5S NUTS & BOLTS GAME

A tool to understand the significance of 5S in any process

Introduction

The game is designed as an assembly line process, where the final product is in the form of assembled nuts, washer & bolts in pre-specified order.

Item Required

- 5S Nuts & Bolts Game

- Stop Watch

- Paper

- Pen

Team Formation

Number of Participants: 4-5

Observer

Assembler

Time Keeper

Task

Quality Checker

Team for 5S Nuts & Bolts Game   www.breval.co.in

Role of Each Team Member

Assembler: One person is assigned the role of assembler, who will assemble all the parts in pre-specified order, as per instructor.

Quality checker: One person will check quality of all final products in reference to the specified drawing/sample given by instructor.

Time keeper: One person shall be given responsibility of keeping the time throughout the process.

Observer: One or more person shall be assigned role of observer. He will observe the assembler & will note down his observation.

Instructor/ Facilitator

1. Brief participants about their role.

2. Ensure participants have required accessories for performing the exercise

3. Design the final product & show it to the team in form of sample or drawing

4. Take the team through the whole process.

5. Brief the learning of exercise at the end of exercise.

Part 1

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Steps

- Instructor will mix all parts ie, nuts, washer, bolts at one place. Give this to the team, for making the final product.

- Assembler will assemble all parts.

- Time keeper will record the time taken for completing the task.

- Quality checker will check final product as per specification.

- Observer will observe the whole process & note down his observations about the good things & the difficulties faced in the process.

Output of Part 1

Time taken:-

Number of Defects:-

Observer Feedback

(The feedback to be shared at the end of exercise)

Part 2

Steps

- Instructor will mix all parts ie, nuts, washer, bolts at one place. Give this to the team, for making the final product.

- Assembler will assemble all parts.

- Time keeper will record the time taken for completing the task.

- Quality checker will check final product as per specification.

- Observer will observe the whole process & note down his observations about the good things & the difficulties faced in the process.

Output of Part 2

Time taken:-

Number of Defects:-

Observer Feedback

(The feedback to be shared at the end of exercise)

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Part 3

Steps

- Ask team members to segregate all parts.

- Assembler will assemble all parts.

- Time keeper will record the time taken for completing the task.

- Quality checker will check final product as per specification.

- Observer will observe the whole process & note down his observations about the good things & the difficulties faced in the process.

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Output of Part 3

Time taken:-

Number of Defects:-

Observer Feedback

(The feedback to be shared at the end of exercise)

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Briefing- Time Keeper

Time keeper will tell about score in all three parts of game.

Part 1: Time Taken:_____
Part 2: Time Taken:_____
Part 3: Time Taken:_____

This will show the improvement in terms of time in Part 3

Briefing- Quality Checker

Quality checker will tell about no. of defects in all three parts of game.

 Part 1: Number of Defects:_____

 Part 2: Number of Defects:_____

 Part 3: Number of Defects:_____

 This will show the improvement in terms of reduction in number of defects in Part 3.

Briefing- Observer

Observers will give their feedback about all three parts of game.

The feedback may relate to following aspects:

1. Comfort zone of the assembler

2. Body language of assembler

3. Time wasted in non value added activities

4. Improvement in Quality of work

5. Total man hour saved in part 3 (including assembler, time keeper, quality Checker & observer)

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Briefing- Assembler

Assembler will share his experience about his work in all three parts of game.

The feedback may relate to following aspects:

1.   Comfort zone
2.   Stress handled
3.   Confidence level
4.   Which part make him more happy
5.   Which part of activity, he disliked most
6.   Which part of activity, he liked most

Briefing- Instructor

Instructor will Sum up the learning of the game.

The briefing may include:

1.   Non value added activity

2.   Efficiency of process

3.   Wastes

4.   Importance 5S process

End Of The Game

Enjoy 5S

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