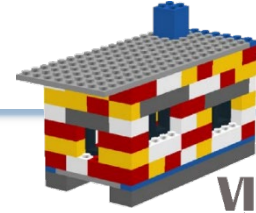


We will be using a simulation game called **VILLEGO** to demonstrate how the Last Planner System works.



WHAT IS LEAN DESIGN & CONSTRUCTION

During the sharing we will be elaborating on the Last Planner® System, a registered trademark of Lean Construction Institute (LCI)

<http://www.leanconstruction.org>

Lean Management Academy Sdn Bhd has got the approval from Lean Construction Institute to use Last Planner® System in training and consulting work.

COURSE DETAILS

Lean Construction programme is an engaging 2-Day course that's Stimulating, Absorbing, Challenging, - drive performance in complex environment with a simulation game to demonstrate how The Last Planner works and high impact discussions and reviews.

WHO SHOULD ATTEND

Lean Construction is ideal for participants of all levels, from entry level apprentices to the most senior of leaders - working across functional, hierarchical, geographical boundaries.

FEES

- ❖ RM1900 plus 6% SST per participant
- ❖ Enjoy RM 100 discount per participant for registration of three or more participants from the same company and of the same billing source.

Lean Design and Construction is a production management-based approach to project delivery -- a new way to design and build capital facilities. Lean production management has caused a revolution in manufacturing design, supply and assembly. Applied to project design and delivery, Lean changes the way work is done throughout the delivery process. Lean Construction extends from the objectives of a lean production system

- maximize value and minimize waste - to specific techniques and applies them to a new project delivery process.

As a result:

- The facility and its delivery process are designed together to reveal better and support customer purposes.
- Work is structured throughout the process to maximize value and to reduce waste at the project delivery level.
- Efforts to manage and improve performance are aimed at improving total project performance because this is more important than reducing the cost or increasing the speed of any particular activity.

The Villego simulation was created to enable participants to experience the difference between traditional project management and the management of production in projects using the Last Planner® System. Work is structured throughout the process to maximize value and to reduce waste-at the project delivery level.

Efforts to manage and improve performance are aimed at improving total project performance, because this is more important than reducing the cost or increasing the speed of any particular activity.

The Last Planner® System, (LPS) is a production management system that can be used on all sorts of projects.

In this simulation the project is to build a house. As with most projects there are a number of more or less autonomous people and teams involved.

This is a simulation of what happens in the real world of projects, simplified so that all of us can learn from it.

You and your project team will see how Last Planner helps deliver projects that are safer, faster, better, less costly and more fun.

The Main (learning) goals:

- understanding LPS;
- understanding the skills and attitude necessary to make the new way of project management and cooperation successful;
- learn what to expect and how to act in the conversational meetings within LPS.



Transform your training with experiential learning activities !!

LEAN CONSTRUCTION An Introduction to Last Planner System

2-Day Course Outline

- DAY 1 :**
9:00AM
to
5:00PM
- 1. Lean Construction Introductions**
 - 2. Villego Round 1**
Introduce simulation
Plan according to current principles
Construction
Review: Document results
Personal appreciation participants
Post results
Process review
Discussion on process wastes in construction
 - 4. Introduction to Last Planner**
Relate to issues from Villego R1 and Parade of Trades
The five conversations
Collaborative programming
Make Ready
Production planning
Production Management
Evaluation (PPC), Learning & improvement
 - 5. Villego Round 2**
Collaborative programming
Construction
stop at the end of each 60secs
Evaluation (PPC), learning & improvement
Production Management
Production planning review
Make Ready check
Review:
Document results
Personal appreciation participants Post results
Process review
Discussion on process waste in construction
- Making and securing reliable promises**
promise cycle
Discussion: how to introduce and implement Lean

- DAY 2 :**
9:00AM
to
5:00PM
- Experiential Learning on Project Management**
- 1. Meeting The Challenge**
Opposing teams score point by setting each other challenges which opponents may choose to accept or decline. Teams can revise their approach and plans to meet changing circumstances.
 - 2. Meeting Expectation**
Teams plan the assembly of simple products (in difficult circumstances) and prepare financial forecasts. Each has 3 attempts to improve its profitability and the accuracy of its forecasts. Forecasts and actual costs are compared and their significant reviewed.
 - 3. Our Success**
There are three parts to the activity. Pairs or threes work within a group to achieve the highest scores they can for their pair or three (not the group). The rules for scoring are different in different parts of the activity. Decision within the pairs/threes are based largely on individuals' approaches to, and understanding of, success when working with and in competition with others.