



Lean Construction Institute
Immersive Education Program

Last Planner System® in Design Practical Application

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October 22, 2024

Introductions

- Name
- Company
- Role
- Dream Sport



Boxing



Skiff



Ping Pong



Fencing



Basketball



Weightlifting



Gymnastics



Cycling



Swimming



Skateboarding



Judo

LCI Course: TUPM_11

Last Planner System® in Design
4 CEU

Sign the sign-in sheet for credit



**Approved
Continuing
Education**

Learning Objectives



Participants will gain a deeper understanding of the foundational principles of each of the 5 connected conversations of LPS® in Design.



Participants will engage in all the connected conversations of LPS® from Milestone Planning to weekly or daily interaction through practical application.



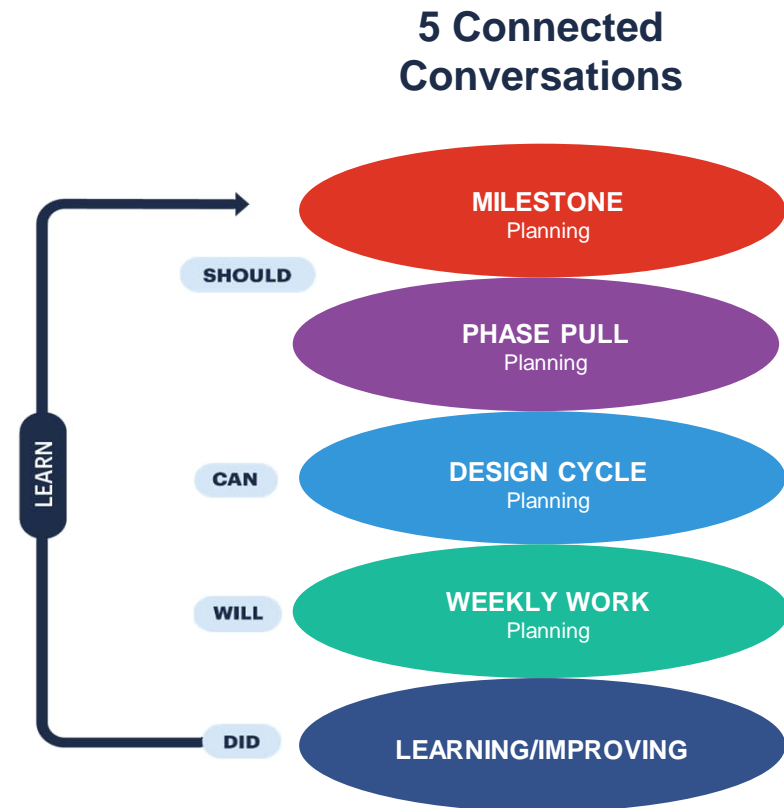
Participants will experience the process of work register management of commitments and to identify/remove constraints.



Participants will gain practical insight to improve work hand off reliability utilizing LPS tools and metrics.

Learning Overview

1. Why Last Planner System
2. LPS Overview
3. Milestone Planning
4. Phase Pull Planning
5. Design Cycle Planning
6. Weekly Work Planning
7. Learning/Improving



Rules of Engagement



This is a safe zone



Everyone has equal status



Speak up and share your ideas



Actively listen to others



One conversation at a time



Use E.L.M.O.



Silence phones



Be focused and engaged



Stay on time



Have fun!

Last Planner System in Design

8:00 AM – Introductions

8:05 AM – Last Planner System® Design

9:15 AM – Break 15 Minutes

10:30 AM – Break 15 Minutes

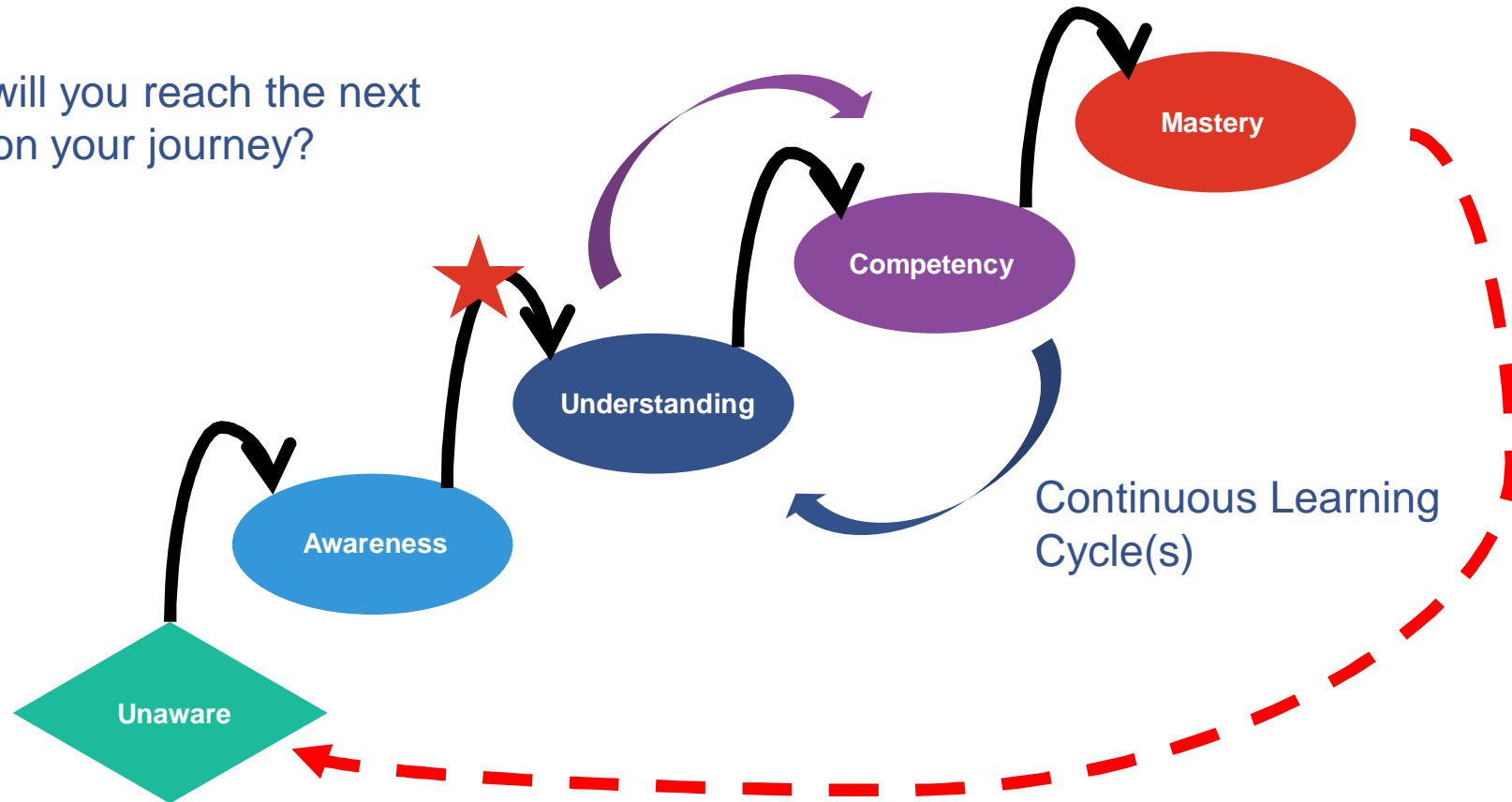
11:50 AM – Wrap Up & Plus/Delta

12:00 PM – Adjourn



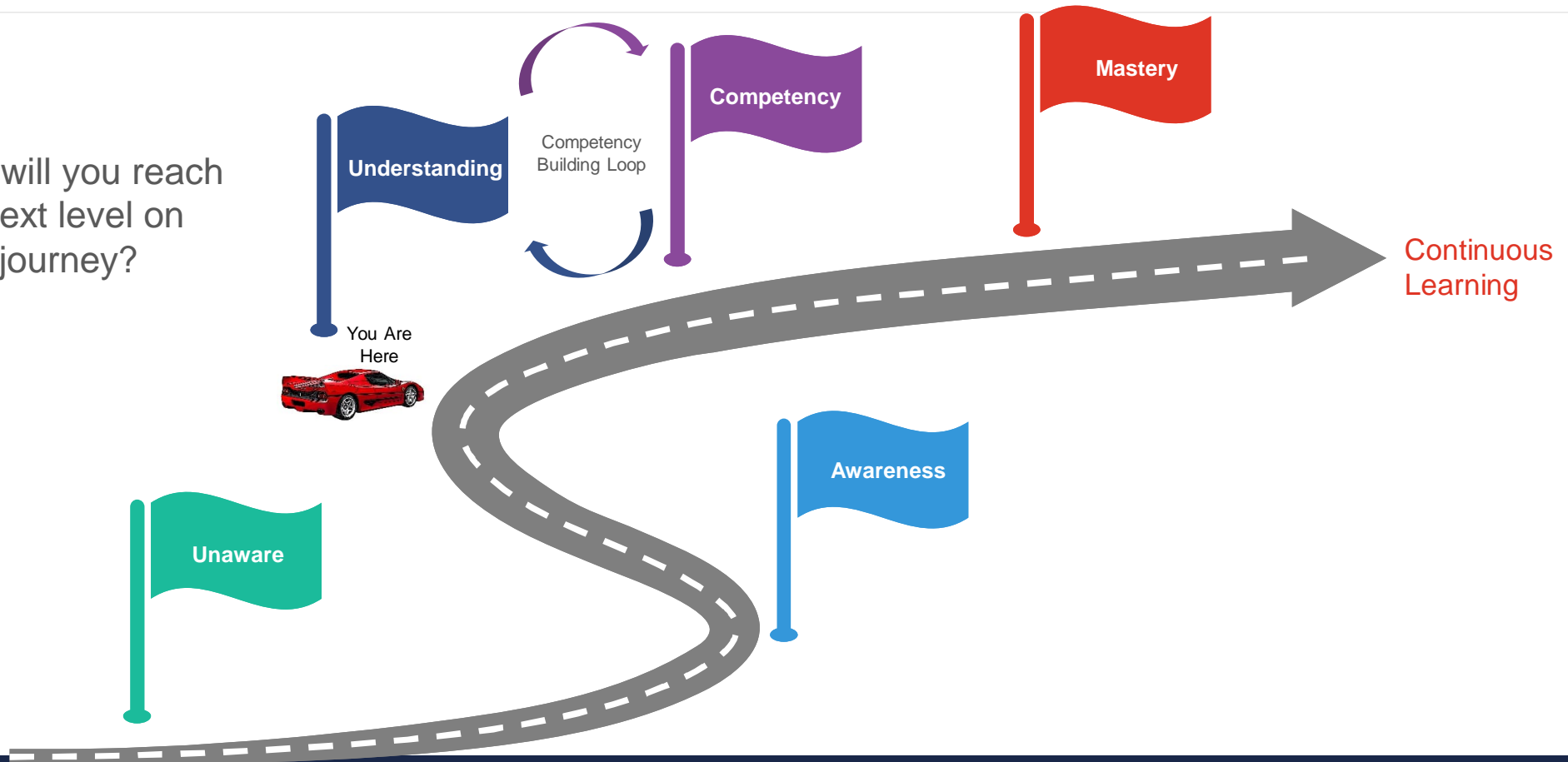
Lean Journey To Mastery

How will you reach the next level on your journey?



Lean Journey to Mastery

How will you reach
the next level on
your journey?



Last Planner System Trademark

The Last Planner System® is a registered trademark of the *Lean Construction Institute*:

- Last Planner System®
- LPS®
- Last Planner® (In reference to the person not the system)



Team Formation

Assign Team Roles:

Architect

Civil & Landscape

Structure

MEP

Interiors

Preconstruction

Owner/End-User

LPS In Design Key Principles

Experienced Lean practitioners state that LPS aids in:

- Align the team in information flow, controlling how information gets shared.
- Really understand needs to start an activity (what releases work?)
- Identifying key decision points – what info is needed & when. Who is needed and when to support decisions.
- Using pull to value stream map milestones, hot topics and key deliverables.
- Aligning the team with the owner's information sharing and resources needs with stakeholders.



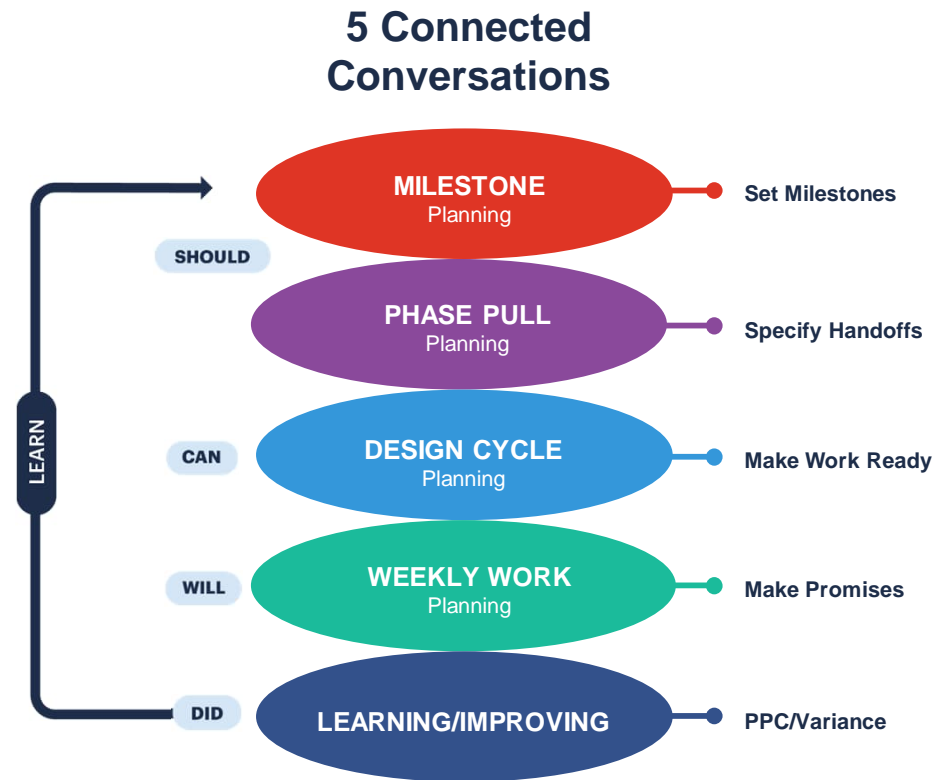
Courtesy of Devenney Group

5 Connected Conversations Of LPS

A
D

LPS is a commitment-based system integrating 5 connected planning conversations:

1. Milestone Planning (Should)
2. Phase Pull Planning (Should)
3. Design Cycle Planning (Can)
4. Weekly Work Planning (Will)
5. Learning & Improving (Did/Learn)



The Project – Heartland Middle School

The following slides outline “The Project”
Business Case & relevant information



Simulation Project

Business Plan:

Business Plan
Heartland Middle School

Owner Business Case

Owner:
Heartland City

Mission Statement:
Shaping tomorrow today.
Elevating our community by elevating our kids.

Owner Business Case

- \$39MM Allowable Cost
 - Land, entitlements & utilities to site already established
- School must be open for academic year
 - (building ready by July for ~Mid-August class start)
- Design team has input to project delivery approach and will help owner group with relevant decisions/selections

Allowable Cost Breakdown

Land is owned, entitlements and utilities to site complete

\$39,000,000

Total Project Funding

Including:

- Design
- Construction
- Community Engagement
- FF&E, Soft Costs (Permitting, etc)

Owner's Program

	Department		IU's		Area
A	Administration		1		4,380
B	Student Services		0		2,500
C	Learning Commons		1		8,150
D	Basic Instructional Area		43		44,990
E	Career Explorations		7		11,860
F	Music & Theater		4		17,505
G	Physical Education		3		18,960
H	Food Service		0		10,610
J	Utilities & Services Areas		0		9,560
	Total Instructional Units (IU's)		59		
	Total Net Square Footage				128,520
	Assumed Grossing Factor				1.33
	Estimated Gross Square Footage				170,932

Note:

Other project required auto parking for 71 IU at 250 spaces and bus parking at 32 spaces.

Project Site

- 6.8 Acre Parcel
- City has supplied main utilities to the site



Owner Provided Value/CoS

Quantitative

- Energy efficient design
 - Low monthly utility cost
 - High % of daylighting
 - Innovative water management system
- Meet the **Allowable Cost**
- 25% workforce inclusion (Underemployed / Community Residents – min. 10% each)
- Community engagement
 - Regularly engage with school board and community member events
- Regularly (weekly) updated progress signage at visible location
- Social Media Updates (min. 3 per week)
- Robust, proactive protection of the safety of our workers and community:
 - Weekly team safety walk-throughs
 - Short-falls remediated immediately (no more than 24 hours)
 - System for immediate reporting of safety problems identified by workers and community members
- All team members earn a fair profit
- Community stakeholder involvement in design process (e.g. advocate/advisory board involvement in design)

Team-Developed CoS: Activity

Team Developed Conditions of Satisfaction

- Review Owner Values/Mission Statement
- Develop CoS in alignment & incorporate team objective
- Ask us anything

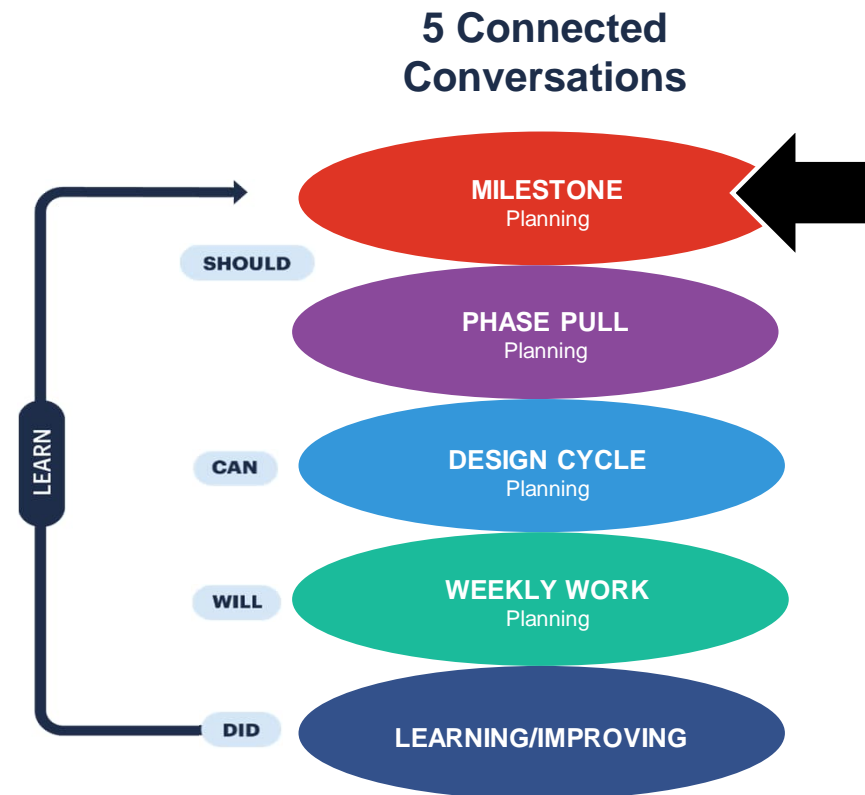
10 Minutes Group Exercise

Milestone Planning

The first conversation of LPS is *Milestone Planning*.

The goal of Milestone Planning is for the team to align on and *set the milestones* for the project.

This starts the we “*should*” be able to do conversation.



Re-Defining Design Milestones

Traditional Milestones:

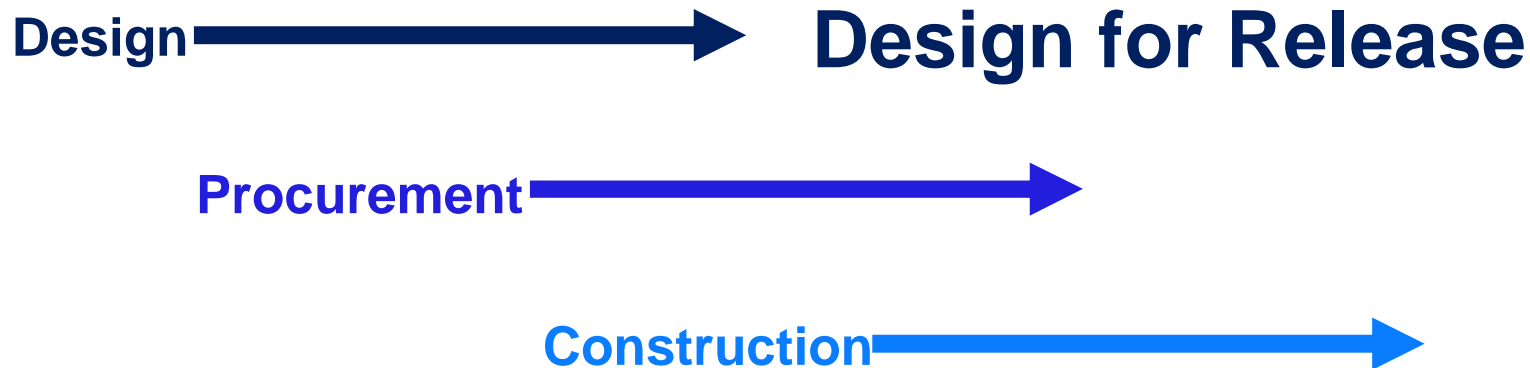
- Percent Complete Sets
 - 30/60/90
- Schematic, Design Development, Construction Documents

Redefined Milestones:

- Handoffs of information
- Decisions, activities and deliverables to meet a specific release of part of the project.

Fast Track & IPD Projects Created a Need to Redefine Design Phases

- Redefine Milestones:
 - Handoffs
 - Decisions
- Define the Customer at each phase:
 - Client
 - End User
 - Procurement / Construction



New Design Milestones: New Thinking

Traditional milestones were based on:

- A completion
- A percentage
- A date

Redefined Milestones for fast track work are based on:

- Major decisions points
- Allowing a new area of the design to proceed
- Releasing work for construction



Brainstorming

What are some non-traditional milestones you have used on your projects?

How do we help our teams from reverting to 30/60/90 – SD/DD/CD FEL1/2/3

Creating The Milestone Plan



Courtesy of : The ReAlignment Group

Think differently Milestone Planning

Design Cycle Planning – Team Thinking Change

- Construction Pulling Design – Integration
- As procurement overlaps design, what things need to get ‘frozen’ earlier and how do we define
- No pencils down review periods
- How it looks on IPD vs non-IPD flow of design
- Design for releasing work, releasing other team members – vs traditionally described sets.
- Not based on percentages

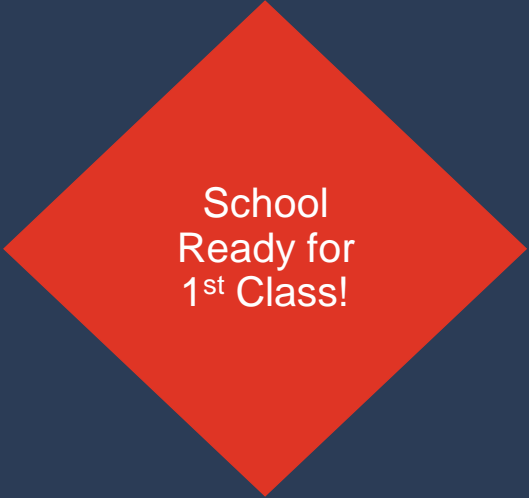
Types of Milestones

- “Frozen” plans
- Early construction packages
- Long lead items
- Owner approval requirements (board reviews, etc.)
- Validation of scope and cost alignment

Milestone Exercise

Develop Project Milestone Plan

- Color Code by phase/type of activity
- Pull back from final milestone
- Stay high level
- Refrain from:
 - 30/60/90
 - SD/DD/Final CD
 - Incorporate cost feedback
- Have fun!

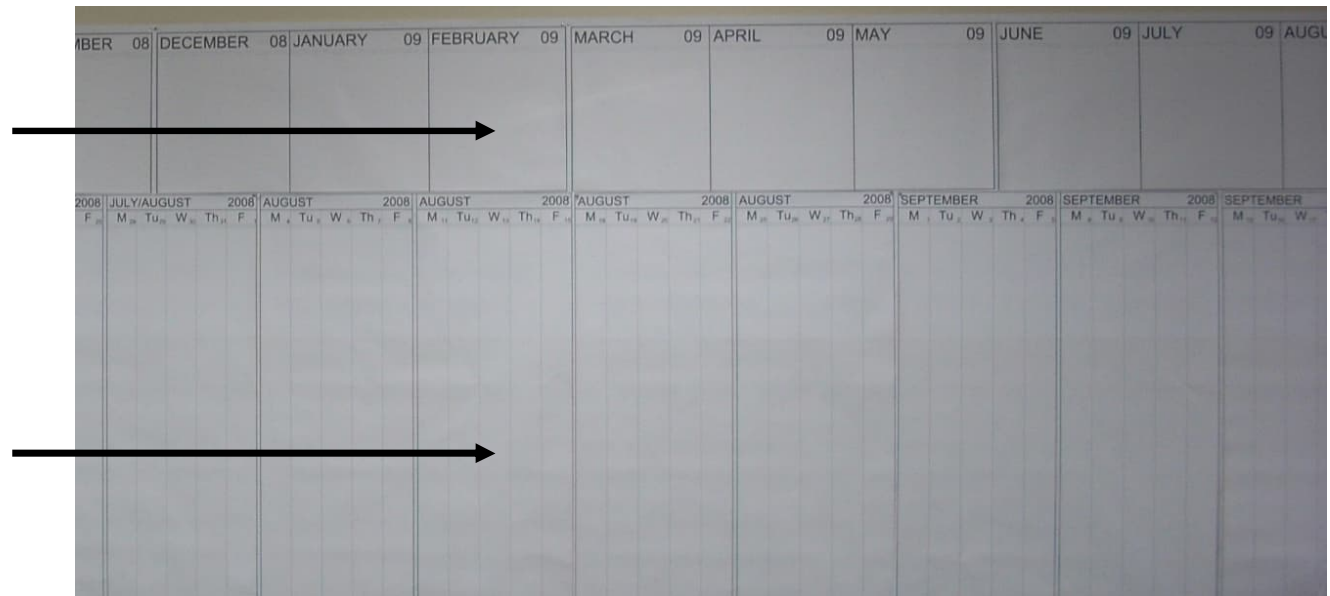


School
Ready for
1st Class!

45 Minutes Group Exercise

Setting Up To Plan

This set up includes a time scale (months) to transfer the Milestone Plan to once dates are determined.



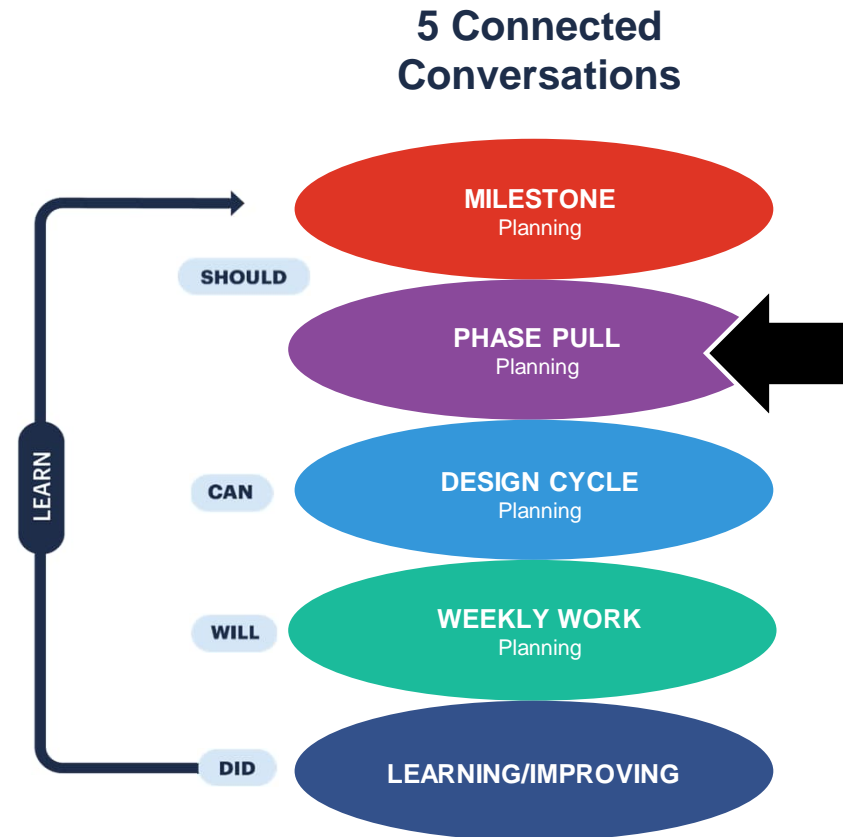
This set up includes a time scale (weeks & days) for the next level Phase Pull Planning.

Phase Pull Planning

The second conversation of LPS is *Phase Pull Planning*.

The goal of Phase Pull Planning is for the team to determine the key *handoffs* of work or information needed to deliver a milestone.

This continues the we “*should*” be able to do conversation.





- Deliverables
- Hot Topics/Issues
- Key Client Decisions
- Production Plans



Think differently Phase Pull Planning

Design Cycle Planning – How does this change the design thought process?

- Organized process for defining design decisions
- Cycle based planning – different order than what we're used to
- Different packages progress at different speeds
- List of decisions for each deliverable

Think differently Phase Pull Planning

Design Cycle Planning – How does this change the design thought process?

- focus on what each package is needed for and what decisions are needed for each (are we giving customers more than they need?)
- Knowing what can wait
- Budget according to schedule
- Be comfortable with chaos

Using the Risk & Opportunity Register

Acknowledge that a revised workflow may cause the team to undertake certain risks

ID No.	Issue	Condition of Satisfaction	probability	Cost	Response	Champion	Need by
St-01	Lead time for steel	Schedule adherence		\$0 to \$20,000	Assume higher weight of rooftop units for structural calculations to advance steel design dates	Sue Smith	8/1/2023

Key for Pull / Work Cycle Tags

The **Performer's** name
(not company) is
placed on the tag.

Note additional
information that adds
clarity to the plan
includes **who** a request
is made of and the **date**
the request is needed.

Ralph M	June 4
Final set of documents to Contractor for Permit 3 sets hard copy and electronic format	
Documents from: MEP & FP, Structural, Furniture Vendor, Internal Arch, Interior Design & Check from Owner By _____	

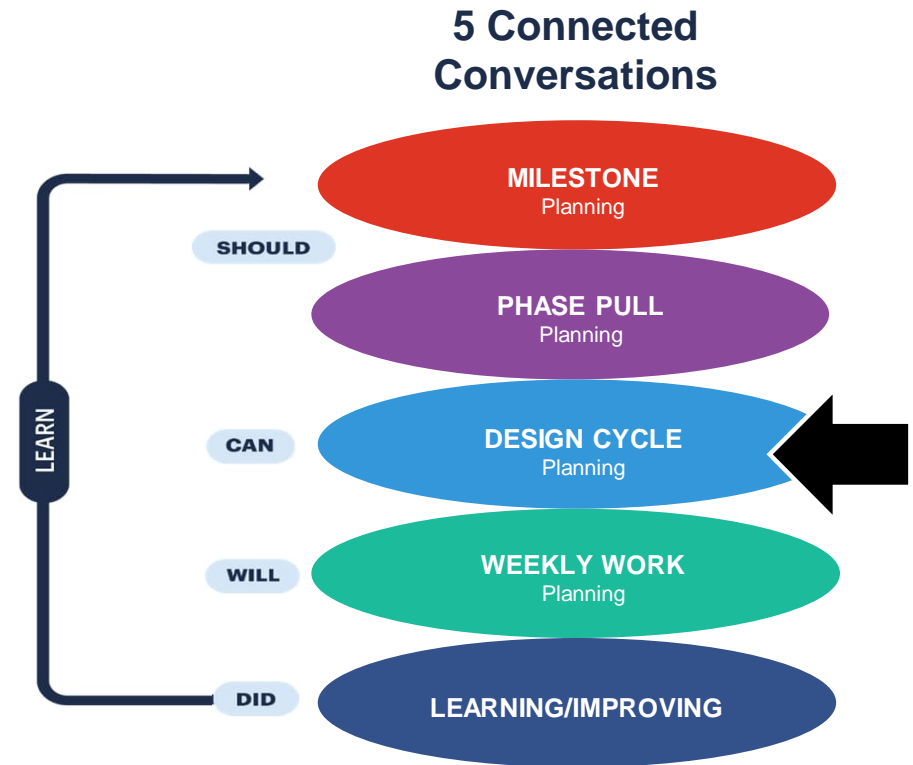
Upon negotiation of
the Conditions of
Satisfaction including
a **delivery date**, the
date is noted.

Design Cycle Planning

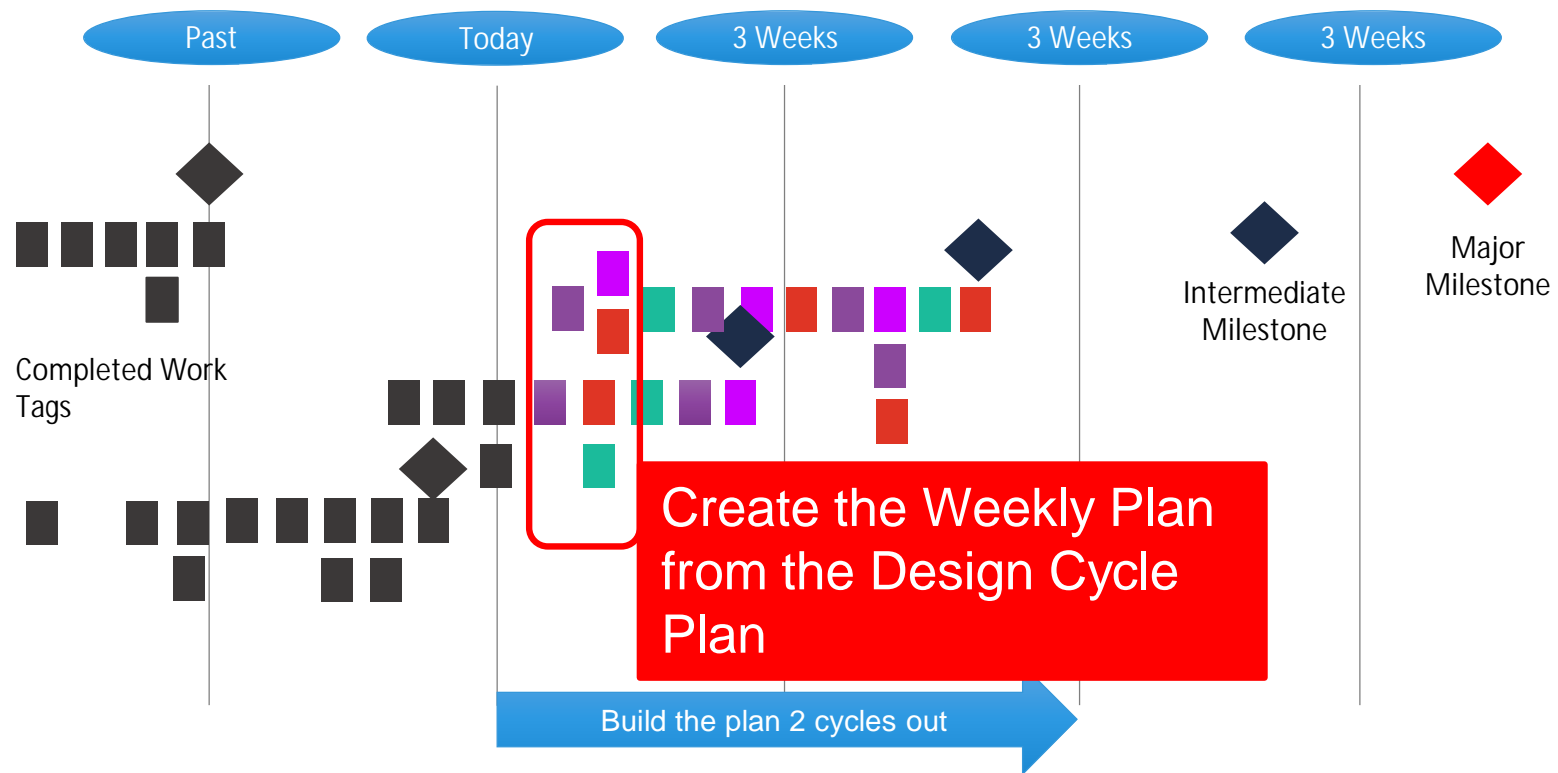
The third conversation of LPS is *Design Cycle Planning*.

The goal of this level is to continuously *advance the level of detail* of the Phase Pull Plan in 2-3 week cycles of time.

The conversation is we “*can*” do this.



Advancing The Plan



Work Cycle Planning

Develop Design Work Cycle Plan

Name	Deliver Date
MY PROMISE <ul style="list-style-type: none"> •What I will Deliver <ul style="list-style-type: none"> •Be specific •Small batch 	
MY REQUEST (S) <ul style="list-style-type: none"> •What I need from others <ul style="list-style-type: none"> •Be specific •Person /date 	

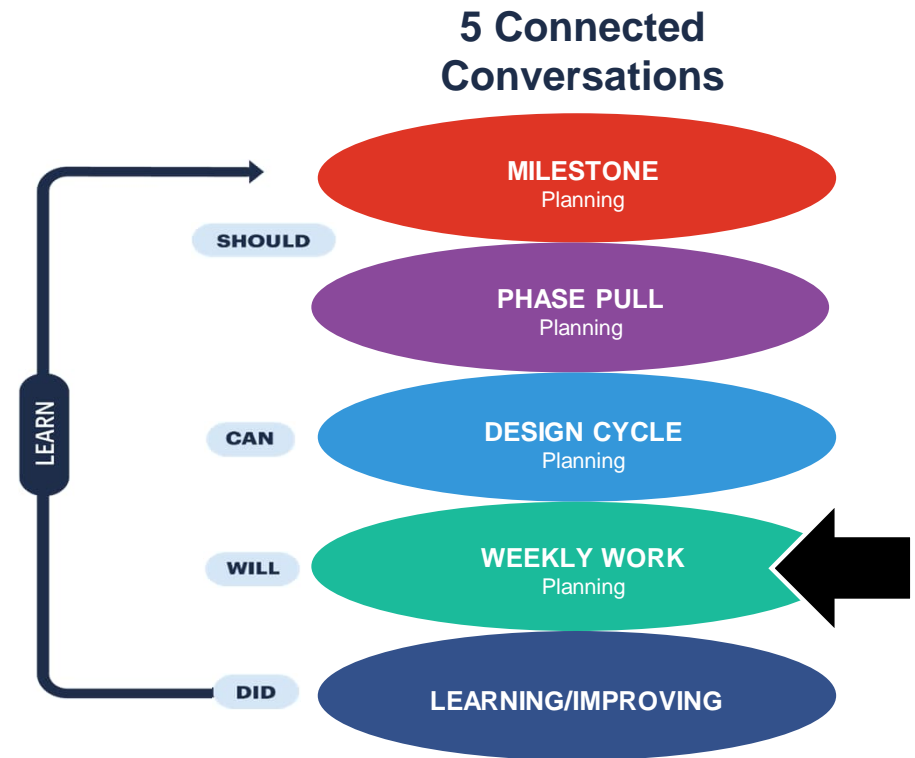
- Put a date scale at top (Weeks)
- Pick a milestone that involves many participants or Hot Topic/Issue
- Color Code by discipline
- Define the milestone outcome
- Pull back from the milestone

30 min Groups at Wall

Weekly Plan Check-Ins

The fourth conversation of LPS is *Weekly Work Planning*.

The goal of this level is for the Last Planners to *check in on/adjust commitments* for the current week.



The Work Register

The **Work Register** is a combination of :

- The **Commitment Log** to stay on track with the commitments made.
- The **Constraint Log** to track the roadblocks that arise for any commitment.

PROJECT:

CONSTRAINT:

Milestone	Location	Commitment	Performer	Plan Date	Estimated Effort—Days	Task Status	Constraint	Responsible Individual	Resolution Needed	Resolution Promised Date	Date Resolved/ New Plan

COMMITMENT LOG

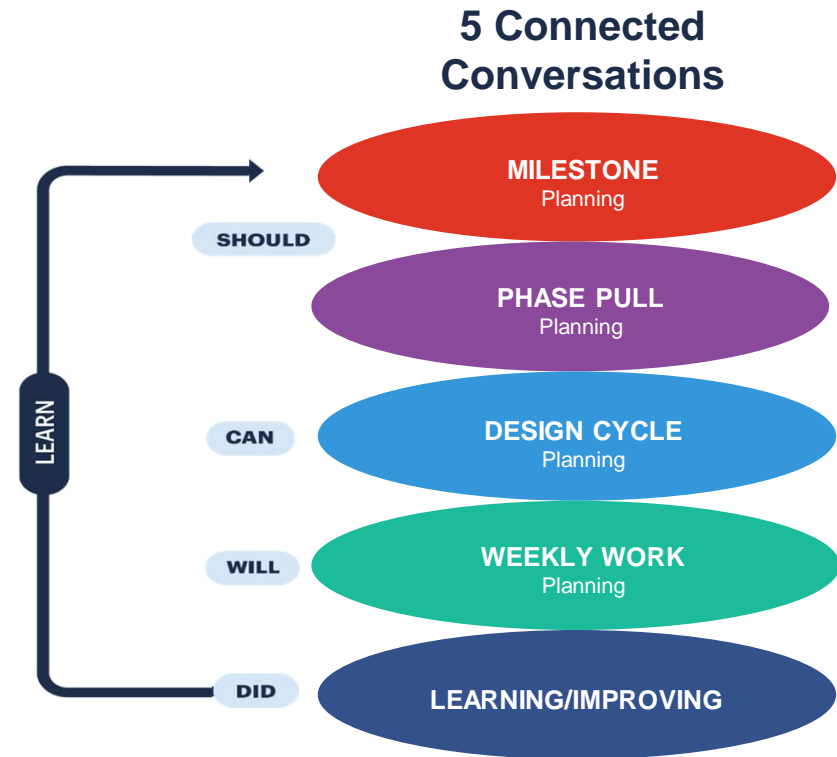
CONSTRAINT LOG

Weekly Work Planning

Team identifies the *promised task completions* agreed upon by the *Performers* for the upcoming week.

Then determine the *success* of the planning effort as basis of measuring PPC (Percent Plan Complete).

This is done during a *Check-in Session or Huddle*.



Conducting Check-in Sessions

Check-in Sessions are short, high energy touch points conducted standing.

Each person answers:

1. What promises I fulfilled. (Declaring Done)
2. What promises I will fulfill. (Managing Commitment)
3. What are my constraints or concerns. (Constraint management)
4. What is the status of my commitments overall. (Am I on track).

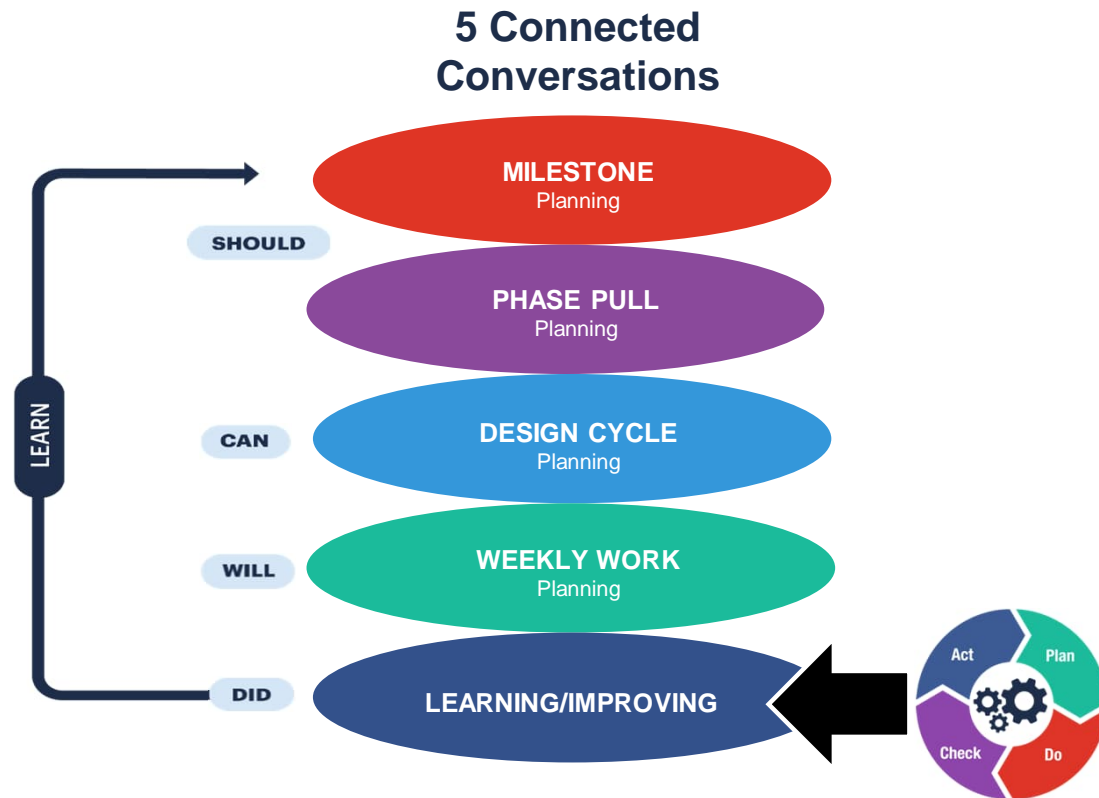


Learning/Improving

The fifth conversation is *Learning/Improving*.

The goal is for the team to *learn* from the cycle and take *actions for improving* going forward fulfilling PDCA.

The conversation is what we “*Did*” and “*Learned*”.



Learning From Check-in Sessions

The *Commitment* and *Constraint Logs* are updated live during the Check-in Session.

The *Percent Plan Complete* (PPC) is calculated for the period or week.

PPC is the basic measure of how well the *planning system is working*

PROJECT:

CONSTRAINT:

Milestone	Location	Commitment	Performer	Plan Date	Estimated Effort—Days	Task Status	Constraint	Responsible Individual	Resolution Needed	Resolution Promised Date	Date Resolved/ New Plan



Reasons for Variance

Design Phase:

1. Overcommitted
2. Miscommunication
3. Previous work not complete
4. Change in work plan
5. Outside constraint
6. Resources not available
7. Other



Weekly Work Register Check-In

“Stand & Deliver”

- Round robin report out
- Track variances

10 min Groups at Wall

Discussion Question

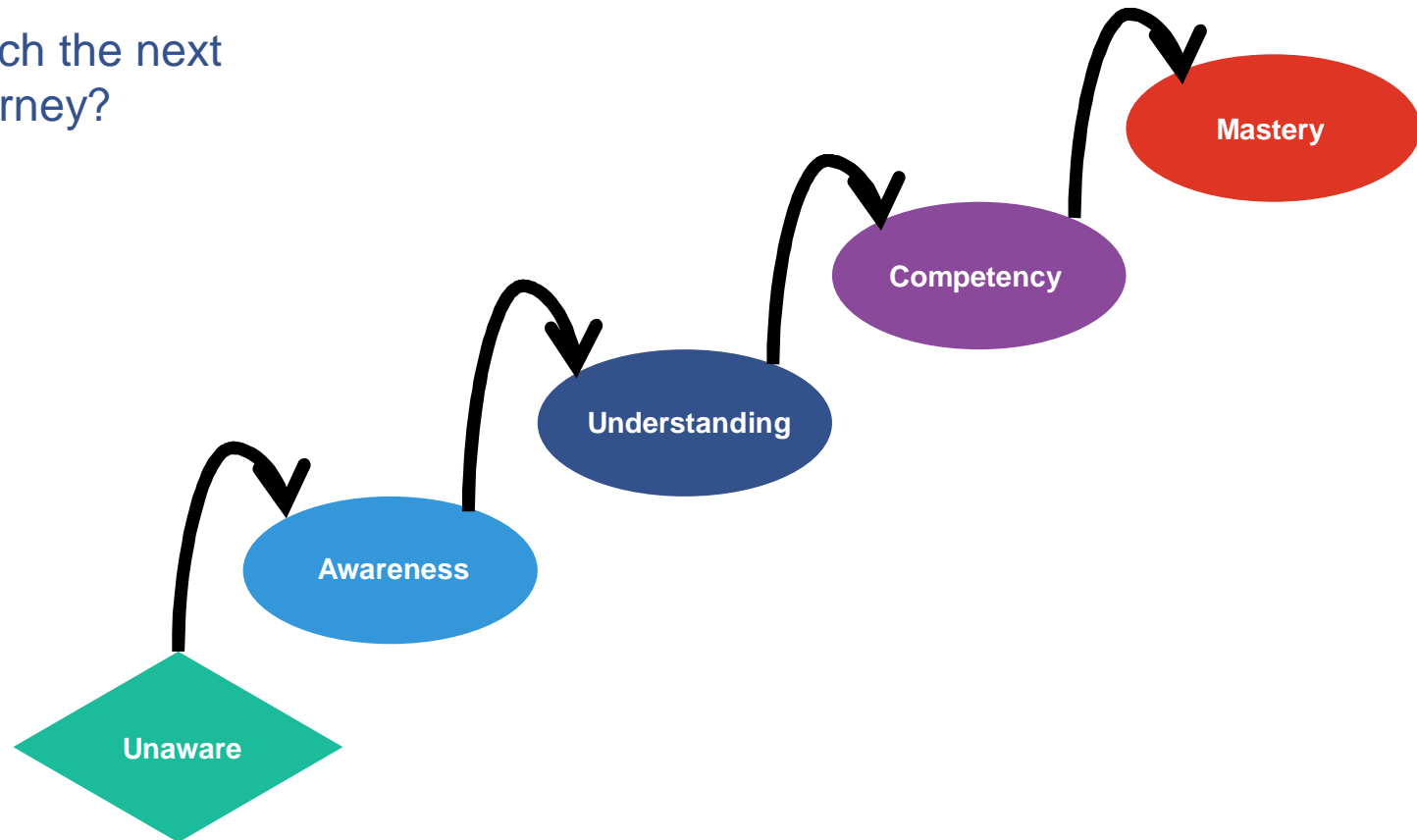
How to Implement?

What new actions or ideas that you learned today can you take back to your project?

10 min table conversation

Lean Journey to Mastery

How will you reach the next level on your journey?



More on Learning

Books:



Events:

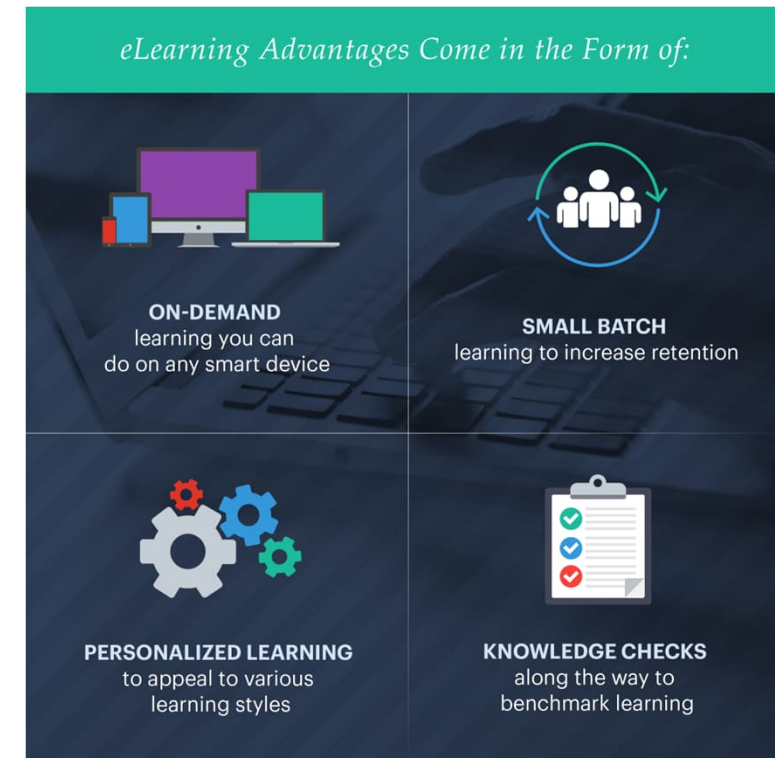
- Local Community of Practice
- Congress (October)
- Design Forum (May)

Start learning now:

www.LeanConstruction.org

eLearning


- **Learn on your own time** without taking time off project work
- **Increase knowledge retention by up to 60%** with interactive, small-batch learning
- **Access field resources** to use with teams
- **Earn 1.5 CEUs** (self report to AGC CM-Lean and/or AIA)
- **Incentivize with LCI badging credentials** for email signatures and a certificate of completion
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eLearning Courses

Available now:


- Introduction to the Last Planner System®
- Introduction to Lean Project Delivery
- Lean in the Design Phase
- Effective Big Room
- Target Value Delivery



Introduction to the Last Planner® System

Please enter your first name below then click the button to begin.

BEGIN



WELCOME

This course will allow you to gain in-depth insight to the practical application of the Last Planner® System (LPS) through multimedia, hands-on interactions, diagrams, worksheets, and more. The key achievable goal of this course is to learn how to engage at all five levels of LPS effectively on a day-to-day basis with a team implementing the system.



INTRODUCTION TO LEAN PROJECT DELIVERY

The key achievable goal of this course is to prepare and enable team members with a foundational understanding of Lean approaches for daily use within a project environment.

1 LPD OVERVIEW	2 CONNECTING PEOPLE	3 CONNECTING PRINCIPLES	4 CONNECTING PRACTICES
LESSON 1: Foundations of LPD LESSON 2: Lean Project Delivery System LESSON 3: Eight Wastes	LESSON 1: High Performing Team Behavior LESSON 2: Project Promise LESSON 3: Conditions of Satisfaction (CoS)	LESSON 1: Big Room LESSON 2: Problem Solving LESSON 3: Last Planner® System	LESSON 1: Integrated Project Delivery LESSON 2: LPD in Action LESSON 3: Target Value Delivery

Questions?



Learning Objectives Review



Participants will gain a deeper understanding of the foundational principles of each of the 5 connected conversations of LPS® in Design.



Participants will engage in all the connected conversations of LPS® from Milestone Planning to weekly or daily interaction through practical application.



Participants will experience the process of work register management of commitments and to identify/remove constraints.



Participants will gain practical insight to improve work hand off reliability utilizing LPS tools and metrics.

Conduct Plus/Delta



Plus: What produced *value* during the session?



Delta: What could we *change to improve* the process or outcome?

+	▲

Presenter Contact Information



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LCI Website Information



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