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Sign up

Kanban training

3 days (21 hours)

Presentation

Kanban is a work-related knowledge management method that emphasizes just-in-time organization, providing information to team members in a timely manner so as not to overload them. In this approach, the entire process from task analysis to delivery to the customer can be viewed by all participants, each taking their tasks from a queue.

In software development, Kanban can be a visual process management system that indicates what to produce, when to produce it and in what quantity; this approach is directly inspired by the Toyota production system and lean methods.
Although the name Kanban comes from Japanese, and can be translated as "signpost card", and cards are used in most Kanban implementations in software development, these cards don't function as signposts that can be used to draw out more work. They represent work items.

The Kanban method, as articulated by David J. Anderson, is an augmented and evolutionary approach to process and system change within organizations, using a limited task-in-progress draw system as the central mechanism for determining system processes and stimulating collaboration for continuous system improvement.

Objectives

- Kanban fundamentals
- Understanding a Kanban system
- Mastering the tools associated with Kanban for IT
- Implementing Kanban for IT
- Be able to support a team in its adoption of Kanban, from the implementation of the visualization to the continuous change processes.
- Understand how to analyze demand and contrast it with production capacity

- Be able to help teams identify and resolve flow bottlenecks by implementing Kanban systems.
- Know how to create and maintain indicators to help your teams and draw the appropriate cadence from them
  for each activity
- Be able to develop team practices according to needs with feedback loops
- Understanding the advantages and limitations of the Kanban method in Lean
- Determine whether the Kanban methodology could be adapted to your business
- Understand and apply the JIT organization method to team members
- Experimenting with the mechanics of limits
- Design advanced systems
- Identify areas for process improvement
- Applying Kanban as a solid model for managing evolutionary changes

Target audience

- CIOs, heads of departments wishing to streamline processes, project managers, MOA/MOE managers, product managers, quality managers, decision-makers, developers, supervisors, agile coaches
- Project or business managers, Information systems managers, Analysts
  Functional Architects, Software Architects,
- Business Unit Leader, Service Delivery Manager
- Program, Project and/or Portfolio Manager, Product and Software Tester

Prerequisites

- IT experience

Going further

- If you would like an advanced focus, we also offer training on Kanban and KPI metrics.

KANBAN training program

Introduction to Kanban

- Objectives and background
- Definition, foundations and practices
- Pull development
- How to work with a Kanban board
- Kanban role review
- Kanban events and cadences
- Example of a Kanban board
- How to start a Kanban team

- Steps for creating a Kanban board
- Managing the transition to Kanban.

Designing a Kanban system

- System features
- Nature of request, elements and workflow
- Define system rules
- Visualizing Kanban cards and boards
- Defining Kanban limits for a pull-flow system
- Define cadences for injection, sorting and delivery meetings
- Kanban Just-in-

Time in action

- Kanban system implementation workshop
- The daily meeting
- Manage element movements
- Managing anomalies and blockages
- Workflow control
- Control cards
- Throughput and cumulative flow

diagram Study the Kanban system

- Know how to adjust system capacity utilization
- Identify and work with bottlenecks
- Identify and work with the natural limits of the system
- System optimization, the hunt for waste to reduce limits
- Analysis of control elements

Improving the Kanban system

- Emerging design models
- How to use service classes
- Designing a two-level panel
- Switching to a Kanban lane system
- Emerging collaboration models
- Defining system performance
- Establish a service commitment
- Define performance improvement target
- Adjust the Statik system, rules and process

- Demand analysis
- Capacity analysis
- Flow model

- Service classes
- System design.

Kanban Boards

- Design
- Ticket
- Visual chart

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.