



208 – Visual Factory/Scheduling Kaizen

Onsite – 3 Days, 8 Hours/day – Optimum class size, 6 - 9 students

Training Description:

Visual Factory is a means of creating visual cues which, when executed well, very quickly and clearly demonstrate an indication of status; either to standard or not to standard. Any not to standard condition is then able to be challenged and improvements made.

This training designed to control inventory, manage bottleneck operations and shorten lead-times through the introduction of visual cues. Visual Scheduling supports lean manufacturing processes with a toolset that allows companies to create graphical and visual information flows across the production process. Visual Factory provides the whole shop floor workforce with the information they need in a visual and interactive way.

Training Objective:

Students will be taught a process enabling them to design low-cost solutions for reducing inventory, creating flow and improving lead-times. This in turn will help allow manufacturing to meet customer demands for high-quality, low-cost products, delivered quickly and without the expense of excess inventory.

Skill Attainment:

The workshop will provide a proven formula for a team to implement a Visual system. Once the team is fully trained this can be repeated in other areas of the plant or office. In this hands-on workshop the team will discover how to:

- To create a standardized working environment that is easy to understand and safe to operate in.
- To make it easy to do the right thing and difficult to do the wrong thing.
- To make deviations from what is expected immediately obvious to everybody.
- In order to identify and eliminate waste and support continuous improvement.

These skills are transferable within the company, industry and are highly desirable by any manufacturer.



Training Agenda:

Day 1

Morning Training

- Document Current Process
 - Select product(s)
 - Determine if MTO or MTS or Hybrid
 - Inventory basics, measures and data
 - Draw current State Map
 - Draw current layout

Afternoon Training

- Design Visual System
 - Define design goals
 - Draw future state map
 - Establish Visual locations
 - Decide on Kanbans (signals)
 - Determine flow details
 - Draw the Visual system layout

Day 2

Morning Training

- Plan System
 - List actions
 - Test, test, test
 - Set priorities
 - Assign responsibilities
 - Establish completion dates
 - Post Visual / Kanban action plan

Afternoon Training

- Create System
 - Obtain all items
 - Install Visuals
 - Train workers
 - Ensure the Visual system works

Day 3

- Optimize Visual System
 - Adjust quantities as needed
 - Install visual controls
 - Develop a method to update quantities based on demand.
 - Investigate use of MRP to calculate Visuals