

Solve/Plan - Set the Goal

TO: Decrease the koosh ball process cycle time

FOR: Koosh ball team members

SO THAT: Customer Is happier; Free up team time for other value added activities



- The ball must start and end with the same person
- Each person must touch the ball in the same order as they did at the outset
- Two people cannot touch the ball at the same time.
- If the ball falls on the floor you must begin again

STANDARDS/MEASURES: Time for all team members to 'touch' the koosh ball – 50% decrease from baseline

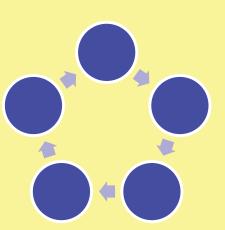
Solve/Plan

Collect data and information

- Complete the process a few times
 - Without changing
- Establish baseline time and record
- Observe errors and waste

Analyze and identify potential solutions

- Determine issues that are consuming time;
 Why do they exist?
- Establish potential solutions; what are they?



Try/Do

Perform assignments to test potential solutions

- Try potential solutions
- Run the process

Measure results to achieve the goal

Measure results

Learn/Study

Analyze results and determine impact

 Back to potential solutions and goal – Do you need to modify solutions? Retest?

Extract learning

- Why did it work?
- Why did it not work?
- What will you try next?

Install/Act

For the team with the greatest decrease in time: In a *tell, show, do, recycle format* teach the other teams your new standardized work.

All other teams, try the new process and measure the results.

Are all teams able to achieve the goal? Consistently?

Koosh Ball Conclusions

Important being able to...

- Communicate effectively with others
- Work as a team
- Solve
 - Focus the improvement effort
 - Understand the process
- Try, Learn
 - Get feedback through measurement
 - Learn from success and failure
- Install
 - Effectively install the new process



