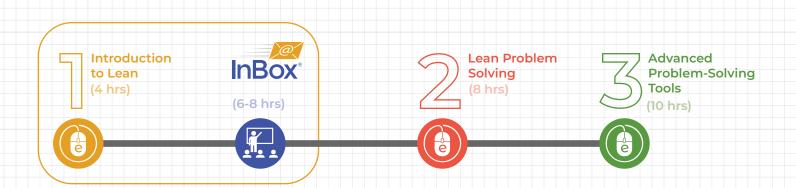
MoreSteam

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Lean **Problem Solving** and Skill Development

Lean 1-2-3 provides progressive training in problem solving using Lean methods. As the name suggests, Lean 1-2-3 leads the learner from basic introductory concepts to advanced topics through the use of commonly applied toolsets and critical thinking. When combined with MoreSteam's InBox[®] simulation, the Lean 1-2-3 program rapidly produces practitioners who not only know how to approach process problems, they also have experience in working through the solutions in a collaborative, rapid-improvement environment.



The curriculum is split into three online courses to effectively provide learners with the most appropriate coursework 'just-in-time.' Learners may complete one, two, or all three modules depending on their needs. The InBox simulation workshop is recommended for all training levels within the Lean 1-2-3 curriculum.



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EngineRoom

Lean 1 includes simple Excel-based templates. Lean 2 and Lean 3 include a license to MoreSteam's EngineRoom, a web-based application with a complete set of problem-solving tools including Lean templates, flow charts, diagrams, and advanced statistical tools. EngineRoom provides an intuitive drag and drop interface so you can avoid the steep learning curve of desktop data analysis software. Free 30-day trial available.

INBOX[®] LEAN OFFICE SIMULATION

InBox is a virtual Lean office simulation that provides first-hand experience applying Lean concepts where the work flow is essentially invisible. Led by a facilitator, participants play a specific role in the process and proceed through multiple iterations of improvement. Lean tools illustrated include: takt time, work-in-process metrics, error-proofing, line balancing, standardized work, Little's Law, and Theory of Constraints (TOC).

InBox includes detailed instructor materials including notes, schedules, and a sample process map.



Target Audience

Lean practitioners and team members, rapid improvement team leads, sponsors, and those aspiring to Bronze, Silver, and Gold levels of Lean expertise.



Number of Participants

Each learning module can be completed individually and virtually. InBox simulations require class sizes of 10-15 students.



SETTING

Online modules may be completed anywhere, any time that an internet connection is available.

InBox simulation can be completed virtually or in a classroom setting.



TIME DURATION

The eLearning modules are self-paced and can be accessed at any time. Estimated completion times:

- Lean 1 (Introduction to Lean): 4 hrs
- Lean 2 (Lean Problem Solving): 8 hrs
- · Lean 3 (Advanced Problem-Solving Tools): 10 hrs

NOTE: The InBox workshop requires 6-8 hours of classroom time.

Contact us for more information, trial access, and pricing.



Materials Needed

Learning modules require: internet connection, modern browser, and a spreadsheet application.

The InBox simulation should be scheduled in a room that provides space for mapping and small group work. Suggested materials:

- Whiteboard/flip charts
- Projector/screen
- Laptop for each participant
- High-speed internet connection



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