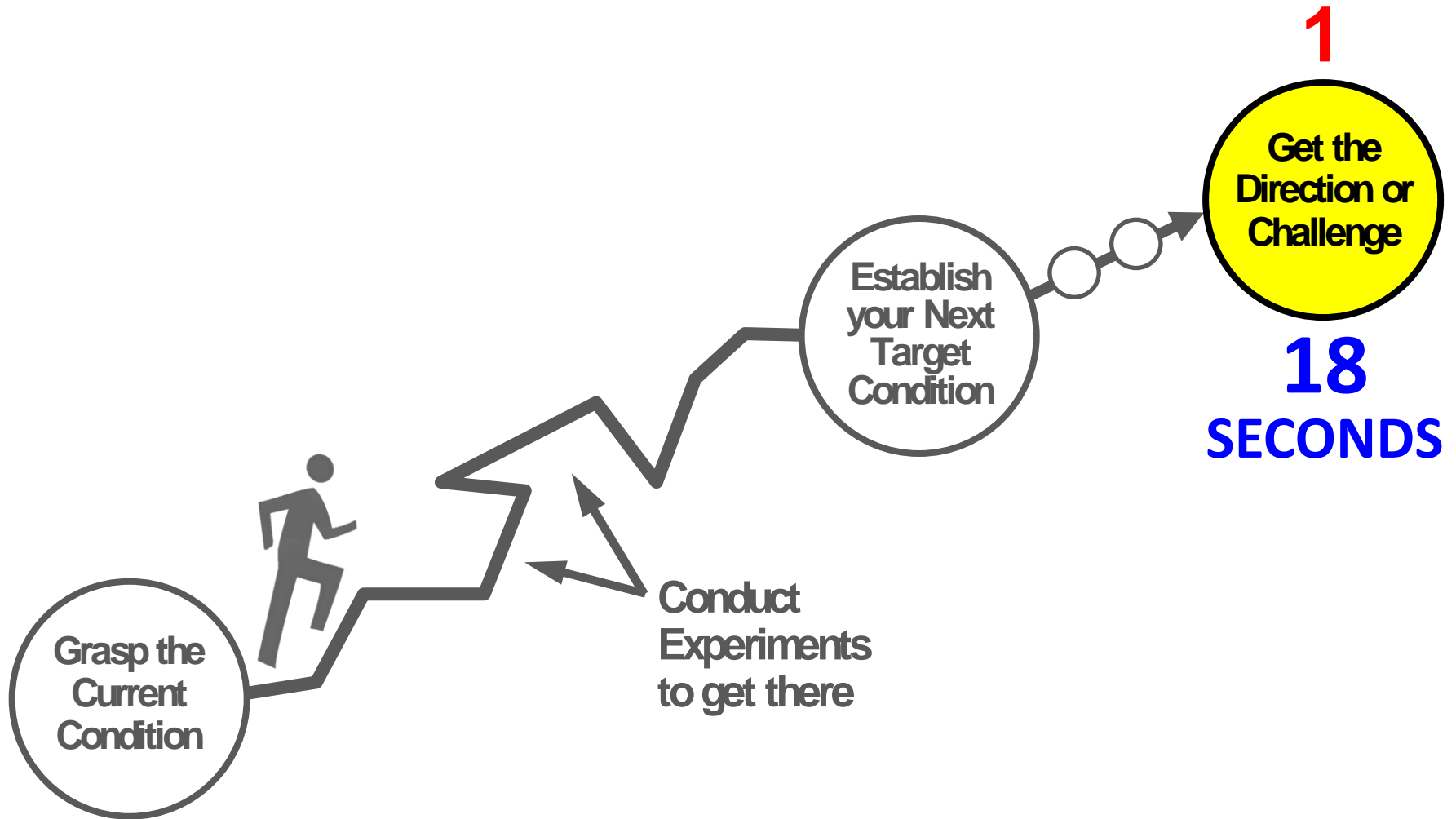
# SOME KEY POINTS

- You don't have to reach the overall challenge right away.
- The path is not predictable or straight.
- You *experiment* to get to the next goal, which makes it scientific.



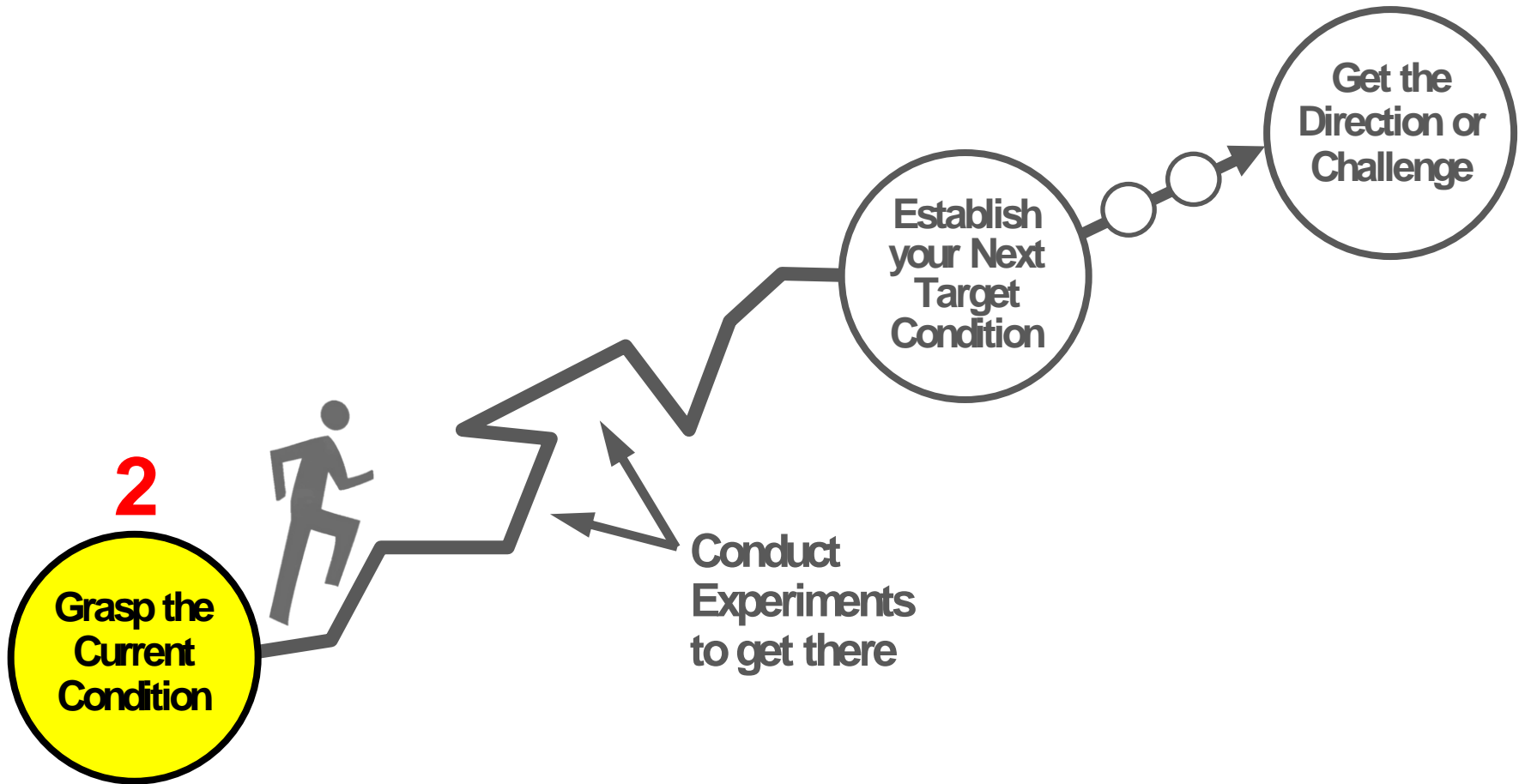


# Step 1: UNDERSTAND THE CHALLENGE



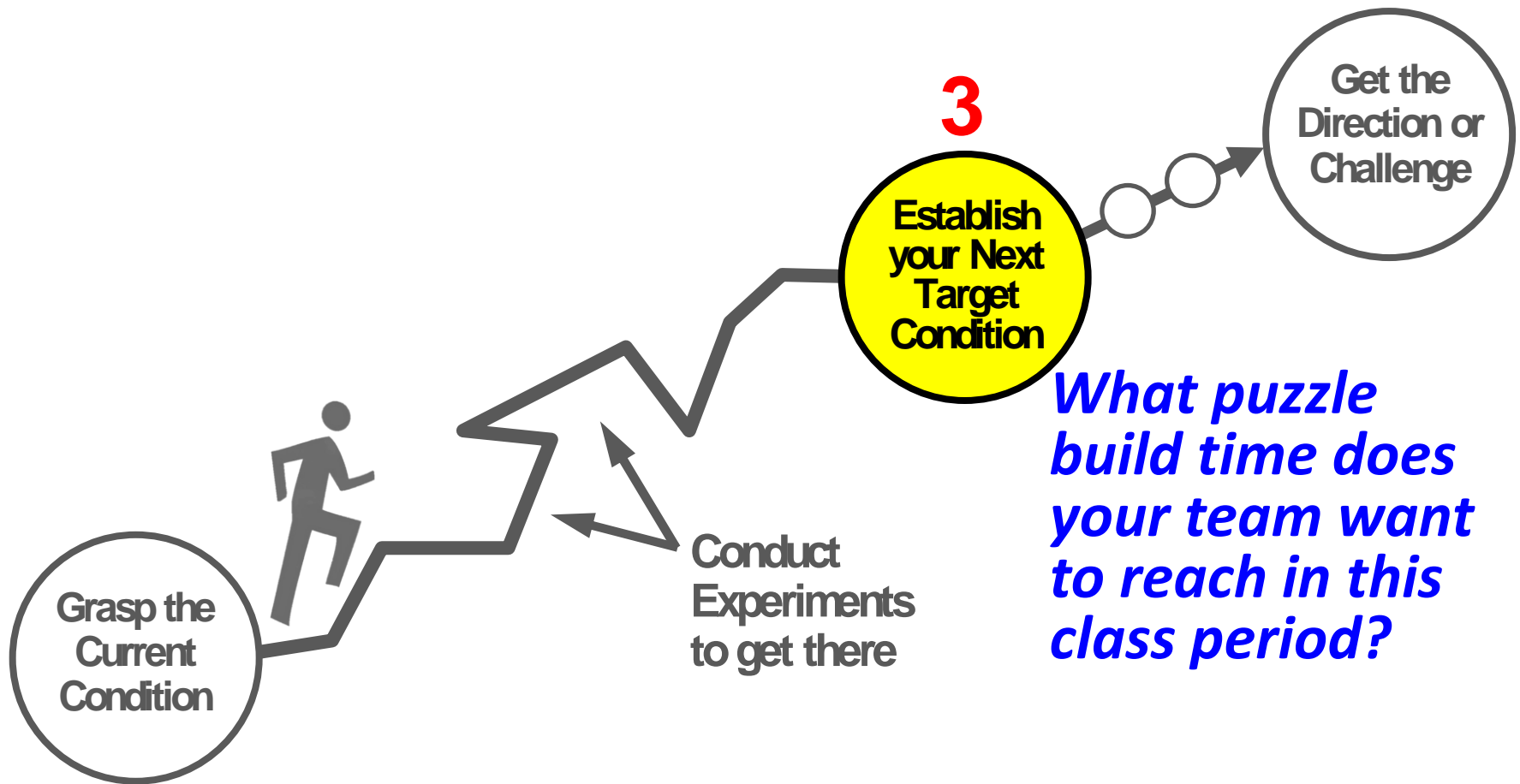


# Step 2: GRASP THE CURRENT CONDITION



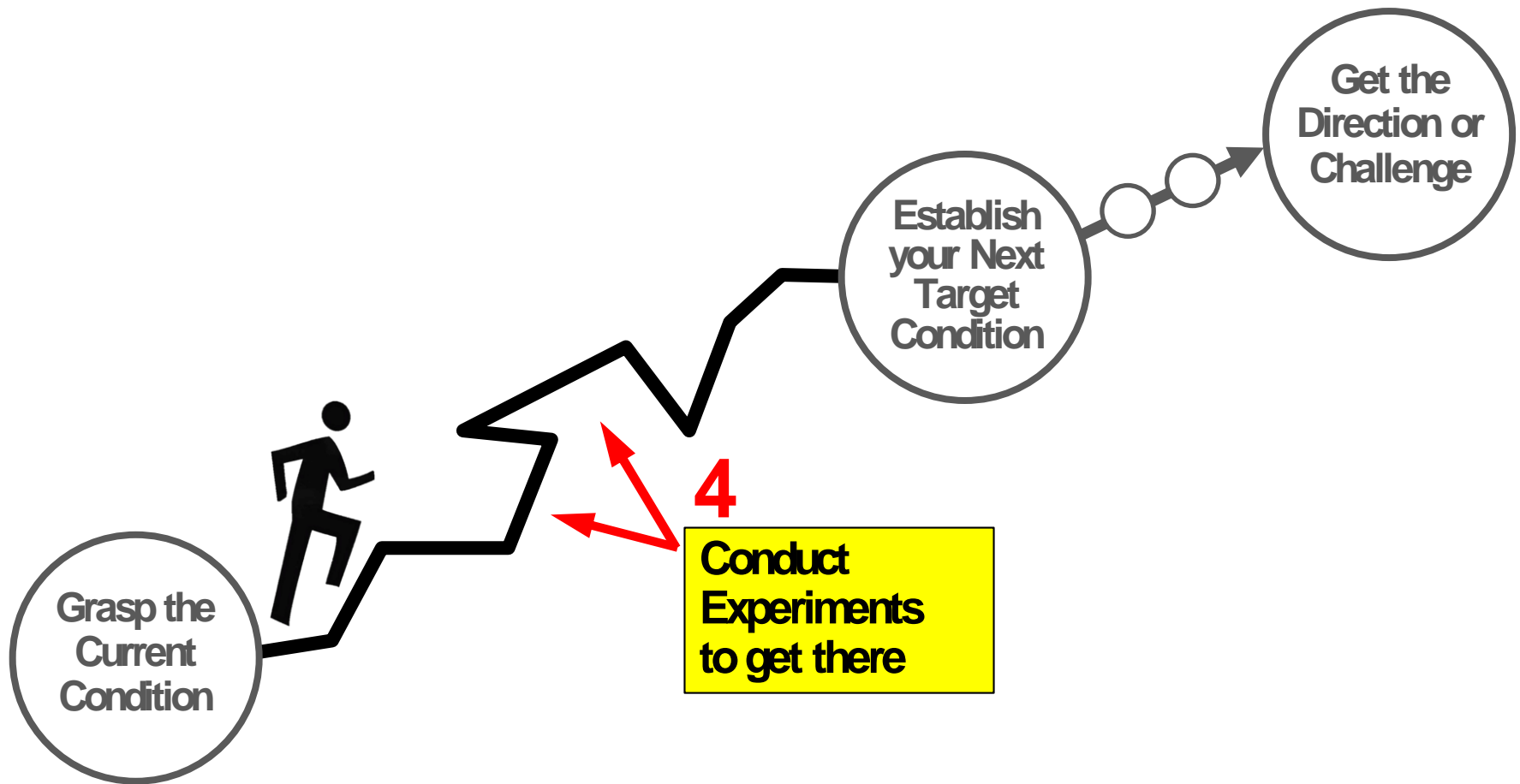


# Step 3: ESTABLISH YOUR NEXT TARGET CONDITION





# Step 4: CONDUCT EXPERIMENTS TO GET THERE

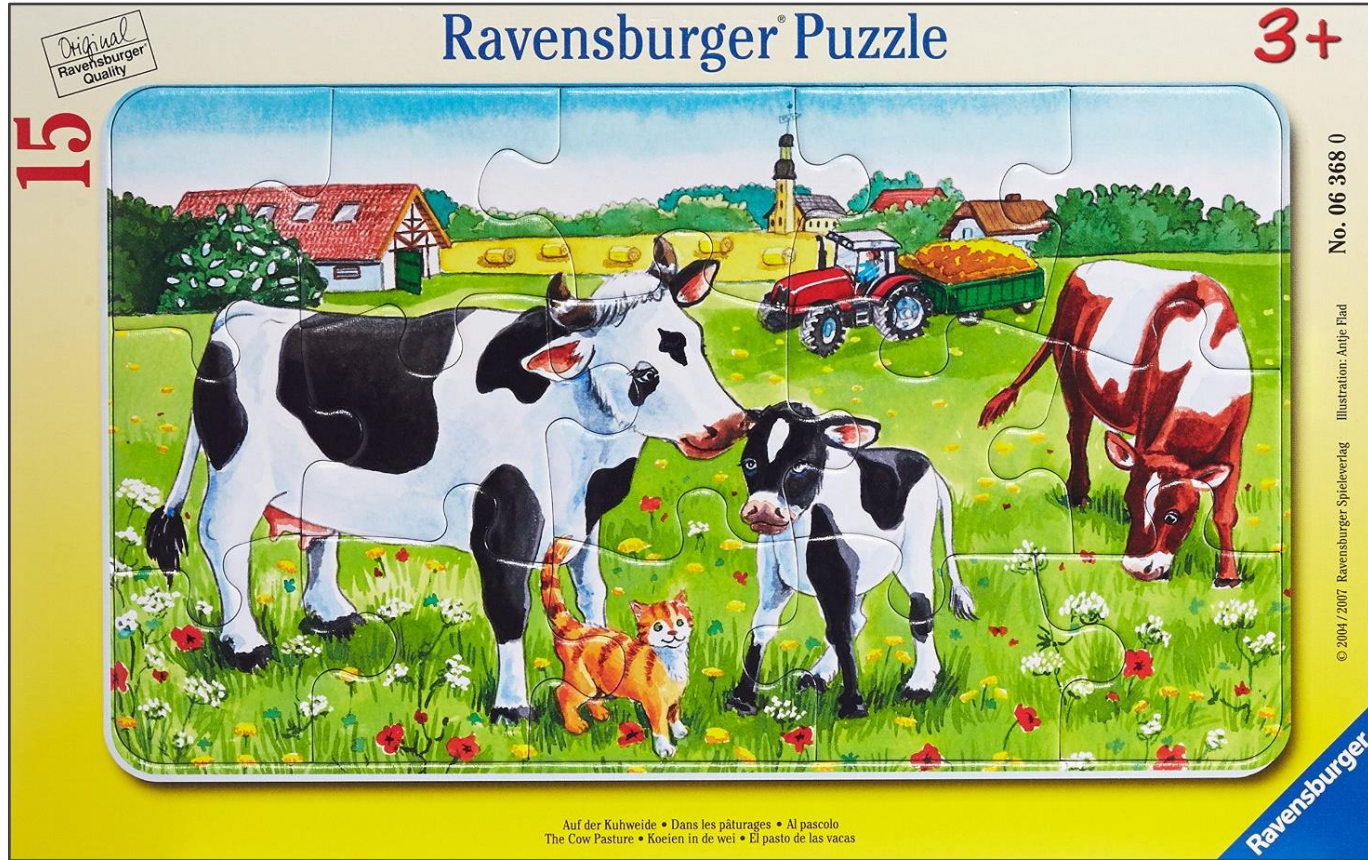




# VIDEO



For this exercise we'll build this 15-piece puzzle several times, and measure how long it takes each time





# THREE THINGS TO DO NEXT



**Choose a Team Name**



**Select a Timekeeper**

→ Each gets a stopwatch



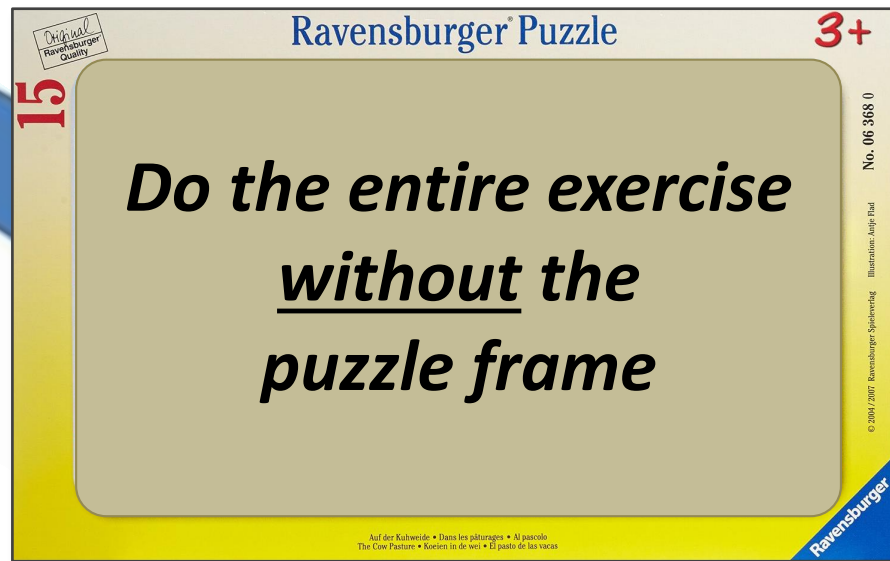
**Select a Data Recorder**

→ 'Baseline Rounds' form



- Take the puzzle out of the bag and study the picture.
- Remove the puzzle pieces from the frame.
- Put the frame back in the bag.

*Put the Frame Aside*



**Now build the puzzle once!**



# LET'S ESTABLISH A **BASELINE TIME** FOR YOUR TEAM

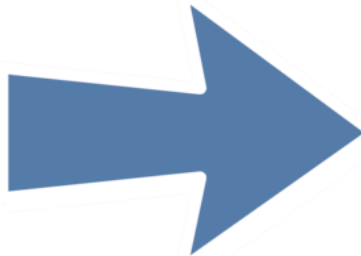
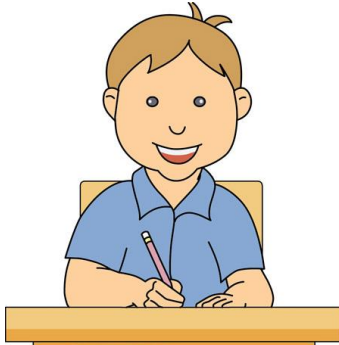
Record your times here →

Team Name: _____ Date: _____		BASELINE ROUNDS	
Round A	Round B	Round A	Round B
seconds	seconds	seconds	seconds
50	50	50	50
45	45	45	45
40	40	40	40
35	35	35	35
30	30	30	30
25	25	25	25
20	20	20	20
15	15	15	15
10	10	10	10
5	5	5	5

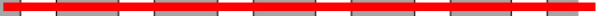
← We'll run **Two rounds**



# DRAW YOUR **TARGET CONDITION LINE** ON THE 'EXPERIMENTING' FORM



Team Name: _____		EXPERIMENTING			
Date: _____					
Experiment 1	Experiment 2	Experiment 3	Experiment 4	Experiment 5	Experiment 6
What will you do? • • •	What will you do? • • •	What will you do? • • •	What will you do? • • •	What will you do? • • •	What will you do? • • •
result	result	result	result	result	result
50	50	50	50	50	50
45	45	45	45	45	45
40	40	40	40	40	40
35	35	35	35	35	35
30	30	30	30	30	30
25	25	25	25	25	25
20	20	20	20	20	20
15	15	15	15	15	15
10	10	10	10	10	10
5	5	5	5	5	5

**TC** 

Kata in the Classroom / Mike Rother



# **Key Points About:**

## ***GRASPING THE CURRENT CONDITION***



- It's important to understand where you currently are, before you set your next goal.
- Don't pull goals randomly out of the air. A team should feel like its goals are meaningful.



# REFLECTING ON EACH EXPERIMENT

After each round we'll ask one team  
this set of **Reflection Questions**

REFLECTION

**Ask the questions on this card after each experiment**

- 1) What is your Target Condition?
- 2) Where are you now?

----- (*Turn Card Over*) ----->

- 3) What is your next experiment?  
(*read*)

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Back of Card

**Reflect on the Last Step Taken**

- 1) What did you plan to try in your last step? (*read*)
- 2) What happened?
- 3) What did you learn?



# PLANNING YOUR NEXT EXPERIMENT

Before each round, **write the ideas you want to test** on your 'Experimenting' form

Team Name:

Date:

## EXPERIMENTING

Experiment 1

Experiment 2

Experiment 3

Experiment 4

Experiment 5

Experiment 6

What will you do?

- 
- 
- 

What will you do?

- 
- 
- 

What will you do?

- 
- 
- 

What will you do?

- 
- 
- 

What will you do?

- 
- 
- 

What will you do?

- 
- 
- 

result

50  
45  
40  
35

result

50  
45  
40  
35

result

50  
45  
40  
35

result

50  
45  
40  
35

result

50  
45  
40  
35

result

50  
45  
40  
35

Write down  
the ideas for  
your first  
experiment



# **RULES**

## **TODAY'S GROUND RULES**



### **(1) "START Position" =**

- Puzzle pieces shuffled in random order
- Pieces face down in one stack
- Hands flat on the table
- No talking

### **(2) All Teams Start Together**

- a. Instructor calls "START"
- b. Build the puzzle
- c. Note the elapsed time on your form

### **(3) Don't Write on the Puzzle**



# THE SEQUENCE FOR EXPERIMENTING

## 3 Minutes per Round + Reflection Questions

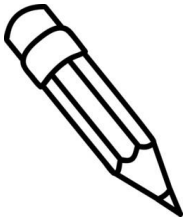
## Instructor calls "START"

## Build the puzzle

**Note the elapsed time on your form**

## Discuss what you plan to do next

**Write ideas you want to test onto the form**



## Time's up... Ask the Reflection Questions

## Get into START Position (timekeeper raise hand)



What's Your Goal  
for Today?



# ROUND 1:30 OVER

Mike Rother Ph.D.



# Summary

What are the four steps of the Improvement Kata approach?

Let's use this approach again when we have another challenge in class.

