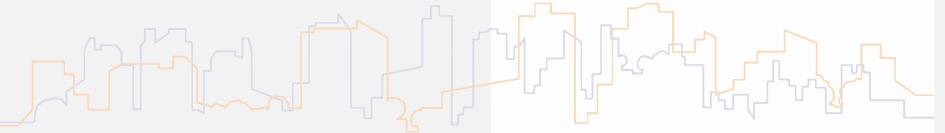




# **Lean Construction School**

**Introduction to Lean Construction Workshop** 







# **Lean Construction School Introduction to Lean Construction Workshop**

**Host Partner:** 

**Project:** 

**Location:** 

Date:

## SCHOL



- 1. Welcome and Introductions
- 2. Video
- 3. Overview of Lean Techniques
- 4. Lean card game
- 5. Site walk
- 6. Round up





# Welcome and Introductions

### Introduce yourself

- Your name
- Your role
- Your experience of Lean
- Overview of the Lean Construction School





# Aim of the Workshop

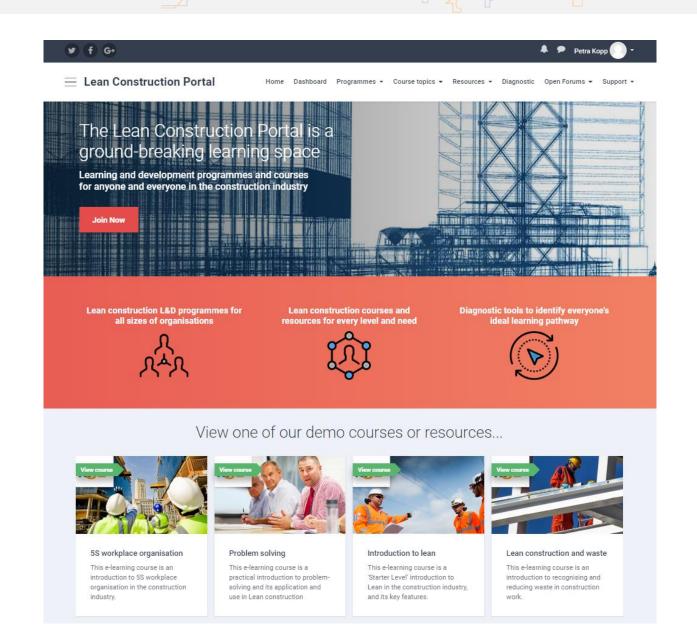
On completion of this workshop you will be able to:

- Describe basic principles of Lean
- Outline Lean based process improvements
- List examples of Lean tools
- Describe how Lean process improvement can be applied to existing business processes
- Capture initial ideas for potential improvement projects

By the end of the ½ day workshop you should be more knowledgeable on how the use of the Lean in the workplace



# Lean Construction Portal





# Improvement Projects Q3 – Q6\*

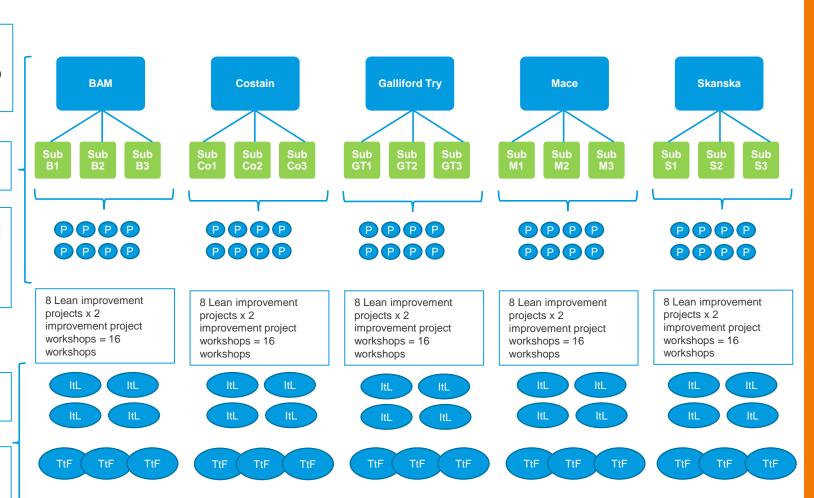
One construction project per Partner = 5 x 8 improvement project workshops = 40 improvement project workshops

3 subcontractors per Partner = 15 subcontractors in total

8 Lean improvement projects per Partner x 2 improvement project workshops each x 5 partners = 80 improvement project workshops

**20 Intro to Lean** workshops. 4 per Partner.

\* 15 Train the Facilitator workshops. 3 per Partner. 5 delivered in Q2 and 10 in Q3.





## Lean for Construction



Video on YouTube at :<u>https://youtu.be/qSVPX6jhLfw</u>
Alternative video <u>https://www.youtube.com/watch?v=OTH0z6xSSJM</u>



# Lean for Construction

# Lean, what is it and what are its objectives?

A way of thinking to improve processes – a philosophy

A way of doing more, better with less – less human effort, less equipment, less materials, less time and less space

The heart of Lean is to continuously solve problems using - proven methodologies and tools



# Five Lean Principles

#### **Customer value**

Identify and specify value from the customer's perspective

#### Value stream

 Identify and map the value stream of end to end process and eliminate wasteful steps

#### Flow

Make value flow by eliminating waste / bottlenecks

### **Customer pull**

 Let the customer pull value by designing process that respond to customer demand

### **Pursue perfection**

 Totally eliminate waste and create a flawless process/service.



## 7 Aspects of Lean Construction

There are several key aspects to Lean

The Lean Construction School covers the following seven key Lean methods:

- 1. 7 wastes
- 2. 5S workplace organisation
- 3. Collaborative planning
- 4. Problem solving and continuous improvement
- 5. Standardised work
- 6. Visual management
- 7. Process / value stream mapping



# 1. 7 Wastes

# **TIMWOOD**

#### **Defects**

Not right the first time, repetition or correction of a process



# 00 0

### **Transportation**

Unneccessary movement things (parts or machines) between processes



#### **Inventory**

Raw material, work in progress or finished goods which is not having value added to it



#### **Overprocessing**

Processing beyond the standard required by the customer



#### Movement

Unneccessary movement of people/items within a process



#### **Overproduction**

To produce sooner, faster or in greater quantities than the customer demands





# X

### Waiting

People or parts that wait for a work cycle to be complete



# 1.7Wastes

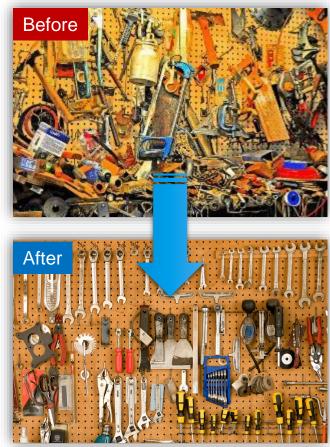
### **Exercise**

- Get into groups of 2-3
- Identify one of each of the 7 wastes which exists in your current role
- Brainstorm how we make it better
- Pick one from your seven that you as a team can take away from here and action











## 3. Collaborative Planning

#### What is it?

The collaborative planning system consists of a series of tools, approaches and processes that can be easily implemented on projects.

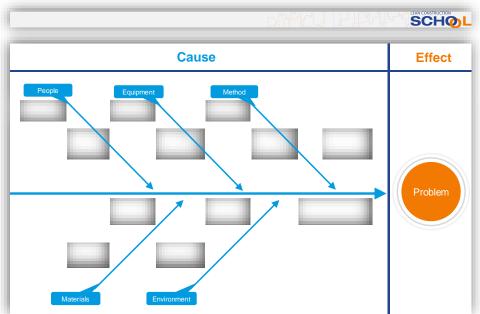
#### It helps us:

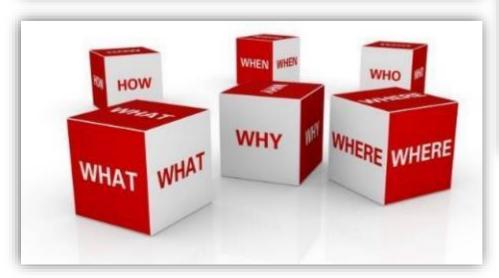
- Deliver better value to the customer to increase satisfaction
- Remove waste from work processes to reduce time and cost
- Increase programme certainty
- Visualise programme
- Align all involved
- Identify opportunities

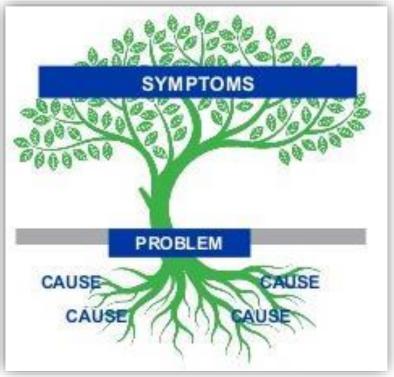




## SCHOL 4. Problem Solving & Continuous Improvement

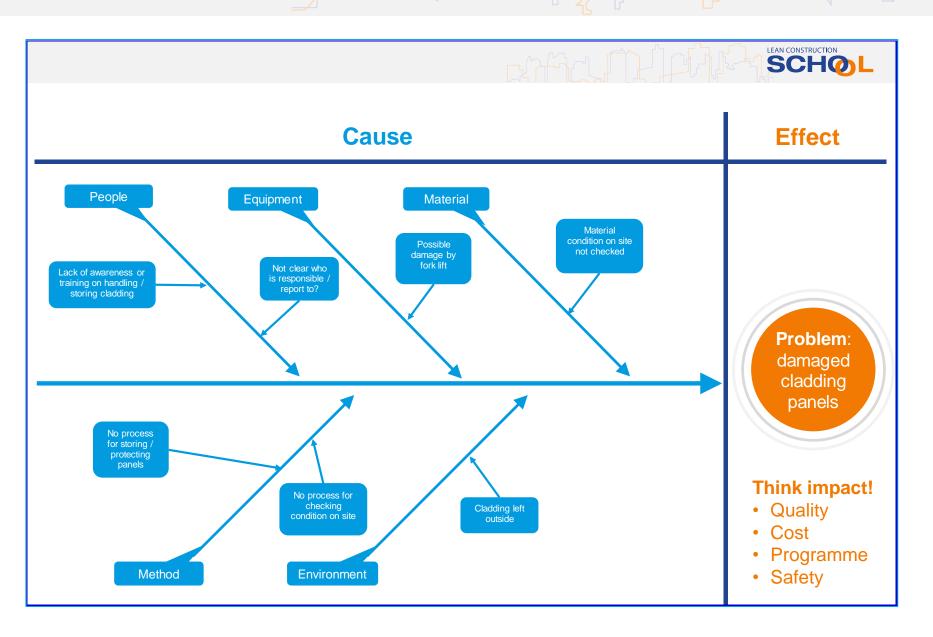








# 4. Practical Problem Solving



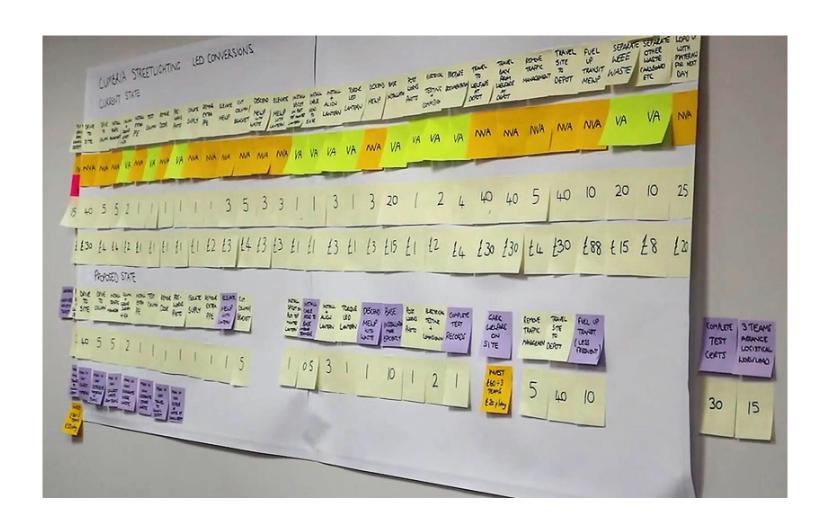


## 5. Process Mapping

- A process map is a flowchart of the actual process.
- This needs to be walked through rather than relying on manuals and we need to involve the right stakeholders.
- A process map highlights where non value added problems may exist, e.g. design issues, late procurement of long lead-time items, lack of resources etc
- Can be used for any process type, e.g. fit out, design, commercial etc.



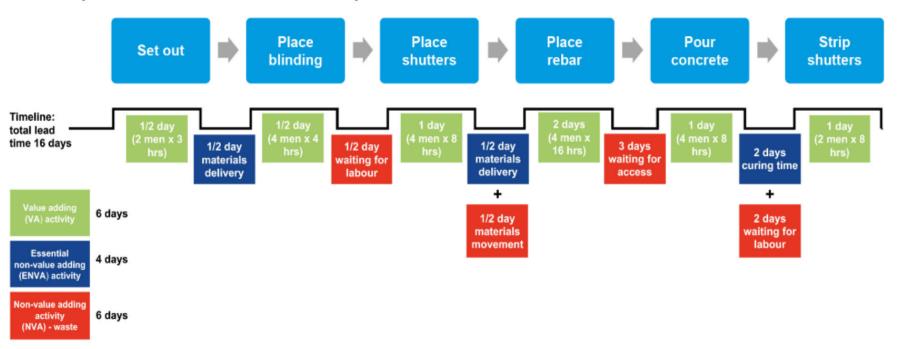
# 7. Process mapping





# 5. Value Stream Mapping

#### Concrete pour - current state value stream map





### 6. Opportunities for Standardised Work

# How can we refine the process to make it better and standard?:

- What are the main steps?
- What are we standardising: quality, productivity, ease of application?
- Could we use a different order?
- Could we do it a different way?
- How can we reduce wastes, such as downtime?
- How can variation be reduced?

Now adjust the baseline process map!









### 6. Documenting the New Standard

# We need to capture the new standard process

- Let's discuss and agree on the wording and explanation of the new process
- It needs to be understandable to people new to the process
- Describe why it is better than the current way of working: what are the benefits?
- What are the key differences to the current situation: what has changed?
- Are we agreed on this is as the new Standard Operating Procedure?

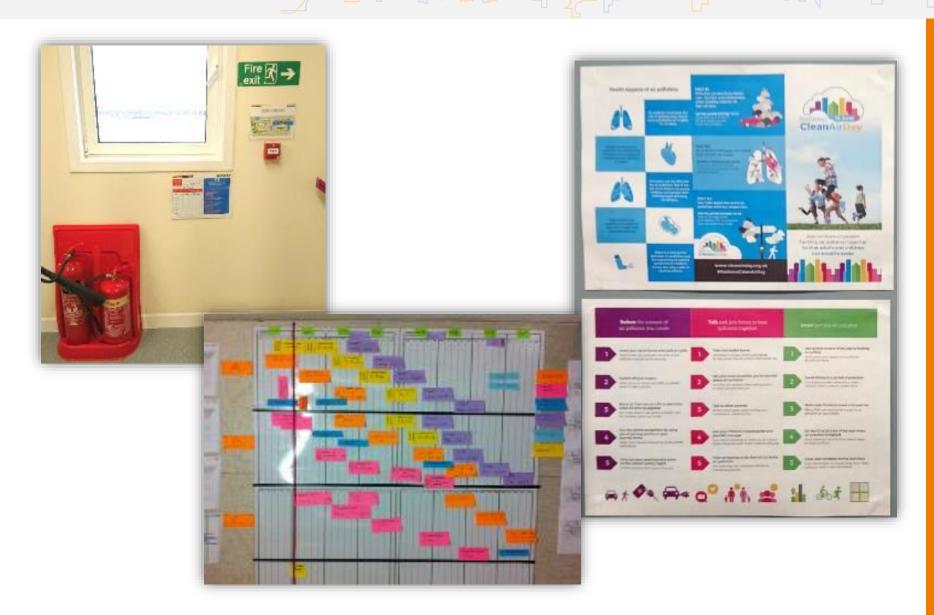








# 7. Visual Management







# **Lean Construction Card Game**





### The Game:

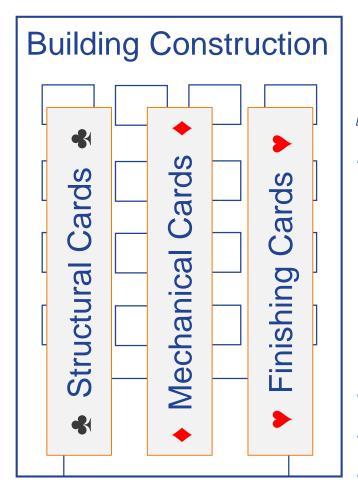
- Create a '13 storey building' as quickly as possible
- Each card represents the resources to construct a specific portion of one of the thirteen floors
- Round is finished when the King of Hearts is played last on the 13th floor

Each of the four suits represents a specific trade (or waste):

- Player 1
  Structural contractor
- Player 2:Mechanical contractor
- Player 3:Finishing contractor
- Waste: Non-value adding activities



### **Sort Cards into:**





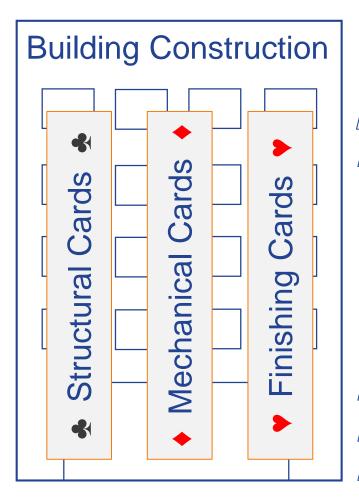
Each floor of the building is represented by the face value of the card (Ace = 1<sup>st</sup> floor, etc.)

## All cards must be placed sequentially in 3 columns

- May be placed independently of other suits
- ◆ Are only placed AFTER ◆ (structural card) on the same floor
- Can only be placedAFTER both ♣ and ♦ cardsare in place for that floor
- ♠ Waste cards should be left unsorted on the table



### **Round 1: Unilateral Construction Chaos**

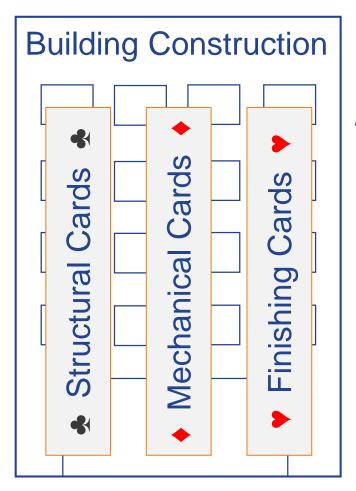




- Players may pick up only one card at a time and must play this card before picking up another one
- No sorting of the cards is allowed
- No talking, collaboration, or teamwork
- Sequential placement
- ◆ AFTER ◆
- ▼ AFTER both ♣ and ◆
- ♠ Waste cards should be left unsorted on the table



### Round 2: Improved site laydown organisation





- Players may gather all their cards at the start
- Players may sort their cards during play
- No talking, collaboration, or team work
- Sequential placement
- ◆ AFTER ◆
- ▼ AFTER both ♣ and ◆
- ♠ Waste cards should be left unsorted on the table



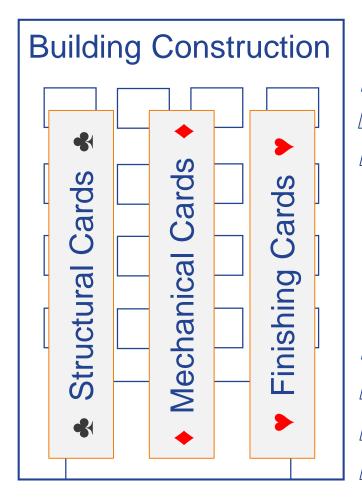
# Lean Principles

### What Lean principles did we see just now?





### **Round 3: Collaboration**



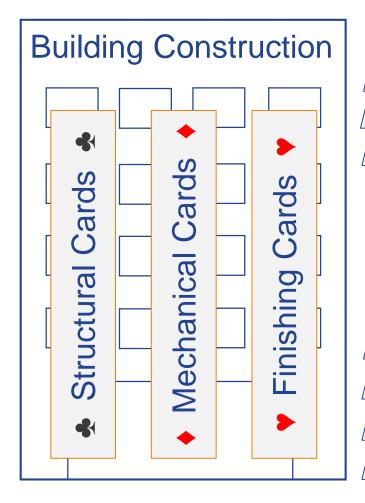


### Players may:

- Gather all their cards at the start
- Sort their cards during play
- Talk and collaborate, assist each other
- Sequential placement
- ◆ AFTER ♣
- ▼ AFTER both ♣ and ◆
- ♠ Waste cards should be left unsorted on the table



### **Round 4: Reducing Waste**





### Players may:

- Gather all their cards at the start
- Sort their cards during play
- Talk and collaborate, assist each other
- Sequential placement
- ◆ AFTER ◆
- ▼ AFTER both ♣ and ◆
- Waste cards removed from play



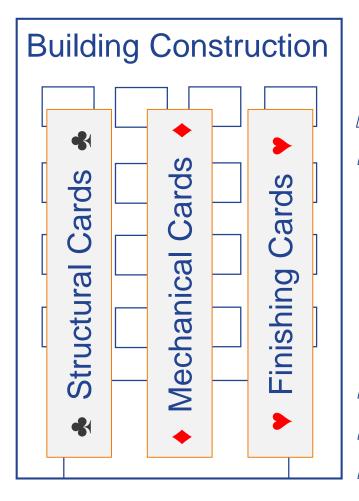
# Lean Principles

### What Lean principles did we see just now?





### **Round 5: Improved Material Management**



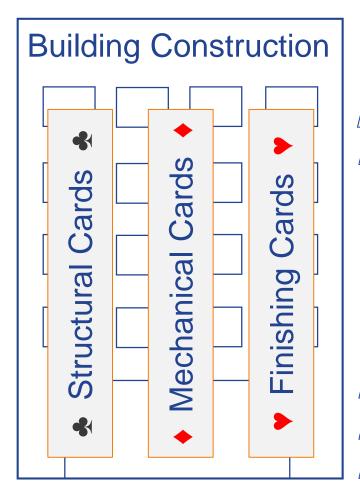


### Players may:

- Gather all their cards at the start
- Sort their cards during play
- Talk and collaborate, assist each other
- Sequential placement
- ♦ AFTER ♣
- ▼ AFTER both ♣ and ◆
- Waste cards removed from play



### **Round 6: Optimised Resource Management**





### Players may:

- Gather all their cards at the start
- Sort their cards during play
- Talk and collaborate, assist each other
- Sequential placement
- ◆ AFTER ◆
- ▼ AFTER both ♣ and ◆
- ♠ Waste cards removed from play



# Lean Principles

### What Lean principles did we see just now?





### Making it Happen

- Can you see the relevance of Lean to your work and that of contractors, suppliers and others?
- How can we translate what we have just learnt to the real world?
- Where could you apply Lean thinking in your work place?
- What actions could you take on your site?
- Where could more efficient ways of working be implemented?









## Go, Look and See

### Site Walk: Look for things like

- People doing nothing / waiting
- Excessive movements, vehicles or people
- Large amounts of inventory sat around
- Untidy work spaces
- Poorly organised /untidy storage areas
- Different trades working 'on top' of each other
- Lack of clear signage / markings
- Workers doing same/ similar tasks in different ways
- Delivery vehicles waiting to get in to drop off, etc

Ask questions, take notes





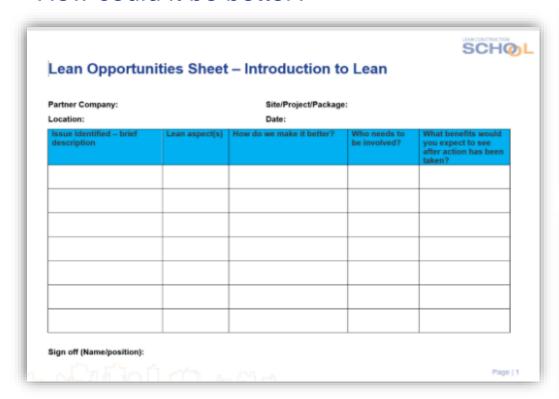




# Go, Look and See

# Use the sheet to capture your observations

- Ask questions, take notes, take pictures
- How could it be better?











## Round up

- What opportunities have you identified? We need a volunteer to collate the ideas!
- Name one thing you'll do differently as a consequence of today
- Go and do e-learning on the LCS
- Agree on topics for Improvement Project Workshops, plus identified subcontractors to participate, dates and locations
- Identify people for Train the Facilitator sessions, from which organisations / suppliers, as well as workshop dates

