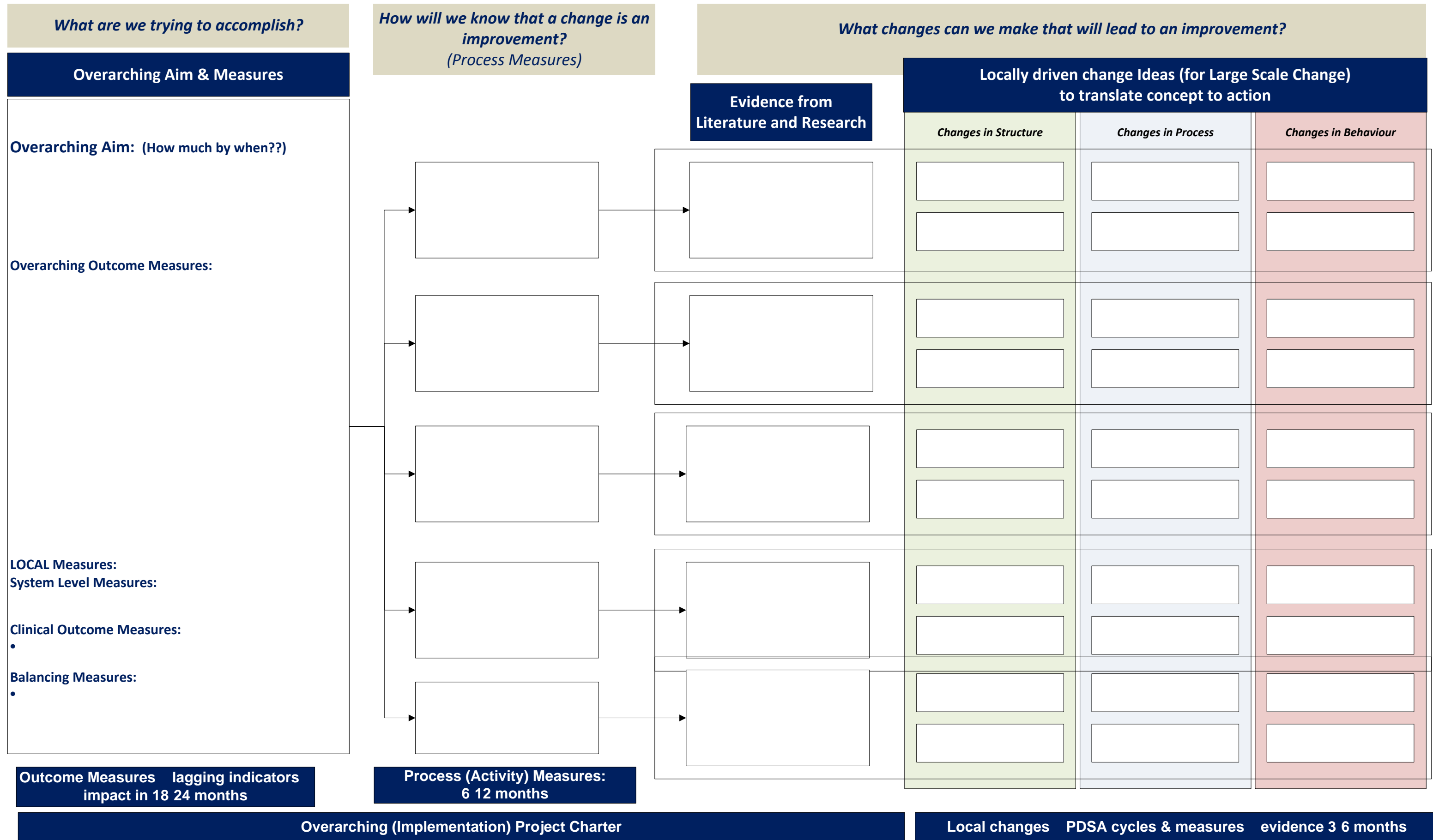
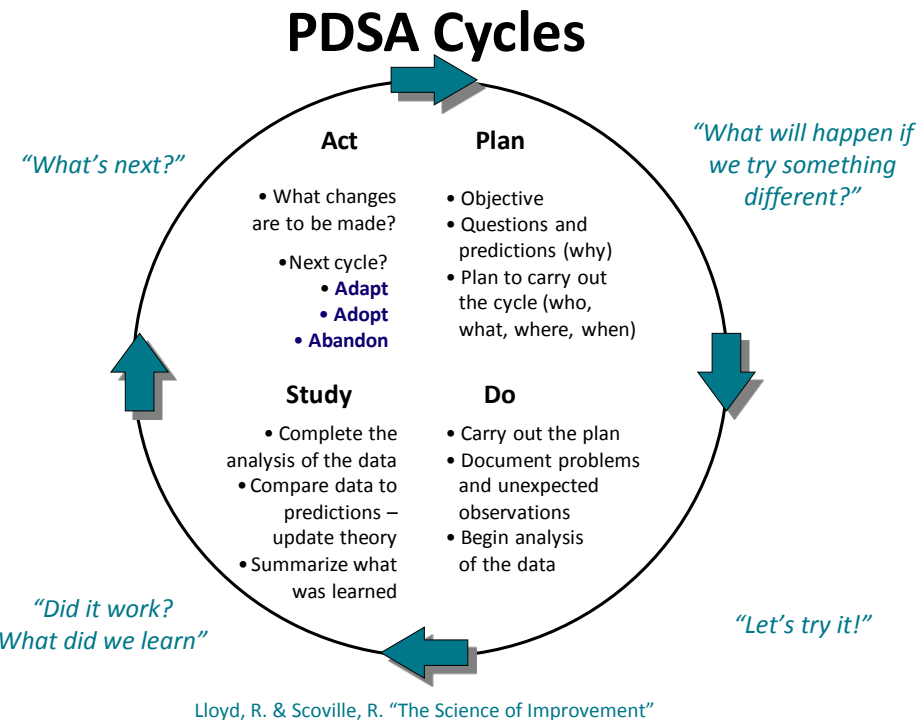
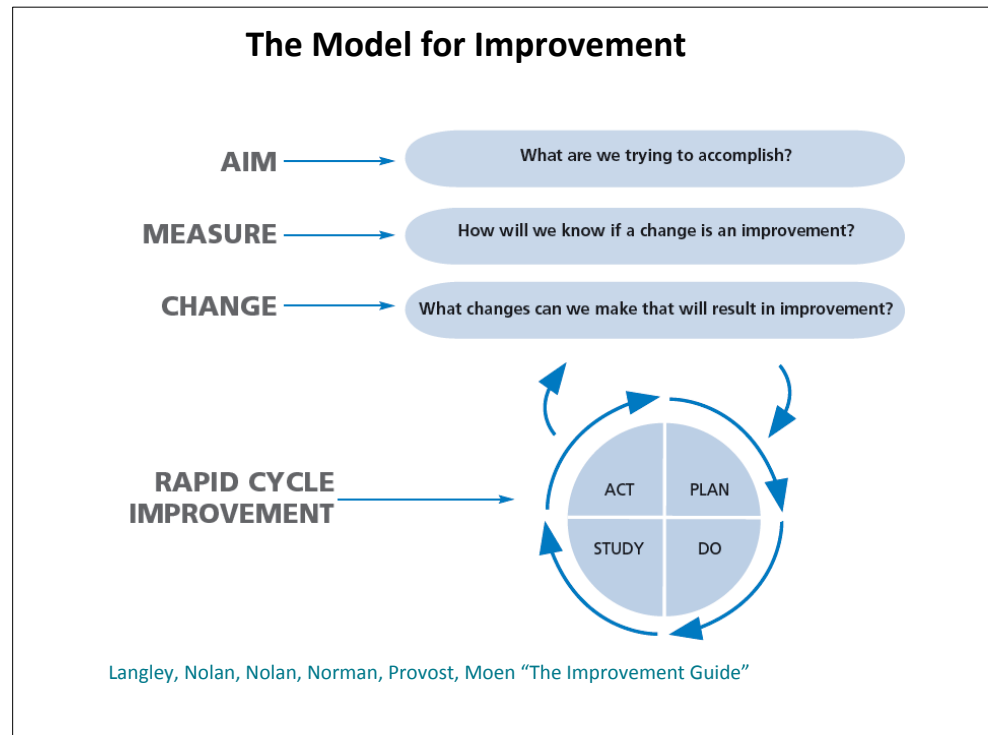


In a tree diagram, reading left-to-right answers "how", while right-to-left answers "why"



System Transformation through Quality Improvement

Developing, Implementing and Testing Change Ideas



Measuring Improvement

A Family of Measures

AIM: What are we trying to accomplish? How much by when?	
Outcome measures <ul style="list-style-type: none"> – Are we fulfilling our aim? – What’s important for the customer? – This is the “so what” piece – Outcome measures are lagging indicators – Voice of the customer 	Process measures <ul style="list-style-type: none"> – Are we doing the things we said we’d do that we thought would result in an improvement? – How long does it take us? Is it useful? – Process measures are leading indicators – Voice of the system
Balancing measures <ul style="list-style-type: none"> - Are we inadvertently impacting other parts of the system through our action? - What could go wrong if we do this? - Differentiating between Outcome and Balancing measures often depends on the <u>intent</u>. If you are trying to improve it, then it’s an outcome measure. If you want it to stay the same, it’s a balancing measure (e.g. client satisfaction) 	PDSA measures <ul style="list-style-type: none"> – How long does it take to complete the form? (Quantitative data on the impact of a particular change to work flow) – Is it difficult to complete? (qualitative data to help refine the change) – Intended to inform the next cycle/identify areas of process to “tweak”

Designing Improvements

Foundational Lean Principles & Design Attributes

Principles

Create Value:
An activity that contributes directly to satisfying the needs of the customer

Eliminate Waste:

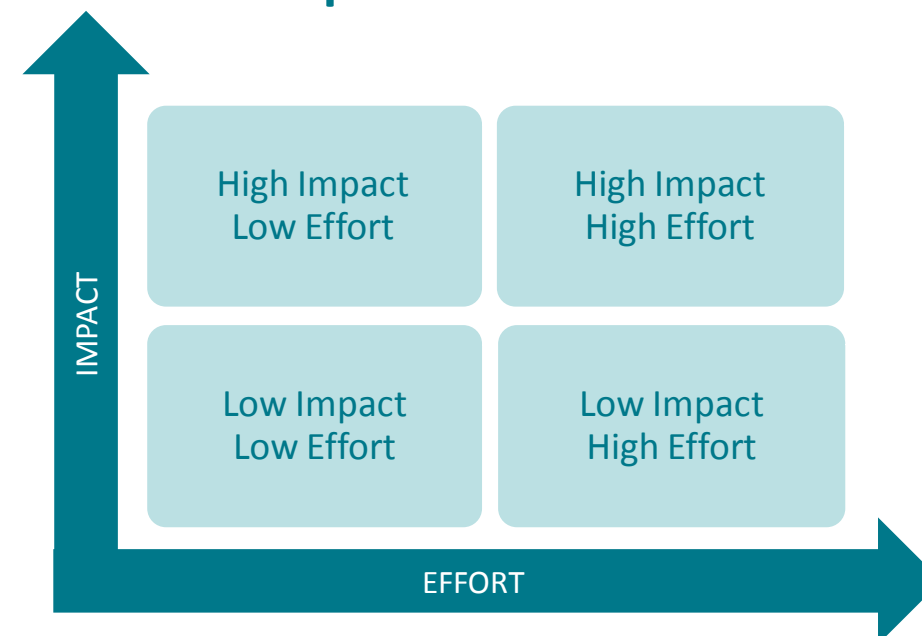
- Defects:** Clarification/re-work
- Over-production:** doing too much/too early
- Waiting:** for people, information, supplies
- Non-utilized brainpower**
- Transportation:** unnecessary movement of things
- Inventory:** clients waiting to be assessed
- Motion:** unnecessary movement of people
- Extra processing/over-processing:** over-assessing, redundancy

Flow	Pull	Defect Free	Visual Management
<ul style="list-style-type: none"> ➢ 1x1 ➢ In sequence ➢ OHIO ➢ OHMO ➢ Link value added steps ➢ Standard work ➢ No waiting 	<ul style="list-style-type: none"> ➢ On demand ➢ Inventory free ➢ One way to send ➢ One way to receive ➢ Tight connections ➢ Supermarket ➢ Consistent response times 	<ul style="list-style-type: none"> ➢ No redundancy ➢ No rework ➢ No checking ➢ No clarifying ➢ Mistake proof ➢ Andon 	<ul style="list-style-type: none"> ➢ See normal from abnormal ➢ At a glance ➢ In 5 seconds or less ➢ Everyone sees ➢ Everyone acts/reacts ➢ Standards

+ Continuous Improvement!

Sequencing Change Ideas into an Action Plan

Impact-Effort Matrix



Principles of Access

- Understand and balance supply & demand
- Increase the supply of visits
- Reduce demand for visits
- Reduce appointment types and times
- Reduce backlog
- Develop contingency plans