## State of Minnesota, Department of Administration Enterprise Lean, Office of Continuous Improvement mn.gov/lean

## **Lean Essentials**



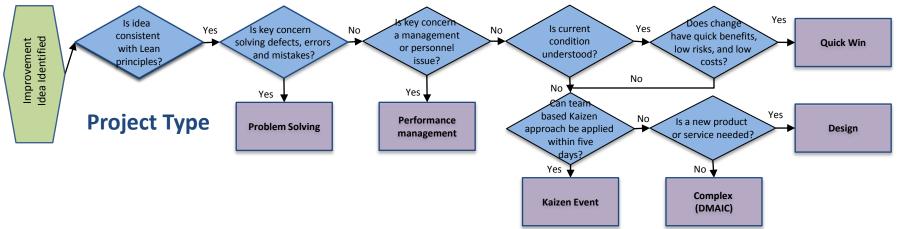
Lean is a time-tested method for improving performance and results by removing waste (non-value added activities) and standardizing work within a process. Lean embodies a way of thinking and acting to continually improve services.

7 Wastes (+1)	Lean P	5 Whys						
Waste to eliminate from the process  T Transportation I Inventory M Motion W Waiting O Overproduction	<ul> <li><u>Customer focus</u>: provide when they want it, and</li> <li><u>Value</u>: define value from perspective and relentle</li> <li><u>Respect</u>: empower and improve products and s</li> <li><u>Results: set ambitious g</u></li> </ul>	how they want it n the customer's essly drive out waste engage employees to	Root cause identification tool  1 Identify problem  2 Ask, "What should happen?"  3 Ask, "What did happen?"  4 Ask, "Why?" 5 times  5 Complete action plan					
O Overprocessing	<ul> <li>Accountability and Tran</li> </ul>	A3						
D Defects S Underutilized staff creativity	<ul> <li>on commitments and continuous improvement</li> <li>quo, validate assumption</li> </ul>	One-page problem solving or project charter tool						
Poka-Yoke	experiment and learn fr	Standard Work						
Mistake proofing	WorkOut	5S	How work should be done					
Kaizen Event	Half-day method to help	A simple method for creating	1 Define process start and end					
A facilitated, rapid improvement event typically conducted over 3-5 days  1 Map current process 2 Identify waste 3 Brainstorm improvements 4 Map future process 5 Complete action plan	teams identify work unit issues and solutions  1 Define value streams 2 Identify challenges 3 Brainstorm solutions 4 Sort and prioritize	clean, safe, orderly, high performing work environments  1S Sort  2S Set in order  3S Shine  4S Standardize  5S Sustain	<ul> <li>Determine requirements</li> <li>Define process steps &amp; time</li> <li>Create forms/documents</li> <li>Set quality control checks</li> <li>Train supervisors and staff</li> <li>Validate standard work</li> <li>Make adjustments</li> </ul>					

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## **Project Methodology and Tools**

Plan		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 Mate</li> <li>Cost/Benefit</li> <li>Impact Whee</li> <li>FMEA</li> <li>Mistake Proce</li> <li>Implementat</li> <li>Performance</li> <li>Before/After</li> </ul>	Voting  Trix  Analysis el  ofing ion Plan  Measures	<ul> <li>Control Plan</li> <li>Standard Work</li> <li>Post-Project Review</li> <li>Storyboard</li> <li>Visual Measures</li> </ul>