

# Easter Egg Hunt:

## A Simulation Activity of Basic Kaizen Principles

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The objective is to produce the eggs according to customer specifications (*see photo*) and deliver it in not more than 100 seconds, using plastic toy eggs placed carefully in a prescribed carton box.

Each box must contain 15 eggs, including 3 eggs that are of different variant. This activity can be played by 5-7 players per group, competing for the best time record while using less resources.

The members of each group is composed of the

following persons described here with their tasks:

- 1) **Customer** – starts the timer (*to signal the ordering of eggs*) and stops the clock (as soon as s/he accepts delivery). His/her task is to check if the delivery is within specifications (*see photo*) and without any breakage. S/he is also tasked to ensure that the group starts at zero by “breaking” the eggs for the next round and returning them to the supervisor. The customer must be seated three meters away from the “factory.”
- 2) **Supervisor** – manages the workers to ensure that the eggs are delivered to customers in not more than 100 seconds without sacrificing quality and incurring additional costs.
- 3) **Delivery Driver** – ensures the eggs (in carton box) are delivered without any breakage to customer in not more than 100 seconds.
- 4) **Quality Inspector** – inspect the finished product prior to delivery and takes note of all key lessons and improvements made by the group.
- 5) **Worker** – assembles all the eggs in the prescribed carton box with the help of the supervisor.

The workers and their supervisor are responsible to work on the actual assembly of the eggs in the box. However, each group may choose to include the driver and inspector in the work process. If that happens, indicate the actual number of workers in column no. 6 below.

**BE GUIDED BY THE STEP-BY-STEP PROCEDURE AT THE BACK OF THIS ACTIVITY SHEET.**

### SIMULATION RESULTS

Round	1 Actual Production and Delivery Time in Seconds	2 Improvement Time in Seconds	3 Difference in Seconds (100 – 75)	4 Percentage Improvement per Round (25 ÷ 100)	5 Percentage Improvement from the Baseline	6 Number of Team Members Who Helped in this Round
Sample	100	75	25	25%	N/A	6
1						5
2						4
3						3
4						2
5						1

### REFLECTION (*to be reported in the plenary by the Supervisor*):

1) What makes your group successful in improving the production and delivery time?
2) What specific solutions that you used to improve the production and delivery time?
3) Did you discover any non-value added situations or wastes in the work process? Describe.
4) How do you compare your group result based on the number of workers in other groups?
5) How well-coordinated are your group effort with the help of the supervisor and/or other team members?
6) In general, what did you learn from this exercise?

# Easter Egg Hunt's Step-by-Step Procedure

1. **CUSTOMER** orders the egg production by “breaking” the eggs and then starts the timer. Note the distance of three meters of the customer from the “factory.”



2. **SUPERVISOR** instructs his/her team to produce the eggs according to specifications (as described in the photo at the back) and coordinates alerts the Quality Inspector and Delivery Driver.



3. **WORKERS** assembles the eggs in the carton box and ensures they conform with the customer specifications.



4. **QUALITY INSPECTOR** checks the eggs in the carton boxes and signals the Delivery Driver to transport the eggs in carton box to the Customer.



5. **DELIVERY DRIVER** proceeds to deliver the eggs while ensuring they arrive in good order and condition to the customer. **S/HE MUST CAREFULLY HAND OVER THE BOX TO THE CUSTOMER.**



6. **CUSTOMER** checks the delivered eggs if they conform with the specifications and without any breakage. If s/he accepts the delivery, the timer must be stopped.



7. **SUPERVISOR** computes the production time for the round and records the data in the activity sheet.

**REPEAT THE PROCESS FOR THE NEXT ROUND UNTIL THE LAST ROUND.**

**Reduce the participation of team members in this activity.**