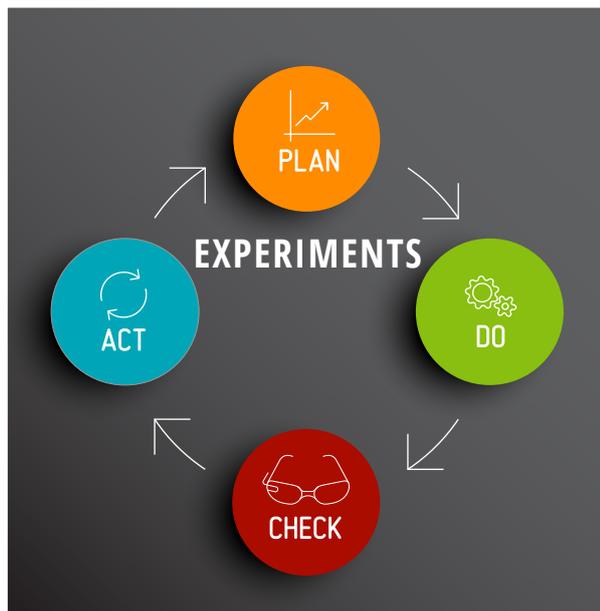


# WORKPLACE EXPERIMENTING

## - 'PRACTICAL' PDCA

What you will get: A person who can plan a workplace experiment, do it, compare their prediction to what happened, then use what they learned.

**Assumption of competency in conducting workplace experiments may be flawed. This is not criticism of individuals. It's a reflection and may in part be due to falling into the trap of overcomplicating things.**



The whole point of experimenting in the workplace is to *learn something in alignment with a goal that can then be used to guide our next step*. That goal may well be an increase in performance to a new mark, or simply a return to standard. The verb to learn means to, through study or experience, acquire knowledge of or skill in something.

An effective way of learning through study or experience, of going beyond our knowledge threshold, is to think and act scientifically – to conduct workplace experiments with a sound PDCA (Plan-Do-Check-Act/Adjust) base.

Throughout our four session live online “learn by doing” program, knowledge moves to essential capability development through practicing experiments on a mini simulation, then in your workplace.

*Practical PDCA is a critical base skill for any workplace leader.*

### Purpose and emphasis of each session (live online)

Session	Objectives	Emphasis
1 (1.5 hours)	<ul style="list-style-type: none"> <li>Understand PDCA as a basis for thinking scientifically in workplace experimenting.</li> <li>Determine your in-house platform for practice.</li> </ul>	Sound experiments have four very clear stages.
2 (2 hours, mini simulation)	<ul style="list-style-type: none"> <li>Build capability in planning, doing, checking and adjusting ready for workplace application.</li> <li>Be clear on your in-house practice requirements.</li> </ul>	Measuring is a very important aspect of P, D and C.
<b>YOU DO!</b>		
3 (1 hour)	<ul style="list-style-type: none"> <li>Identify what's been learnt from doing.</li> <li>Adjust in-house practice (if need be).</li> </ul>	“There is no such thing as a failed experiment, only experiments with unexpected outcomes”. <i>R. Buckminster Fuller</i>
<b>YOU DO!</b>		
4 (1 hour)	<ul style="list-style-type: none"> <li>Identify what's been learnt from doing.</li> <li>Adjust in-house practice (if need be).</li> </ul>	