Kanban

This 3-day training course teaches students that delivering software functionality using Kanban is radically different from traditional waterfall project management. Rather than plan, instruct and direct, Kanban utilizes a Lean "pull" implementation to guide the work through the process. Using Kanban enhances organization agility, improves visibility of work flowing through the process and provides greater transparency for impediments that inhibit throughput. Participants learn how to implement Kanban and all of the controls and reporting necessary to monitor the flow of work. Labs, case studies, and examples are used to bring home the realization of how to implement Kanban. In addition to the labs that are part of the training curriculum, an optional day is available where our instructor will work with your organization to design a roadmap for implementing Kanban using the existing processes. This session culminates with a Kanban board that can be used immediately for making work visible.

Course Objectives:

- Understand the origins of Kanban, the theory behind it and how it relates to agile software development.
- Know how to complete a" Value Stream Mapping" and what to include.
- Comprehend throughput and how to organize the work.
- Grasp how to manage the process and the input queue.
- Understand options for tuning the Kanban implementation.
- Comprehend relevance and implementation of key metrics.

Audience: Project managers, team leaders, Kanban change agents.

Prerequisites: None.

Number of Days: 3 days

1 Kanban Overview and Introduction

House of Lean
Defining Kanban
Motivation for Kanban
Managing Quality
Work In Progress (WIP)
How to Prioritize
Demand vs Throughput
Sources of Variability

2 Value Stream Mapping

The Value Stream
Making Work Visible
Value Stream Lab (Part 1- Defining the Start and the End)
Card Walls
Demand Analysis
Allocating Capacity
The Work Card
Value Stream Lab (Part 2- Designing the Card Wall

3 Throughput

Identifying Work Item Types
Sizing Work Items
Building User Stories
User Story Lab
Story points
Visual Control
Pull vs Push
Theory of Constraints
Service Levels: Class of Service
Throughput Application Lab (Incorporating Class of Service into the Card Wall)