Introduction to 5S

Learning Goal

The goal of this learning activity is to introduce the students to the 5S concept and make them ready to play the LEAP game, experiencing the process further by playing a role in it.

Learning Objectives and Outcome

After playing this scenario, learners will be able to:

- Know about the 5S concept.

- Know about LEAN processes in general.

- Be ready to implement the 5S methodology in different environments.

Core Concepts

5S is the name of a workplace organization method that uses a list of five Japanese words: seiri, seiton, seiso, seiketsu, and shitsuke, meaning sort, set in order, shine, standardize and sustain. The learning goal of this scenario is to learn how to organize the work place efficiently and effectively by identifying and storing the items used, maintaining the area and items, and sustaining the new order. The decision-making process usually comes from a dialogue about standardization, which builds understanding among employees of how they should do the work. The 5S can be seen as being a basis of a lean manufacturing or production system (or simply "lean") which is a systematic method for waste minimization within a manufacturing system without sacrificing productivity. The 5S methodology can also be applied outside of manufacturing to any kind of process or environment in need of being streamlined and optimized.

Class Collaboration

Ask some questions to the students to see if they understood the concept

Assessment

Ask some questions to the students to see if they understood the concept

Pear review of everyone's understanding by organizing very small and short role play sessions

Auxiliary materials

The AGILE Manifesto: http://agilemanifesto.org/

SCRUM Guides: http://www.scrumguides.org/

LEAP Portal: http://leapproject.eu/