

# KANBAN GAME

## E-learning Group game



The game shows the fundamental principle of KANBAN.

- The relationship between the customer and the supplier is clear and makes it possible to reconcile needs and obligations.
- Reduced stocks are no longer a constraint, but an advantage.
- Production flexibility and the reliability of the means are two key parameters to meet demand.

### Principle of the training

Average duration: 2.5 hours

Simulation of a relationship between a supplier and his customer to demystify the simple KANBAN principle, respecting First In / First Out (FIFO).

- 6 operating modes are already included in the game box (code 810051)

### Application

Training, Kanban

CODE	DESIGNATION	LEAD TIME	PACKING
	KANBAN game	3 days	Per unit
	Set of 12 KANBAN Operating procedures	3 days	In batch



# STARTER-KIT KANBAN

## E-learning starter kit



To build with speed and effectiveness a KANBAN application on the FIFO principle, sequencer, constitution of batches,... for a visual and simple exploitation within the framework of pilot project.

Briefcase including:

- 1 INSTRUCTION FOR USE to implement a PILOT Project
- 1 LEANFLASH FIFO magnetic L 106 × H 270 mm/L 4.17 × H 10.62 Inch
- 1 Kit of 5 LEANFLASH SEQUENZ magnetic L 300 mm/L 11.81 Inch
- 2 PRODOC FORM magnetic
- 1 Kit of 10 CARDS KANBAN white L 100 × H 70 mm/L 3.93 × 2.75 Inch
- 1 kit of 10 CARDS UNIVERSAL transparent L 100 × H 70 mm/L 3.93 × 2.75 Inch
- 1 PRESSDOC
- 1 Kit of 5 LEANFLASH FULZE magnetic L 100 mm/L 3.93 Inch
- 1 LEANFLASH RAIL magnetic
- 1 Printing tool SESA'PRINT

### Application

Training, Management, Kanban, Logistics, Planning

CODE	DESIGNATION	LEAD TIME	PACKING
829140	Starter-Kit KANBAN	3 days	In kit

