

***Learn fast, lean forward:
practical deployment of CI
thinking, tools and capability
in the Department for
Education***

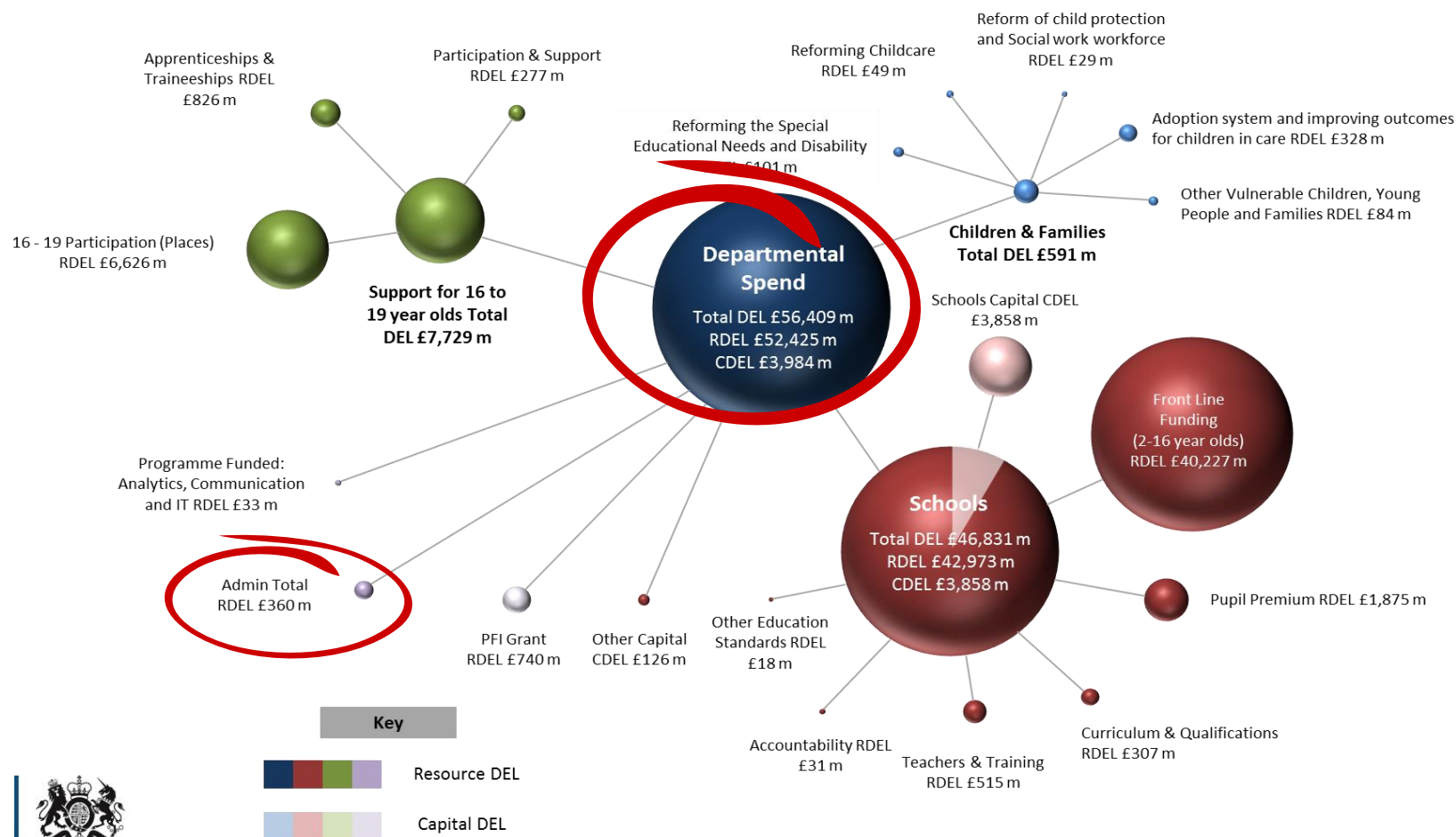
Simon Bullett

Organisational Development Team



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DfE Background



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[illegible]

Levels of CI capability

Expert level (1:1,000)

Central CI Team

Practitioner level (1:100)

8 days training

Run CI projects, raise capability, lead CI

Working (Champions) level (1:10)

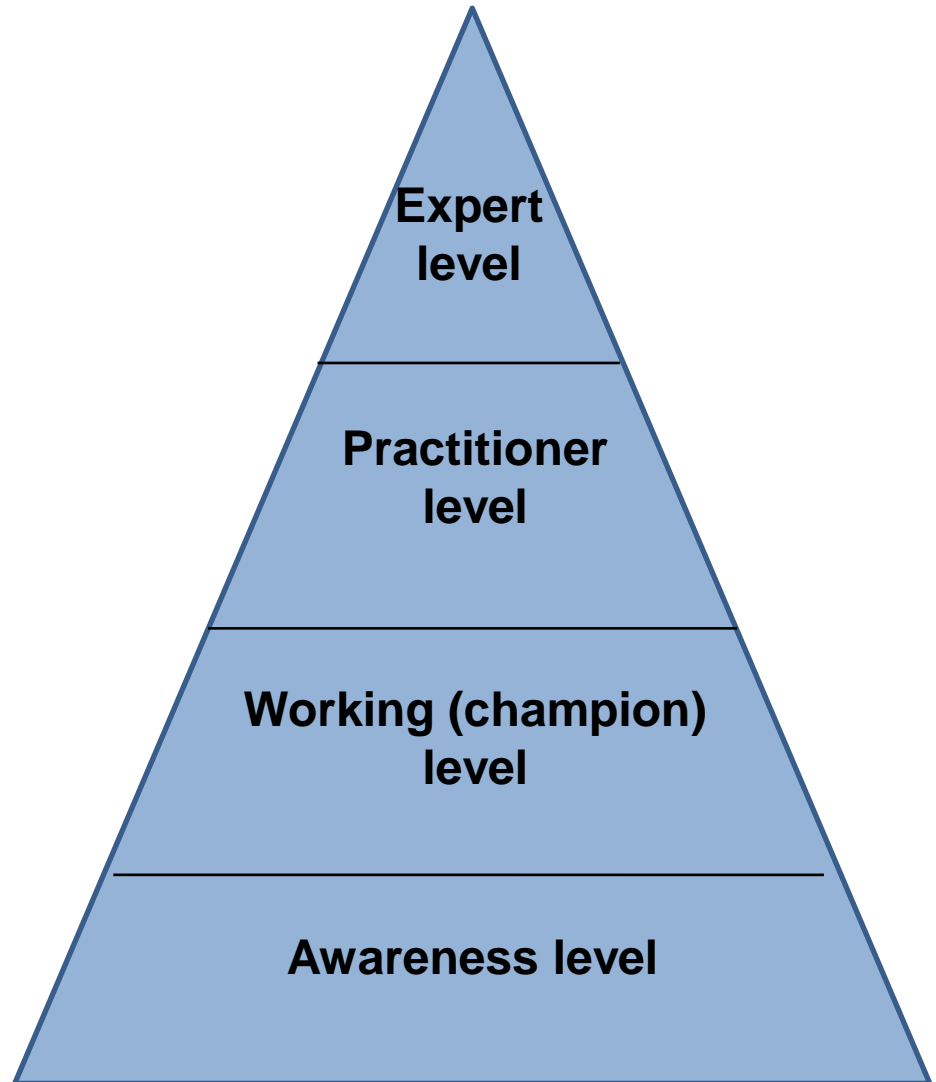
2 days training

Work on CI at a team level

Awareness level (All)

Awareness of core CI concepts and tools

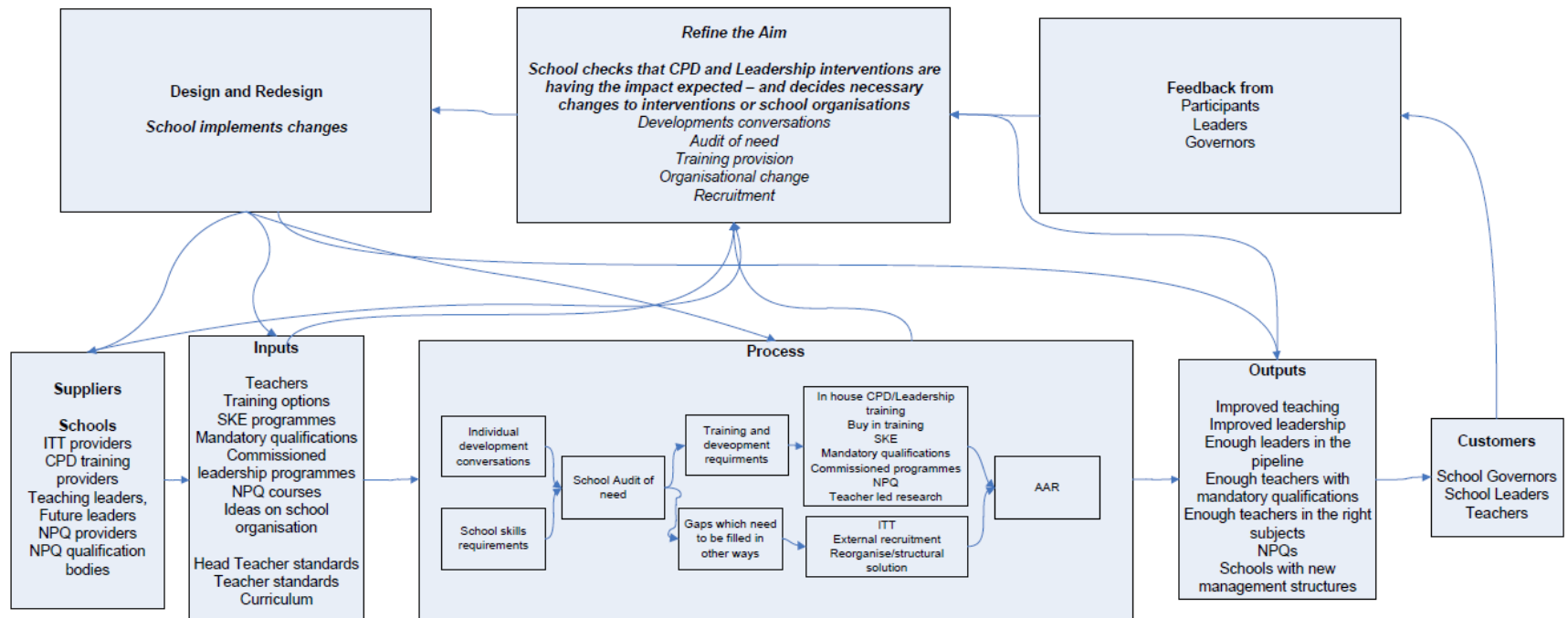
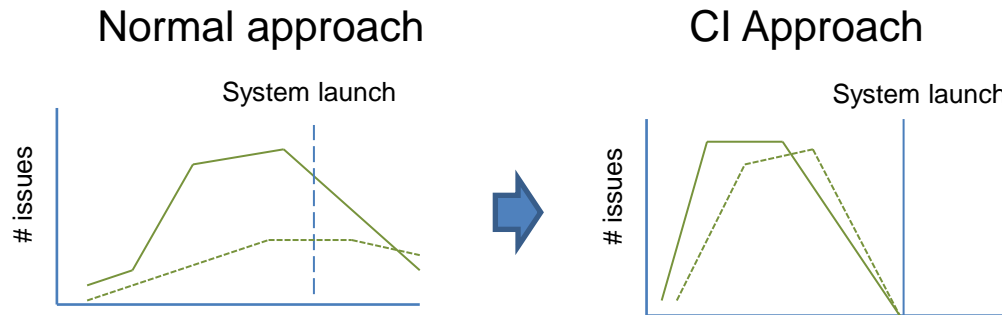
Use in day job



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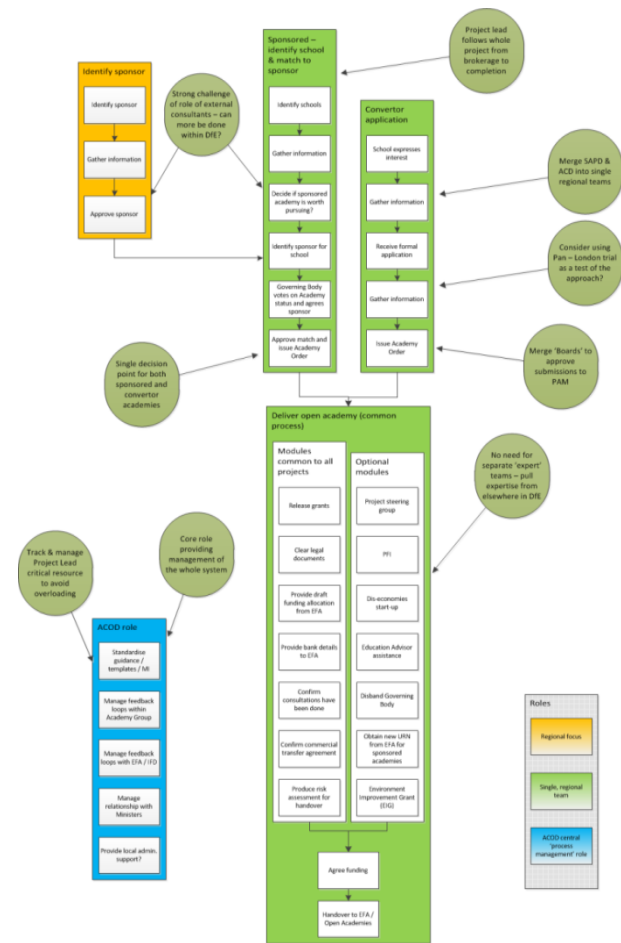
Using process design principles to build a school led system

The impact of failure of a school-led CPD and leadership system would be hugely detrimental to DfE objectives and the quality of education – this gives a clear rationale to ensure the transition is as controlled as possible.



Improving delivery functions with appropriate process typology

- **Appropriate standards**
- **Moving from a bespoke model to a modular approach**
 - Standardising to guarantee consistency in core outputs (Runners)
 - Additional elements for specific problems (Repeaters)
 - Strangers dealt with by exception
- **Quality boundaries to ensure consistency of output internally**
- **Common entry and exit for customer**

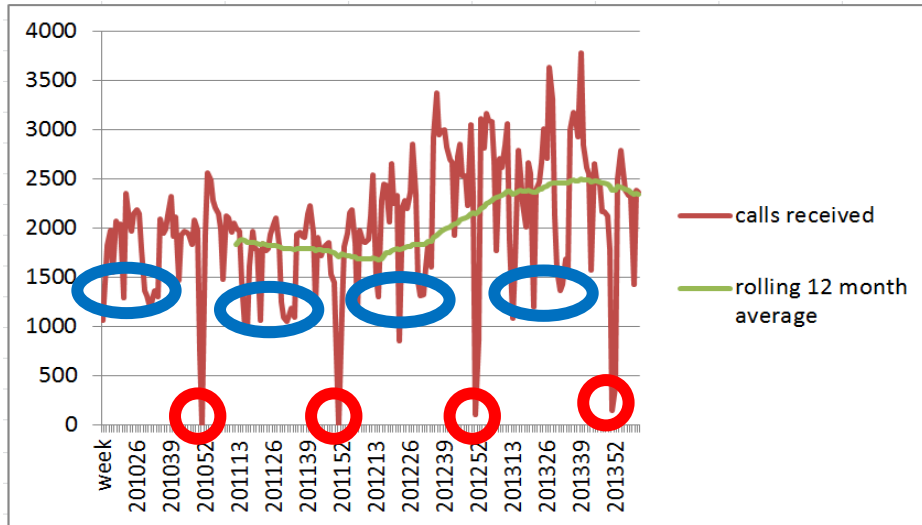


Opening Academy schools
'Common framework'



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Improving our Department of State Functions with better evidence and data



Data shows the very low level of queries received during Christmas, New Year and school holidays – this enabled us to design 3 processes to cater for different demands on the process.

- Moved to telephony or standardised letters for simpler queries from citizens
- Pull system to flatten peaks and troughs of activity
- 7 wastes activity reduced re-work, over-processing and waiting
- Runners, repeaters and strangers activity identified different responses required – less ‘stranger’ activity
- Quality checklists to increase consistency to customer requirement



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Results so far...

Cost

- **21%** more projects per member of staff in Academies Delivery
- **25%** reduction in unit costs of consolidating Academies funding
- **25%** productivity improvement using simplified letters to Citizens and **~75%** where telephony used

Process

- **6 month reduction** in time taken to resolve all testing maladministration
- Reduction in average time to Academy Order stage from **50 to 30 days**
- **50%** reduction in time taken for schools to accredit to become teacher training providers

Organisation

- **72%** of staff agreed they have two jobs (day job and improving their day job) against falling wider engagement
- Over 1,500 people received training
- Considerable savings in learning through in-house delivery vs procuring externally – over **£300k**

Customer

- **30%** reduction in customer enquiries on the 2013 Spring School Census
- Satisfaction of Academies **up 18% (93%)**
- **97%** Parliamentary Questions were answered on time now compared to 35%

But....



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Are you too busy to improve?

No thanks,
I'm too
busy...

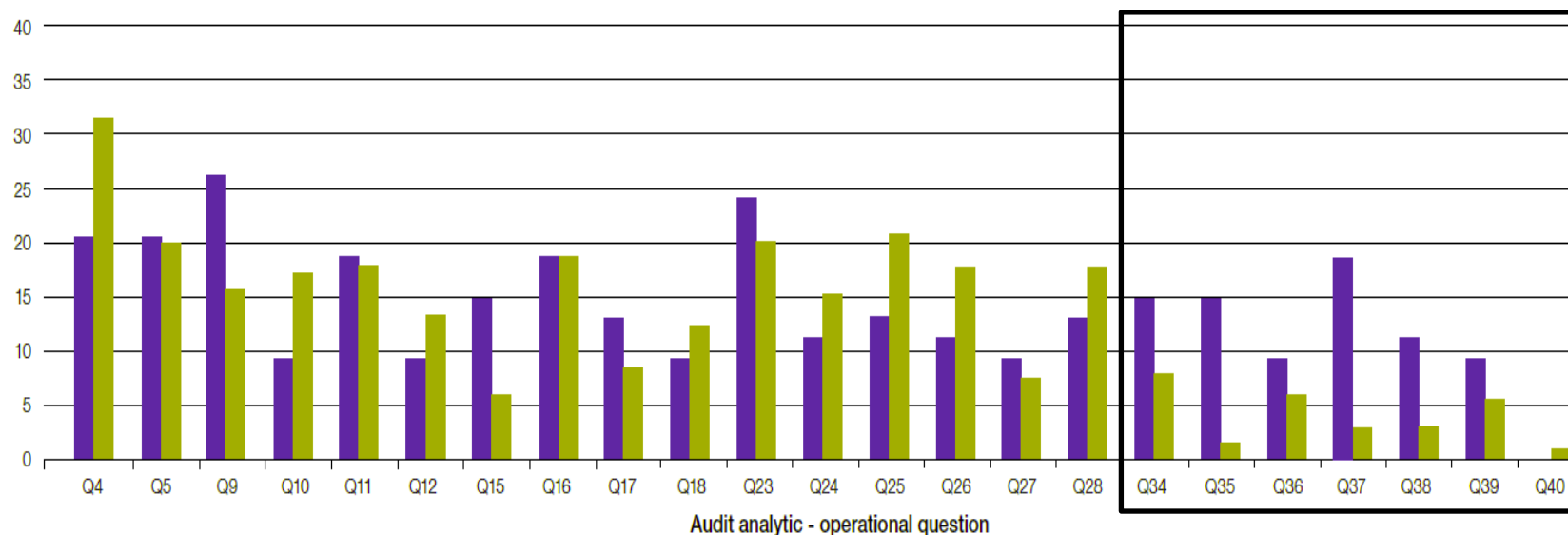


Evidence from NAO... 'Improvement Programmes on their own do not lead to continuous 'organisation wide' improvement'

Figure 10 – Improvement programmes have limited impact on maturity

Average process management maturity

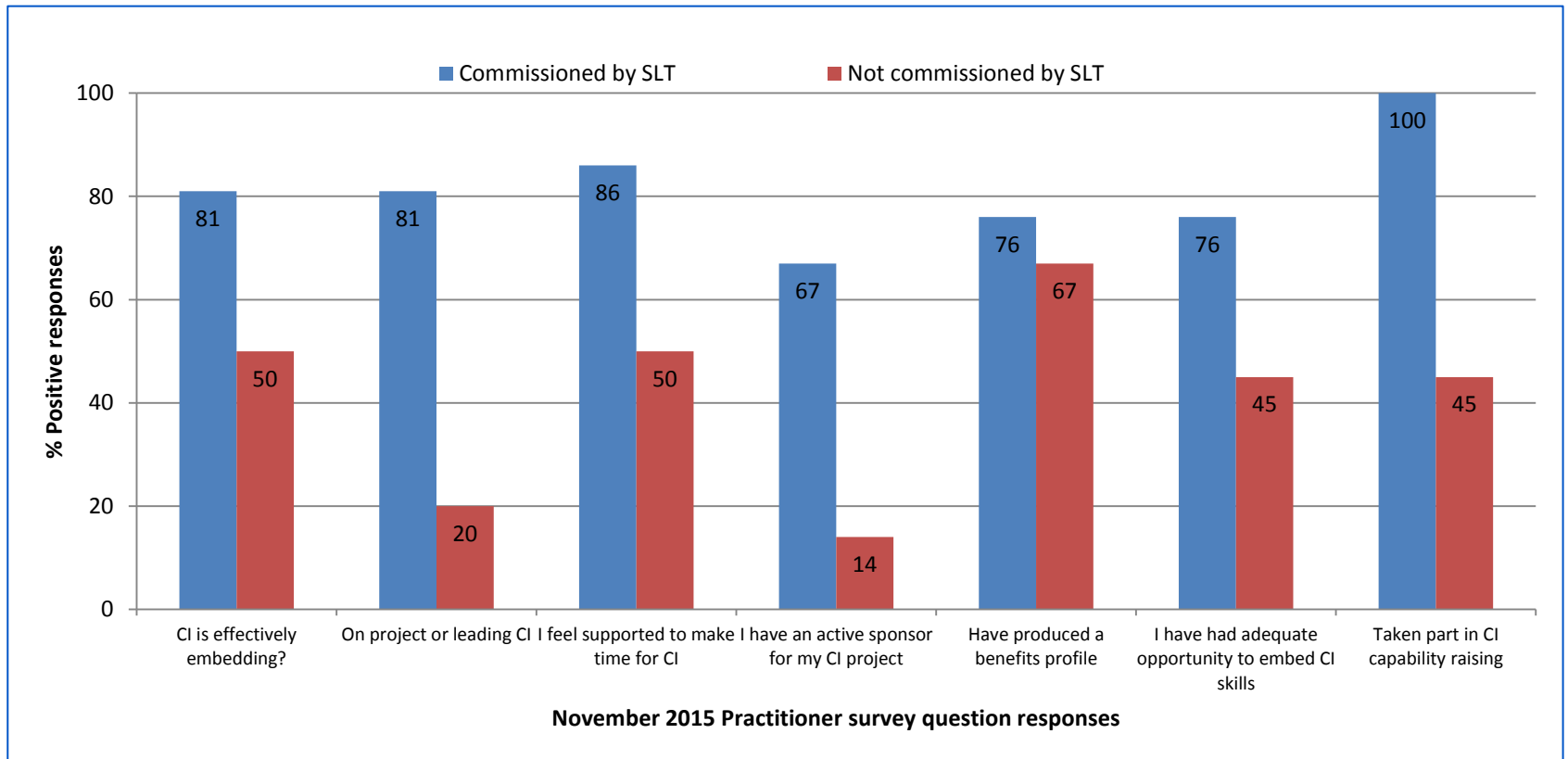
Percentage (%)



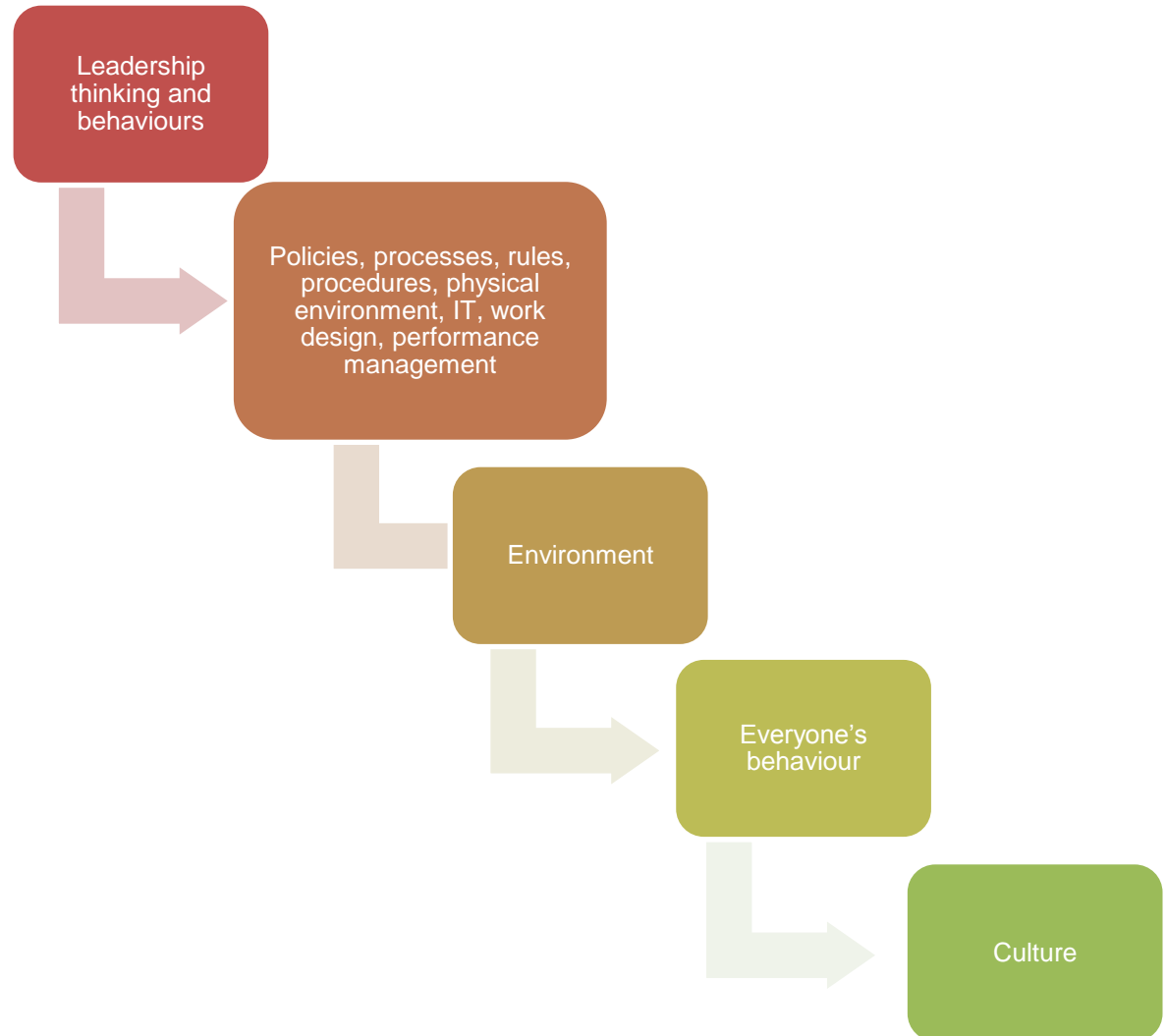
Improvement programme

No improvement programme

Evidence from DfE...



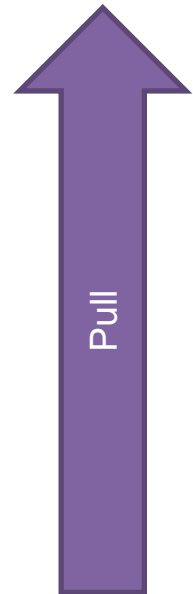
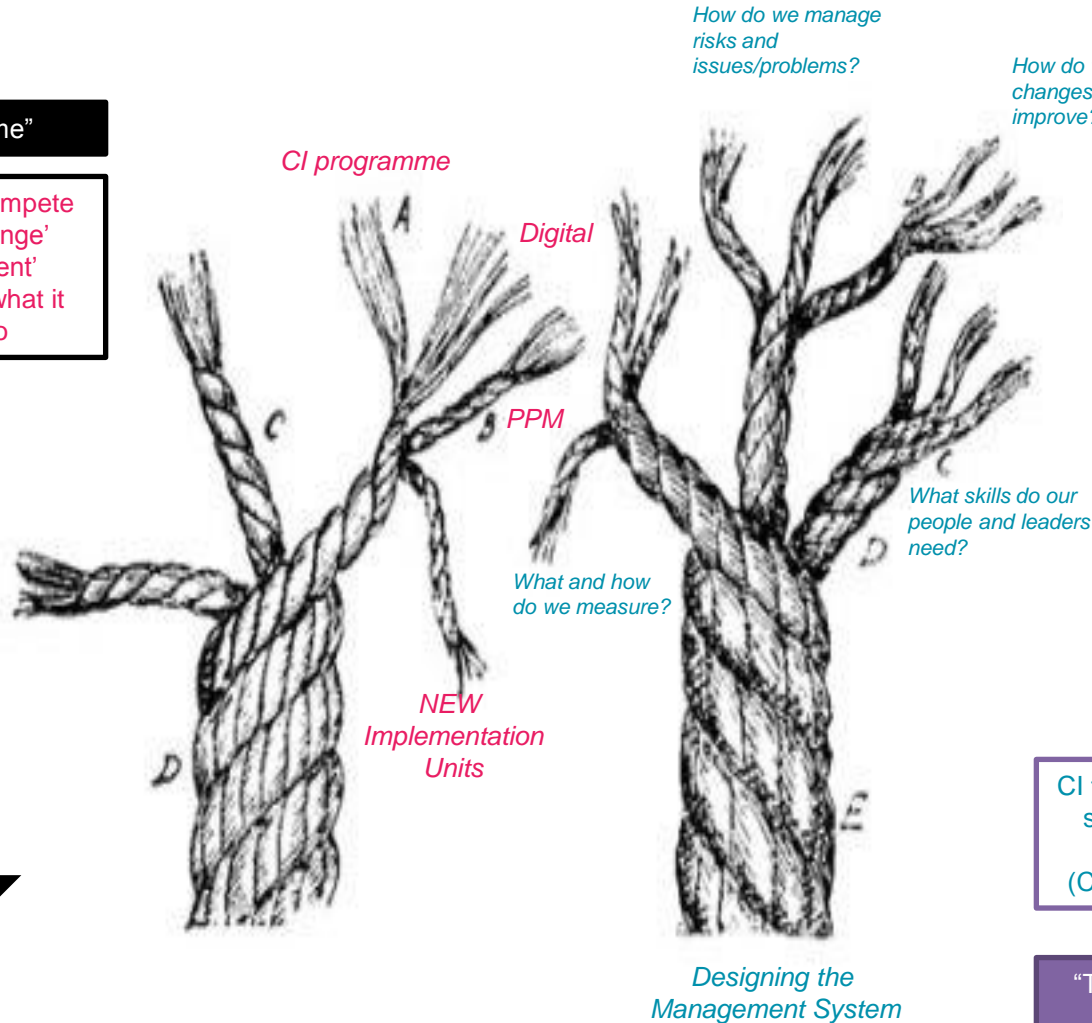
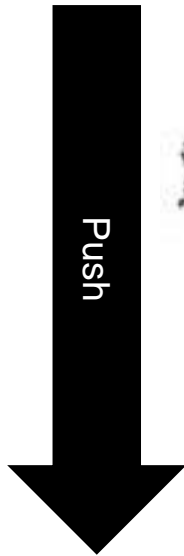
Without sustained leadership engagement it will not sustain



Therefore, stop doing “CI” – start doing ‘systemic leadership’.
How many strands do you have control of or can influence?

“CI programme”

CI will always compete with other ‘change’ or ‘improvement’ priorities to do what it needs to do



CI thinking weaving other strategies and activity together (Controlling ‘true north’)

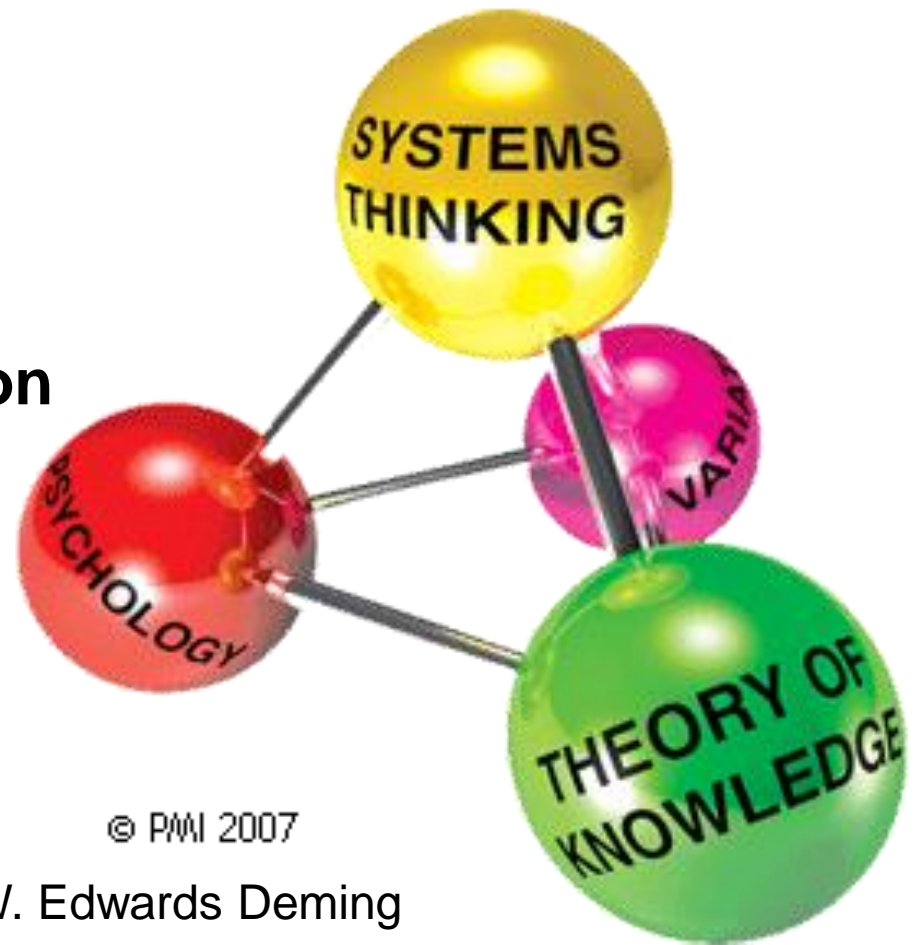
“The way we do things round here”



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Some ideas and approaches that help you to move towards the culture of continuous improvement.....

- Systems thinking
- People & psychology
- Learning
- Understanding variation
- + PURPOSE!



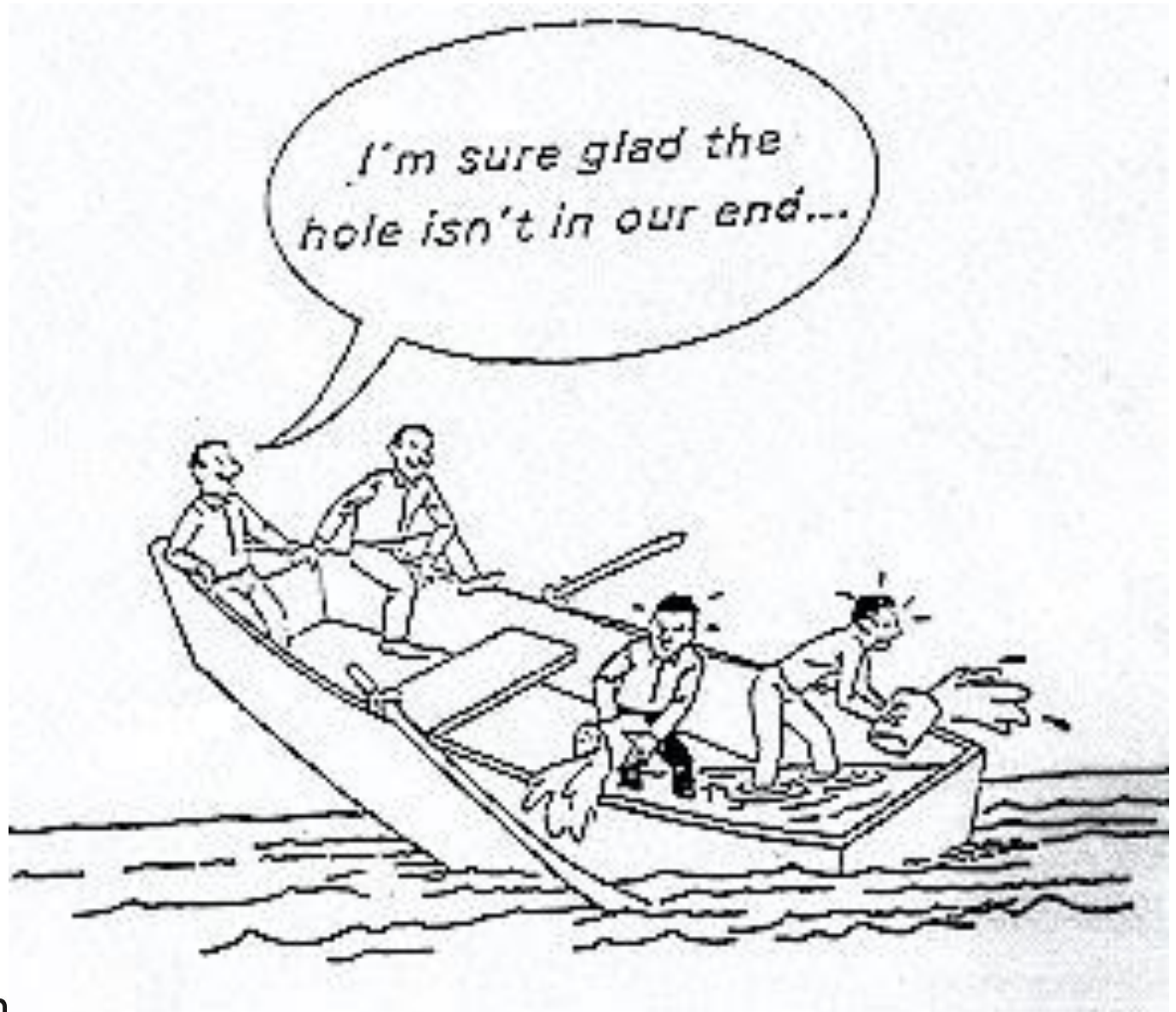
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W. Edwards Deming



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Systems thinking



Simple system



**The hand
of policy**



**A simple
system**



The goal

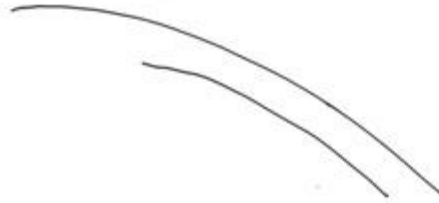


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Complex system



**The hand
of policy**



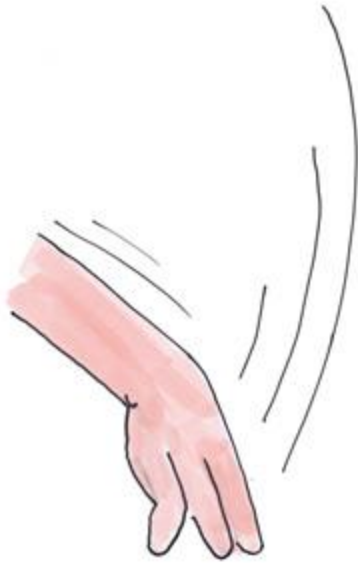
**A
complex
system**



The goal



Controlling a complex system?



**The hand
of policy**



**A complex system
forced into the
mechanical
approach**



The goal



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Optimising a complex system



**The hand
of policy**



A complex system



The goal



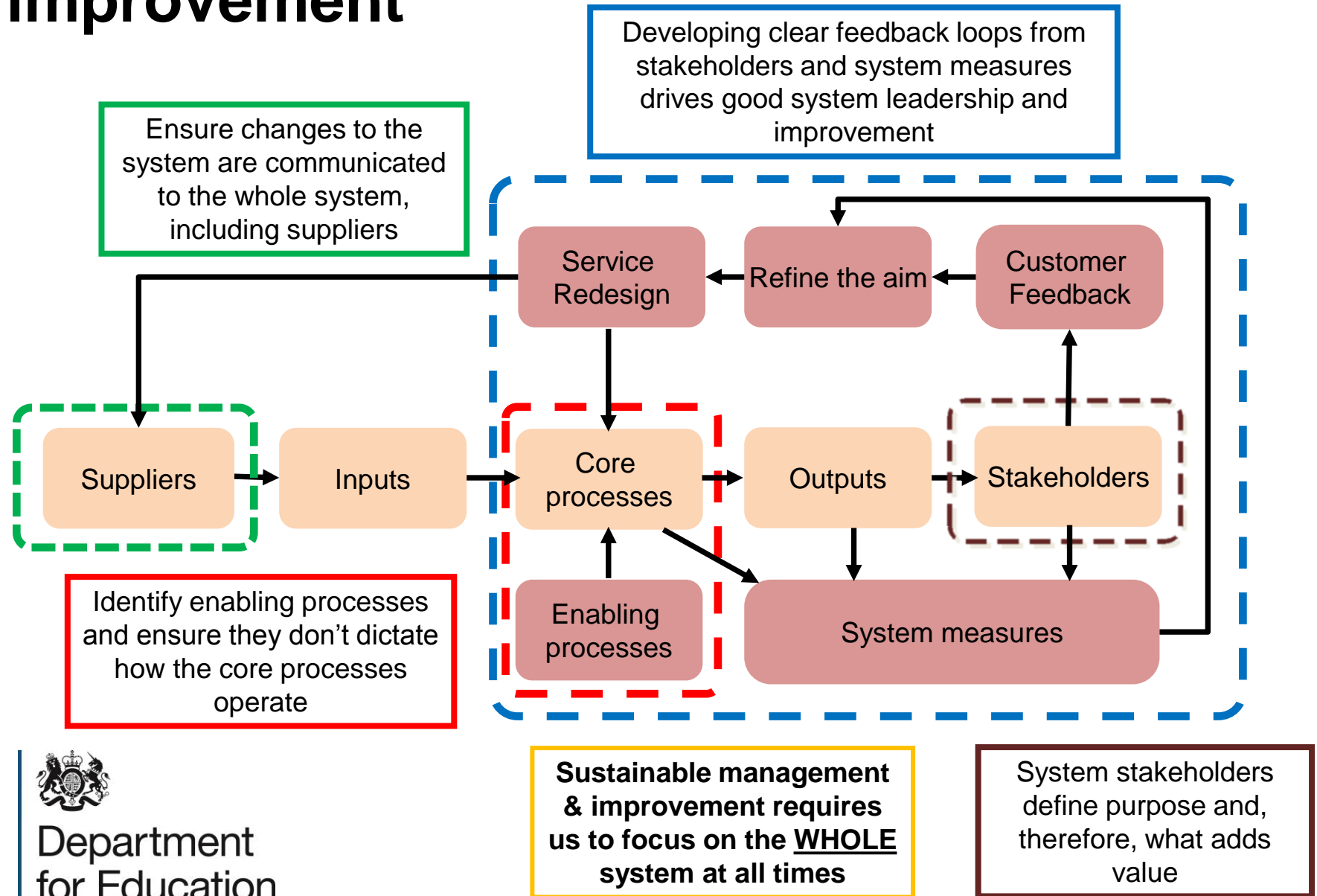
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Systems thinking to 'solve' problems

- The whole is more than the sum of its parts
- Interactions & inter-dependencies are more important than independent actions
- Must understand feedback loops
- We should seek to be holistic, not reductionist
- **Ackoff's four problem solving approaches:**
 - **Absolution** - *the act of ignoring the problem in the hope that it will resolve itself or be resolved by someone else.*
 - **Resolution** - *address the symptom and make it go away (for now!)*
 - **Solutions** - *seek the root cause & the optimal solution.*
 - **Dissolution** - *prevent the problem by dissolving or eliminating it through system redesign*



Our approach to system/process improvement



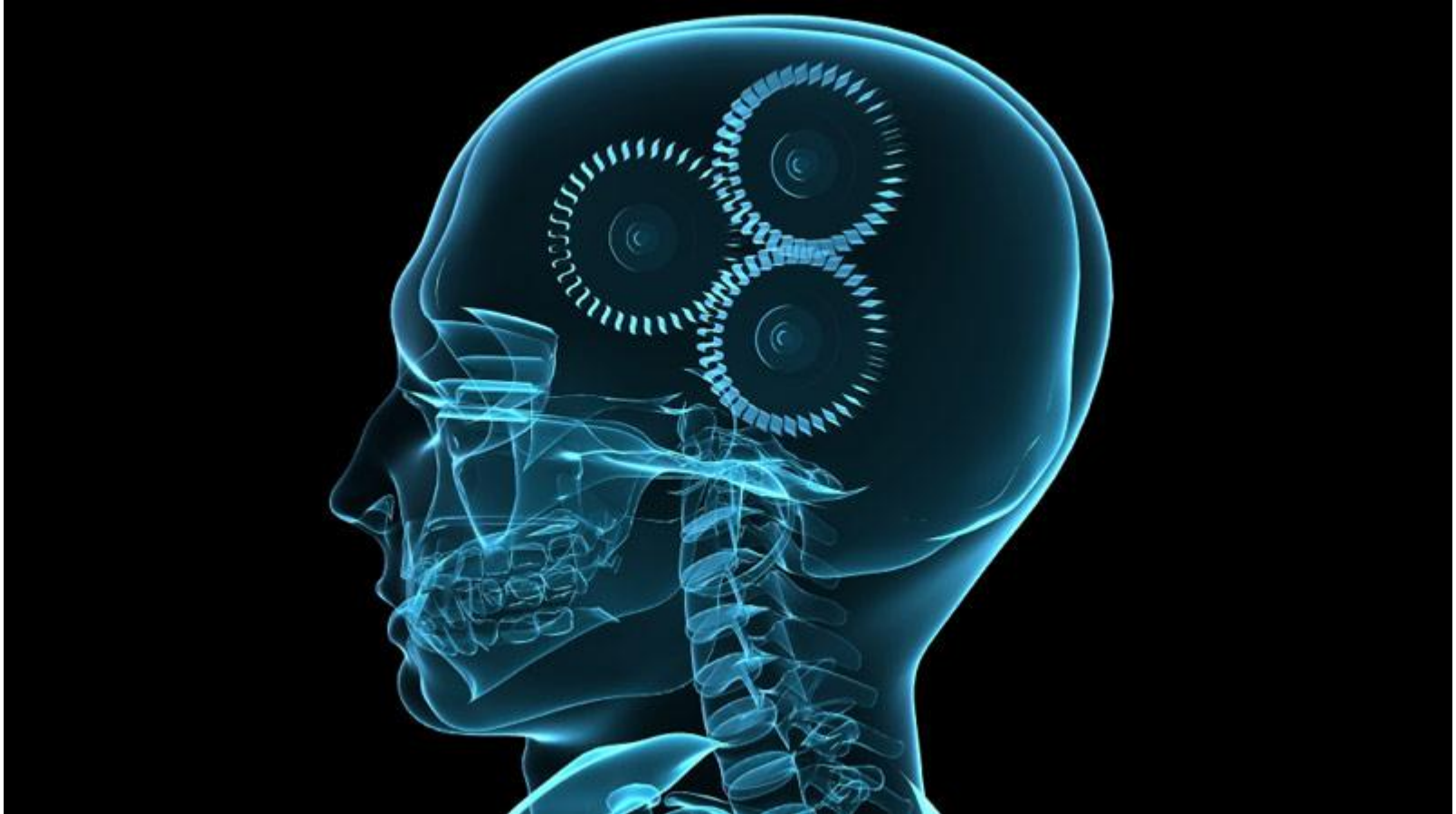
Cinema manager exercise



- ***You are the general manager for a large, successful, multi-screen cinema.***
- ***Every Monday morning you expect all of your team leaders to e-mail you the key measures and data that will tell you what you need to know to ensure that you stay successful.***
- ***What measures and data would you like to receive in the e-mails?***



People and psychology

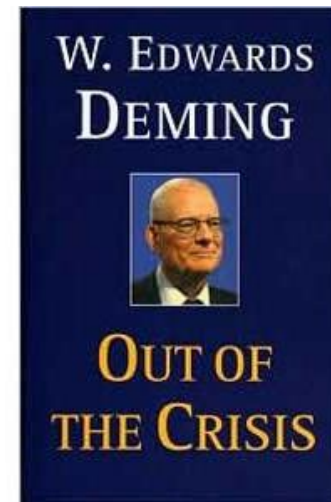


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System or person?

- **W. Edwards Deming:**

- “I should estimate that in my experience, most troubles and most possibilities for improvement add up to the proportions something like this:
 - 94% belongs to the system
(responsibility of management)
 - 6% special (people)”



Neuroscience of intrinsic motivation

- **SCARF model (David Rock)**

- Status
- Certainty
- Autonomy
- Relatedness
- Fairness

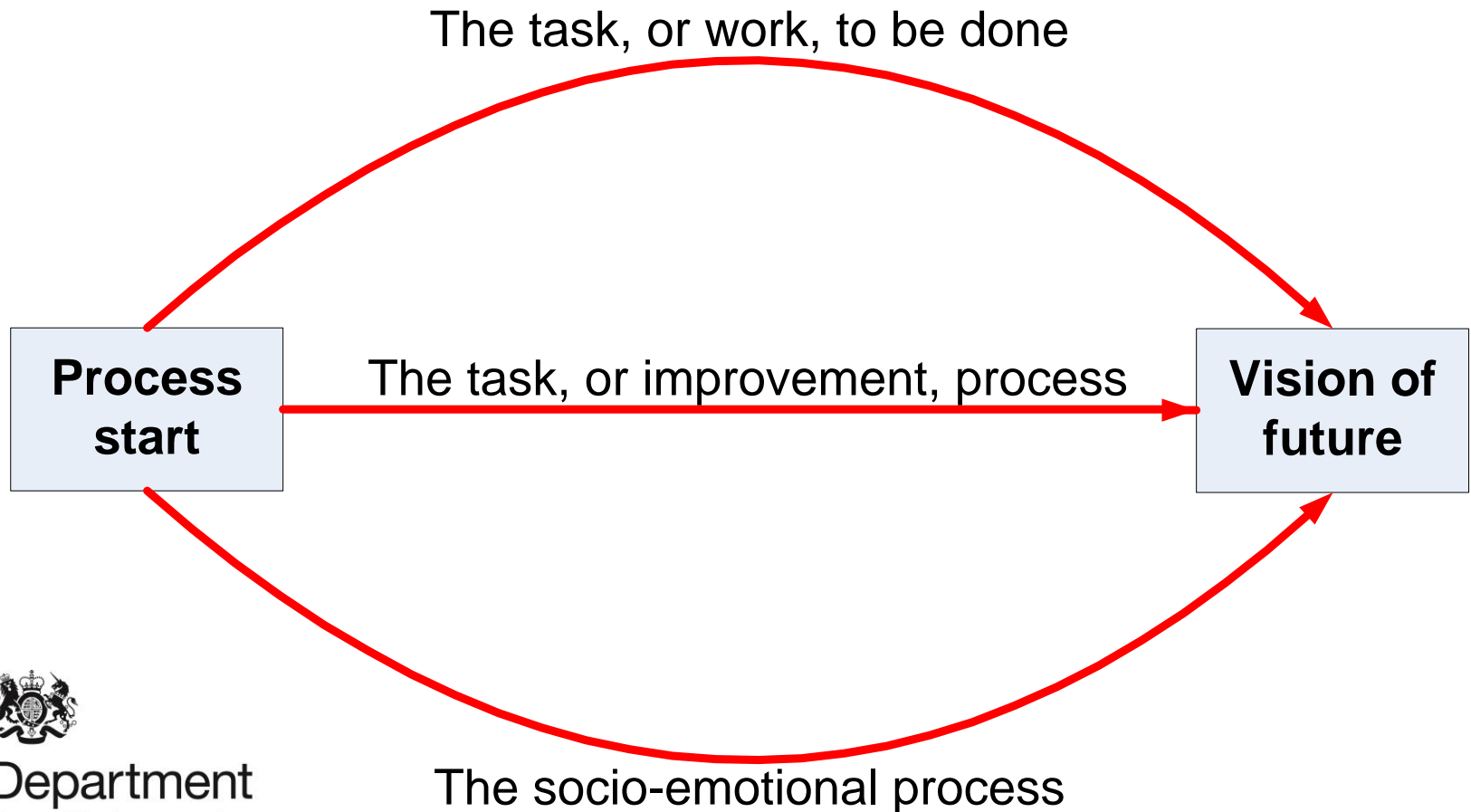


- **DRIVE (Dan Pink)**

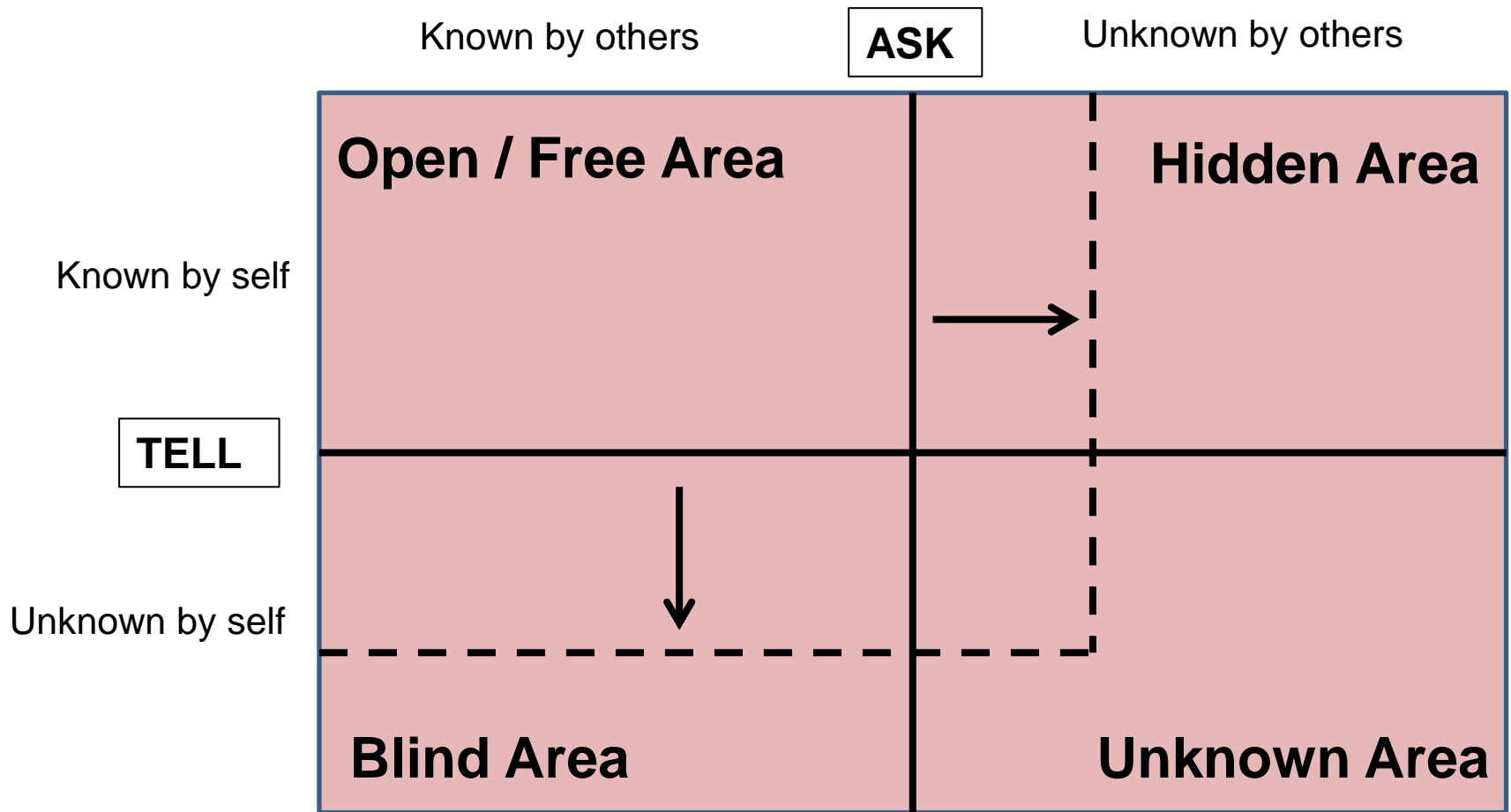
- Autonomy
- Mastery
- Purpose



Gibb Model



Johari's Window



Learning

Our experiences tend to become assumptions that we all rely on, whether right or wrong

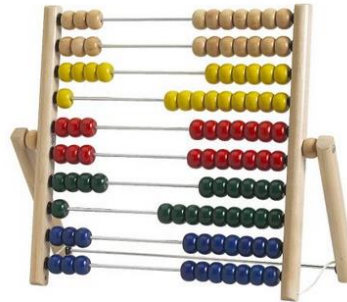


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CI is about learning

- **Strategies for survival**

- Homo erectus first walked upright on this earth **1.8 million years ago**
- The abacus was introduced only **2,300** years ago



- So, for **99.88%** of the time hominids have been walking upright we've relied on our instincts to get us out of trouble.....



Option 1?



Fight – win some, lose...er, just the one



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Option 2?



Flight - live to fight or flight another day.



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Option 3?



Stop, reflect, think about it...get eaten!



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**We might like to believe otherwise but...
...taking time to think really doesn't come
that naturally.**

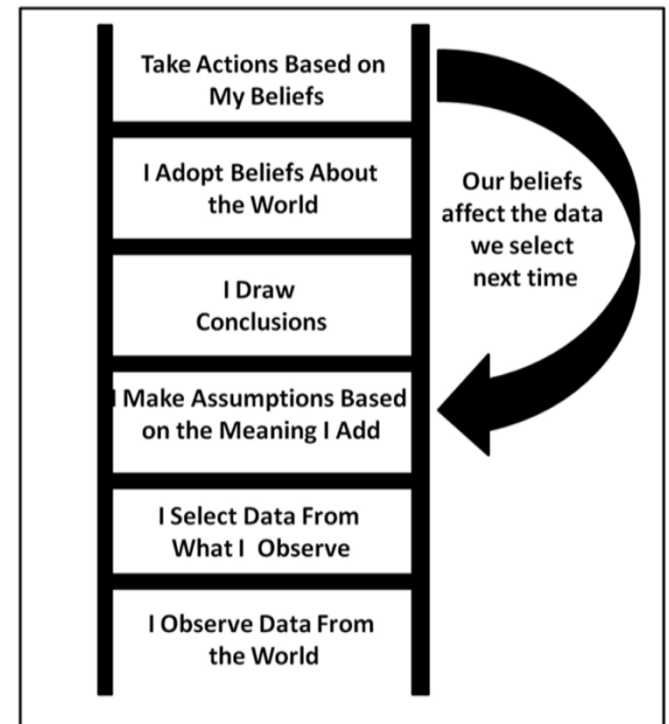
Option 4 ?



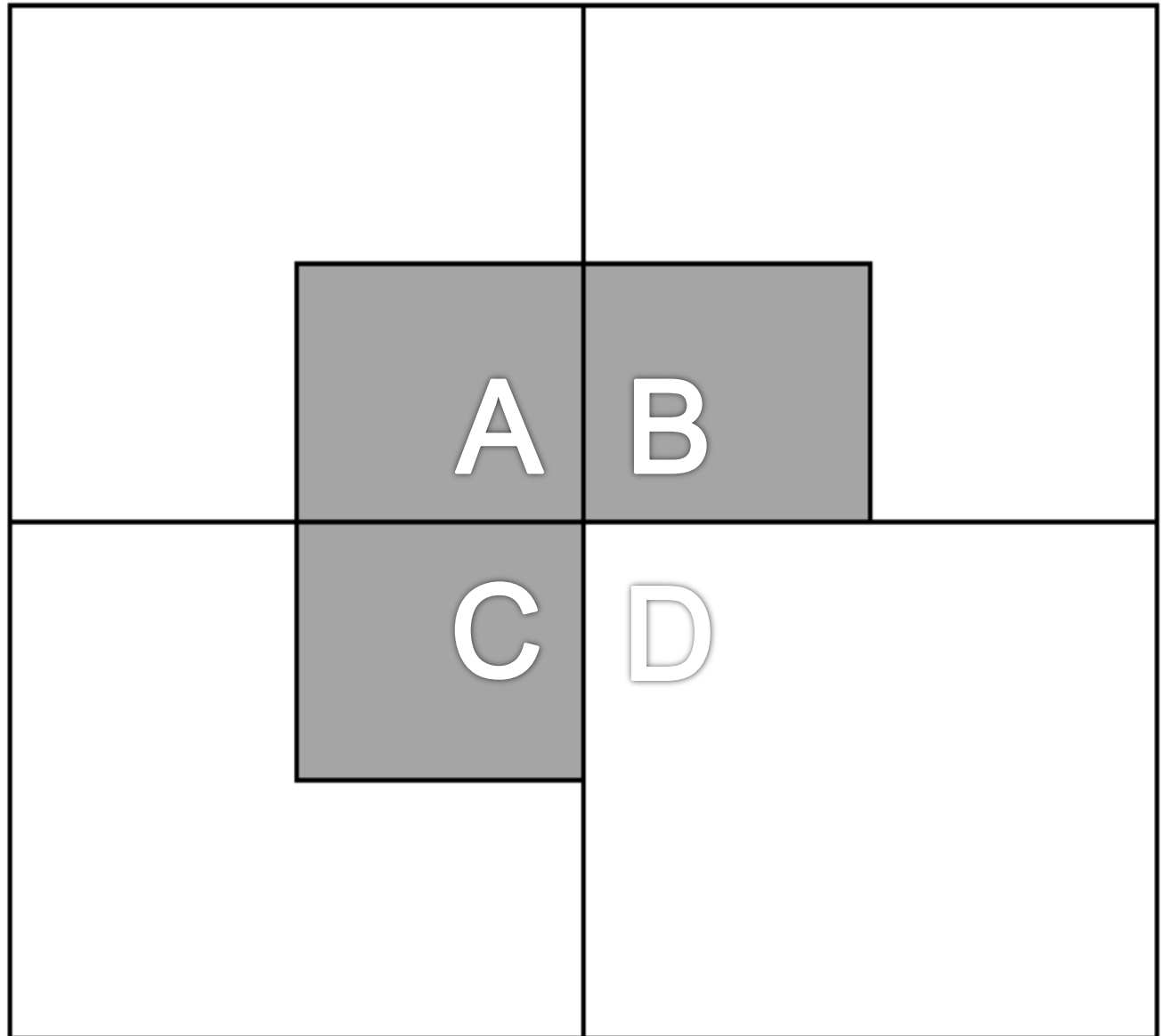
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Consequences

- We are strongly driven to find an explanation other than chance
- We ignore facts that don't support our view
- We're hopeless with probabilities
- We make the 'wrong' decision more often if we fear 'loss' – we're risk averse
- Planning fallacy – we over-rely on 'best case scenario'

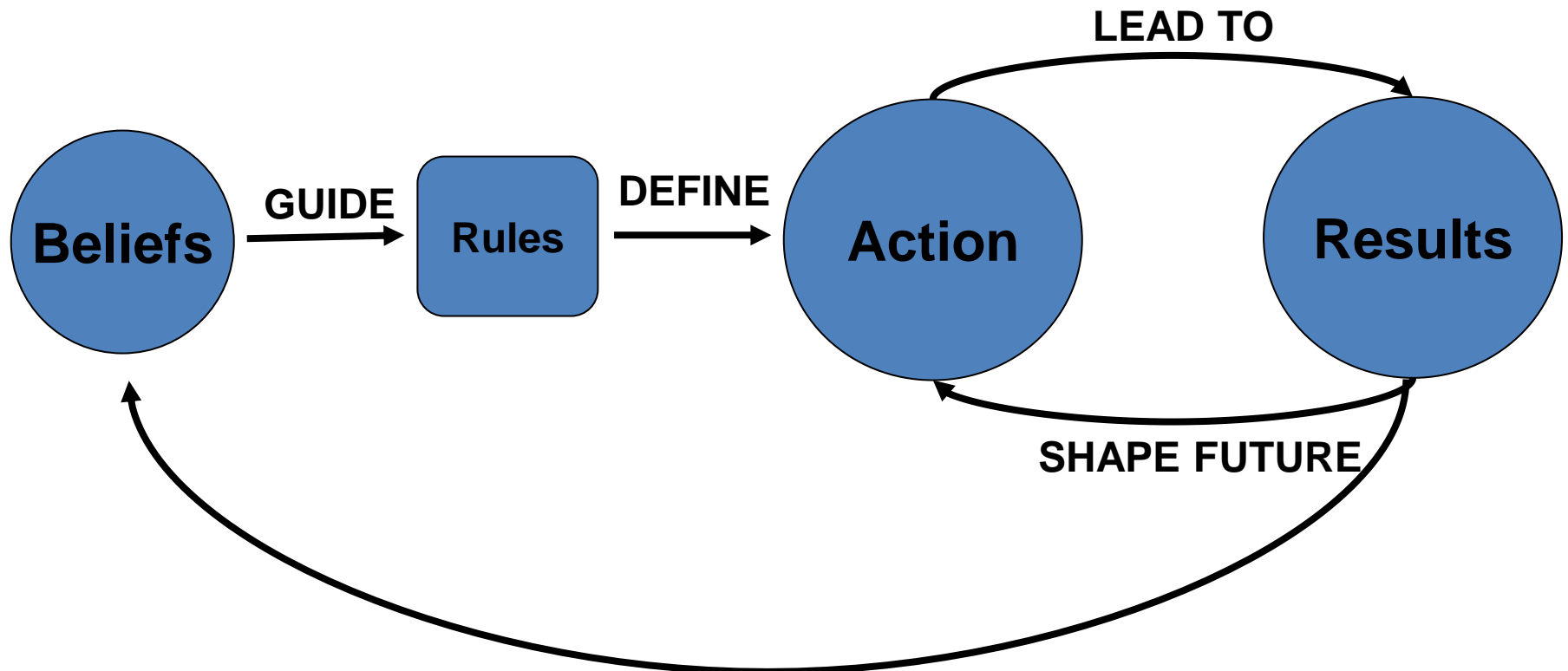


Patterns and pressure



**What's better, doing the right thing, or
doing the wrong thing righter?**

Learning model: Double Loop Learning



Learn Fast, Learn Forward

Seek advice
from your
line manager,
DD or
CI Practitioner



Are you sure your idea won't cause financial or reputational harm to DfE?



Are you sure your idea won't cause problems for other people or teams?



Can you test your idea quickly at a low cost?



Could the change be stopped easily if necessary?



Implement your idea

Use the four hallmarks of good improvement to implement your idea

Can you articulate the problem of improvement and how it was identified?

Do you know the root cause of the problem – does your idea fix it?

Can you demonstrate, with data, the impact of the improvements?

Have you shared your learning with others who may benefit?

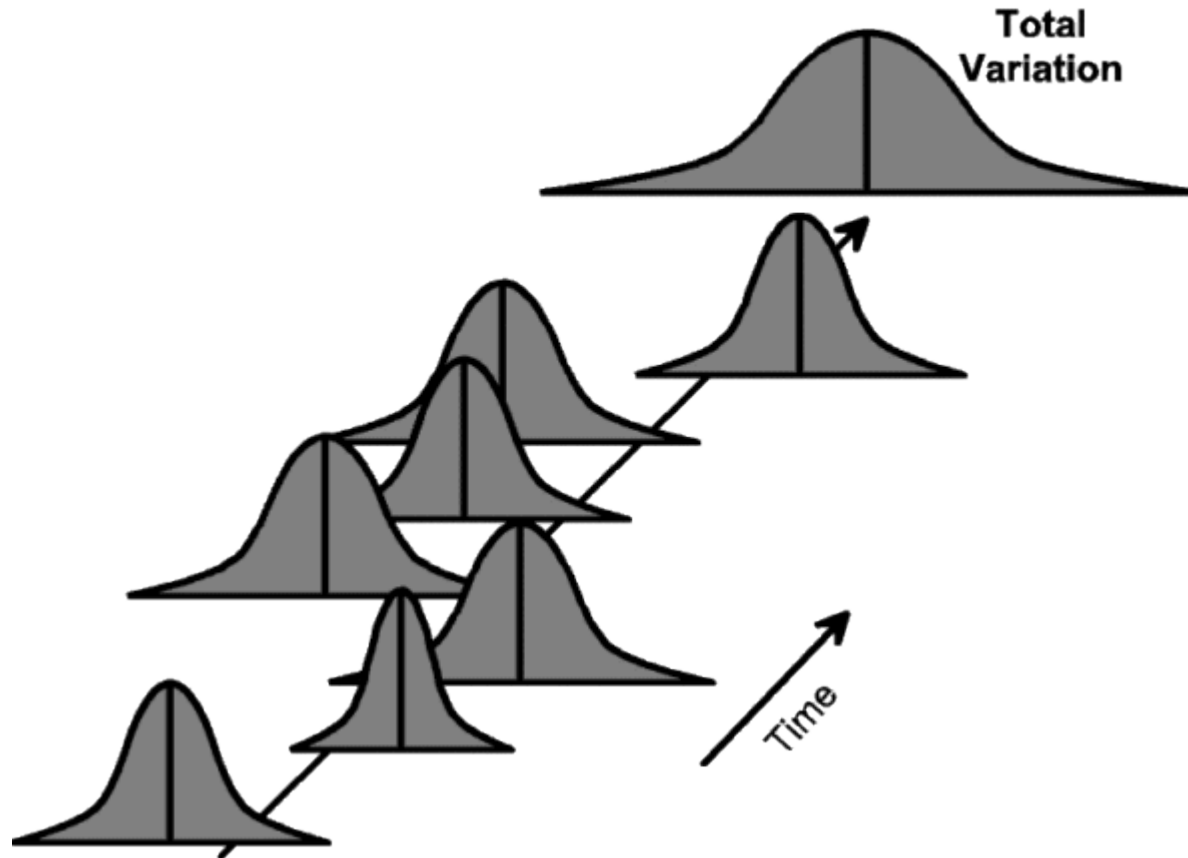
WOW
the department
innovative



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Variation

UNSTABLE PROCESS



Why measure?

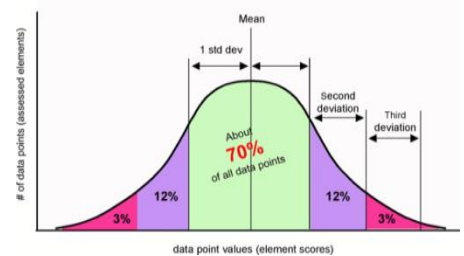


- **Learn**
 - How is the process is performing now?
 - Can we spot potential problems?
- **Understand**
 - Are our customers' expectations being met (our purpose)?
 - What can we deliver (our capacity)?
- **Prioritise**
 - Establish priorities and
 - Set goals
- **Improve**
 - Have we made an improvement?
 - How big and is it sustainable?



What is variation & why is it a problem?

- People – customers and us
- Inputs – enquiries, forms, applications
- Methods – ways of working, interpretation
- Measurement – different start / end points
- Environment – temperature, noise



Why is it a problem?

- We try and explain something that isn't there
- We waste time, effort and resources – under/overreact
- We blame and/or credit people for things they have no control over
- Can't predict - impossible to plan



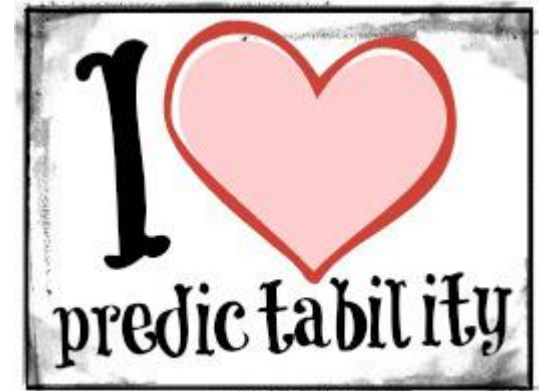
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Types of Variation

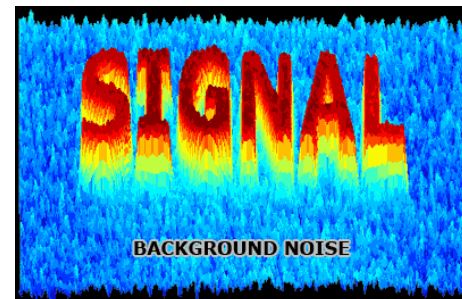
- **Common cause**

- Predictable
- Built into the design of the system



- **Special cause**

- Unpredictable
- Assignable to a specific reason



Finally...purpose

