

Culture dialogue: Prevention

Your digital tool to strengthen safety
and health in your enterprise



Get into conversation

Let's talk about safety
and health together.

How do we experience
safety and health here?



The four steps of a dialogue



Step 1:

Select a topic and discuss the rules of collaboration

Step 2:

Watch video and allocate dialogue cards

Step 3:

Identify and allocate group's own examples

Step 4:

Come up with initial suggestions

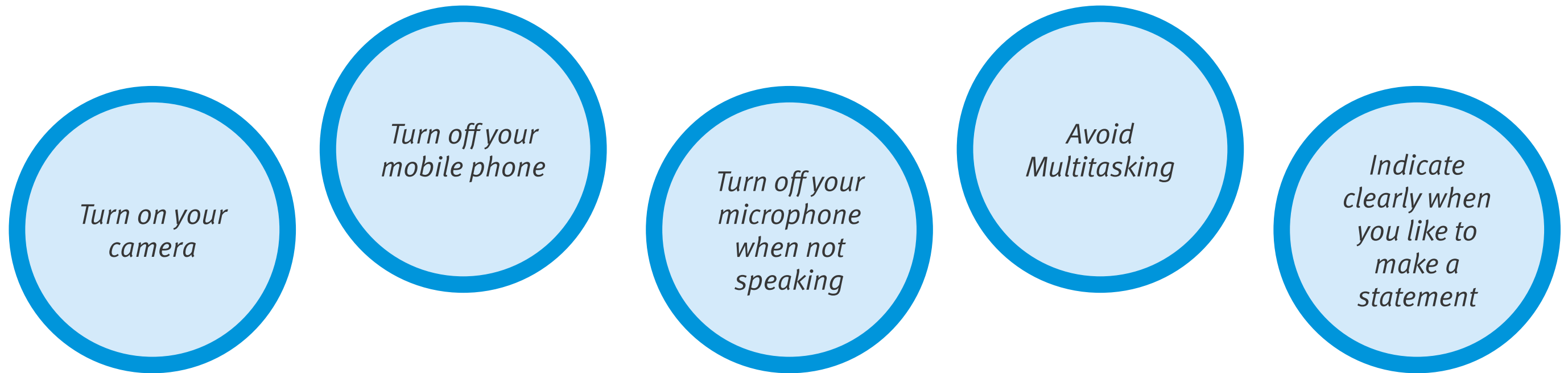


Step 1

**Select a topic and discuss
the rules of collaboration**

Rules of collaboration

How do we want to work together in the video conference?



Further rules:

Empty rectangular box for additional rules.

Rules of collaboration

How can we ensure that all participants feel welcome to express their opinion, even if critical aspects are addressed?

*Everything
may be said!*

*It's about
examples,
not about
justification!*

*Every
perspective
counts!*

Choosing a topic

Which topic should we address?
We're voting now. Everybody has two votes.

VOTES

LEADERSHIP

COMMUNICATION

PARTICIPATION

ERROR CULTURE

SOCIAL CLIMATE

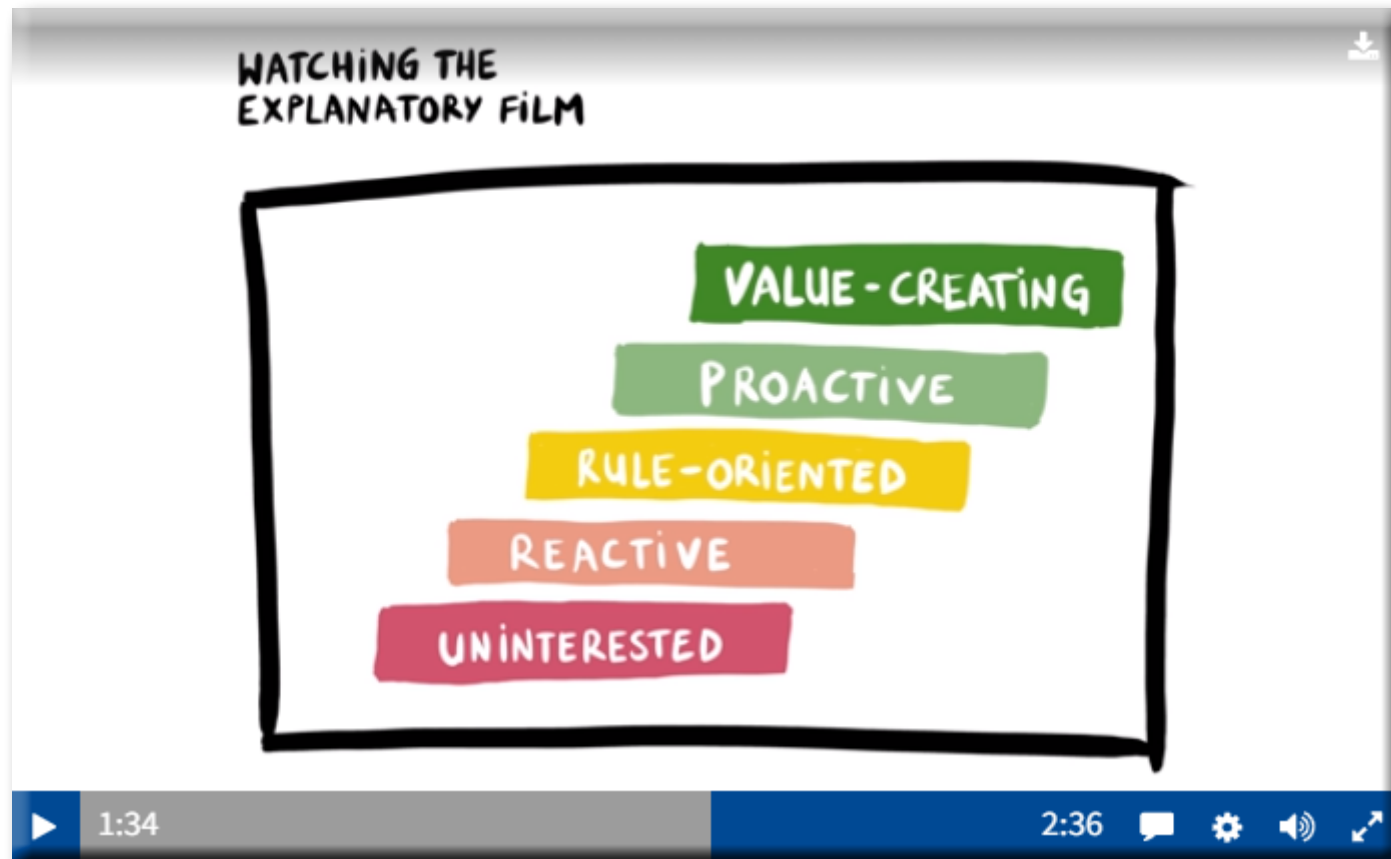
SAFETY AND HEALTH



Step 2

Watch video and allocate dialogue cards

The 5 levels of culture as a frame of reference



The 5 level model as a frame of reference



Value-creating

We strengthen our performance



Proactive

We actively seek our problems and deviances

.....
„The invisible Barrier“ requires a change in perspective
.....

Rule-oriented

We have systems in place to manage all hazards



Reactive

We do a lot everytime after an accident happens



Uninterested

Who cares? As long as we're not caught.

Choosing a topic

Choose by clicking on field of action

...❖ LEADERSHIP

...❖ COMMUNICATION

...❖ PARTICIPATION

...❖ ERROR CULTURE

...❖ SOCIAL CLIMATE

...❖ SAFETY AND HEALTH

2






Allocation of dialogue cards: Does everyone understand why cards are allocated this way?



LEADERSHIP



Click on the card to zoom in!

Uninterested	Reactive	Rule-oriented	Proactive	Value-creating
 <p>When managers talk about safety and health, they make dismissive comments or make fun of it. The effort needed for OSH seems to be a waste of time. They sometimes even turn a blind eye to certain everyday situations.</p>	 <p>Managers only become aware of problems after they've happened. Then they are shocked or angry. Employees are warned to be more careful. Nobody checks whether that actually helps.</p>	 <p>Managers make sure that everything to do with OSH is formally ok. They tell others what is correct and important. They don't ask employees what they think about putting it into practice.</p>	 <p>Managers demonstrate great interest in safety and health. They engage employees when there are potential problems or things aren't clear.</p>	 <p>Managers spend time advocating safety and health, even when things get tight. Employees proactively come up with ideas to improve existing practices. Managers are interested in the results.</p>

3

Find and add examples

Leadership

Uninterested

When managers talk about safety and health, they make dismissive comments or make fun of it. The effort needed for OSH seems to be a waste of time. They sometimes even turn a blind eye to certain everyday situations.

Reactive

Managers only become aware of problems after they've happened. Then they are shocked or angry. Employees are warned to be more careful. Nobody checks whether that actually helps.

Rule-oriented

Managers make sure that everything to do with OSH is formally ok. They tell others what is correct and important. They don't ask employees what they think about putting it into practice.

Proactive

Managers demonstrate great interest in safety and health. They engage employees when there are potential problems or things aren't clear.

Value-creating

Managers spend time advocating safety and health, even when things get tight. Employees proactively come up with ideas to improve existing practices. Managers are interested in the results.

What do we experience in everyday life and how do we classify this behavior?

4

Develop initial solution ideas

Leadership

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<p>... reduce ...</p>		<p>... solid, without overdoing it ...</p>		<p>... encourage ...</p>

Action Planning

<i>Actions</i>	<i>Tasks</i>	<i>Activities</i>	<i>Responsible</i>	<i>Due until</i>	<i>Done?</i>	<i>Remarks</i>

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Allocation of dialogue cards: Does everyone understand why cards are allcated this way?



Communication



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Uninterested

Reactive

Rule-oriented

Proactive

Value-creating



In general, little thought is given to communicating with others. Sometimes information is deliberately withheld if it serves a person's own advantage.



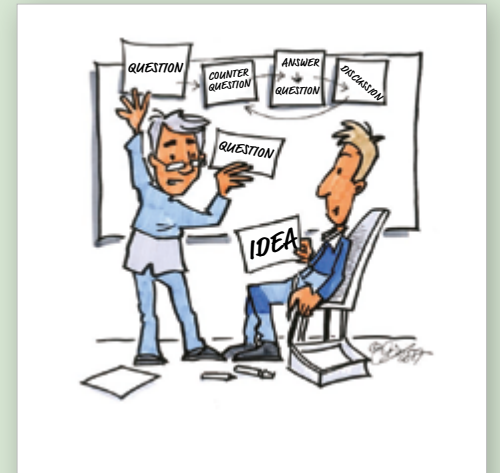
Information is only shared if it's unavoidable. Too much talking stops you from working. Problems are more likely to be avoided or glossed over.



Communication is a one-way street. Information comes from the top down. People are told what to do. But there is not much asking or discussing.



Specific opportunities are created to exchange information, such as a morning get-together or team meeting. Everyone can have their say and it's ok to make constructive criticism.



People don't get tired to ask questions and talk about special circumstances. This helps them to recognise hazards, understand new developments and hear other opinions.

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Discuss the assignment of the dialogue cards:
Does everyone understand why the cards were assigned to the steps?



Participation



Click on the card to zoom in!

Uninterested

Reactive

Rule-oriented

Proactive

Value-creating



Employees aren't asked what they think and they're completely ok with that. Employees' suggestions for improvements are ignored or belittled.



Managers only feel obliged to listen to employees when they exert pressure. People with inconvenient opinions are considered a pain in the neck.



Managers put forward their own ideas and, if necessary, get their employees' agreement. Implementation is slow and superficial.



Managers encourage employees to contribute their know-how and opinions. Regular meetings are held to develop ideas together and to encourage their implementation.



Employees speak up and express their opinions proactively. They look for ways to make improvements themselves. Decisions on implementation are made quickly.

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Find and add examples

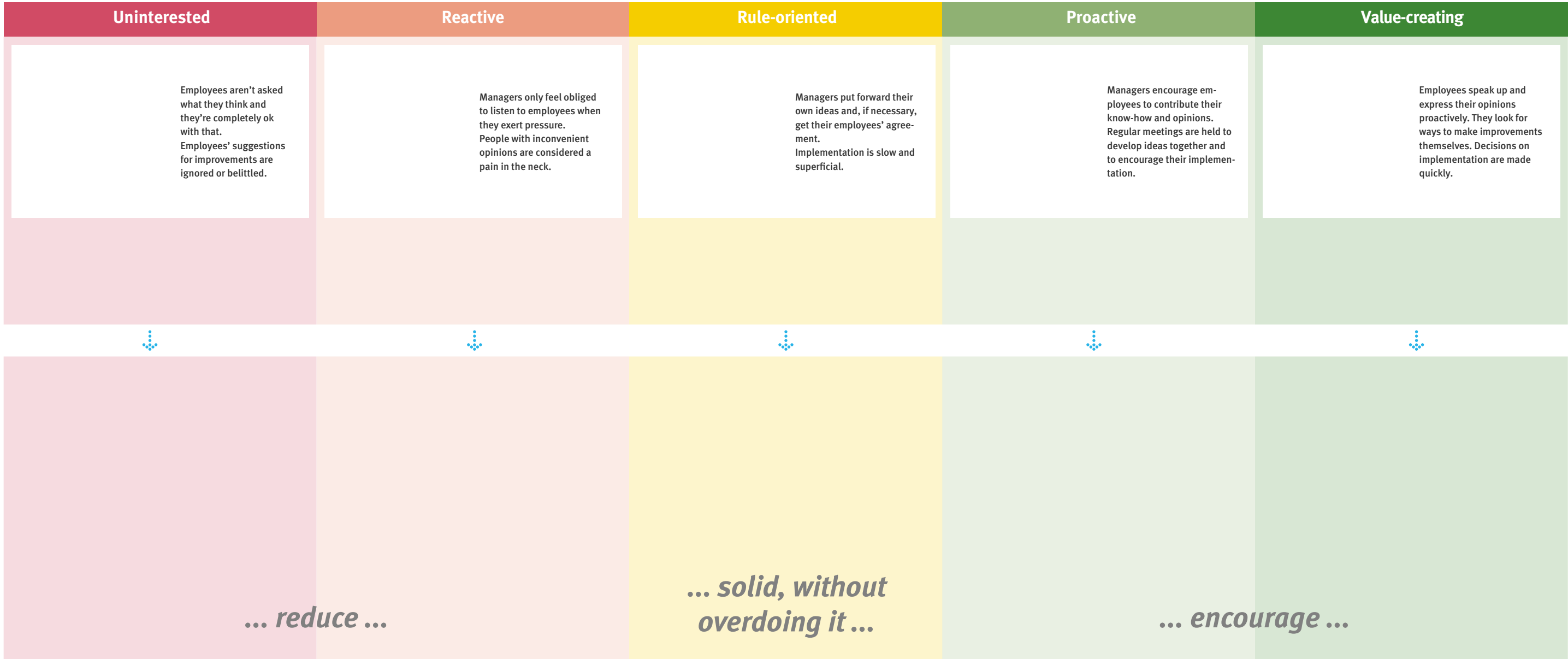
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Error culture



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Uninterested



Incidents or mistakes are downplayed or even covered up.
After a near-miss, we pat ourselves on the shoulder and say:
„We're so good at putting out fires.“

Reactive



After an incident or a mistake, the first question is: „Who was it?“
If the culprit is found, they are given a warning or are punished.
Near-miss incidents aren't seen as learning opportunities – after all, nothing happened.

Rule-oriented



If something goes wrong,
either a) employees are given training or
b) formal procedures are adapted.
If the number of near-miss incidents increases, only serious flaws are rectified.

Proactive



Managers look at how incidents or near-miss incidents occurred in their context without assigning blame. The same applies to any rule violations or mistakes: 'Why did this behaviour seem appropriate in this situation?' is a central question.

Value-creating



Managers have a sense of responsibility for incidents, mistakes and problems.
They evaluate both successes and near-miss incidents. What was helpful? But also what was risky?

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Find and add examples

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Error culture

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Discuss the assignment of the dialogue cards:
Does everyone understand why the cards were assigned to the steps?



Social climate



Click on the card to zoom in!

Uninterested



There is a lot of mistrust and ranting. A lot of energy goes into justifying, covering up and blaming. If there are differences of opinion, it quickly becomes personal.

Reactive



Social interaction isn't important. After all, how people get along with one another is up to them. Conflicts are only dealt with when they reach escalation point.

Rule-oriented



People treat each other very businesslike. They trust and respect each other because of their subject matter expertise. Interpersonal issues are kept out of it as much as possible. Managers try to resolve conflicts by announcement.

Proactive



Respect, fairness and appreciation are important principles for working together. Managers embrace these principles and exemplify them. Critical feedback is received constructively. When conflicts and tensions arise, everyone looks for solutions that all can benefit from.

Value-creating



Nobody tolerates a lack of respect and unfair behaviour - even high performers must expect to face consequences. Potential areas of conflict in the team are identified and dealt with at an early stage.

3

Find and add examples

Social climate

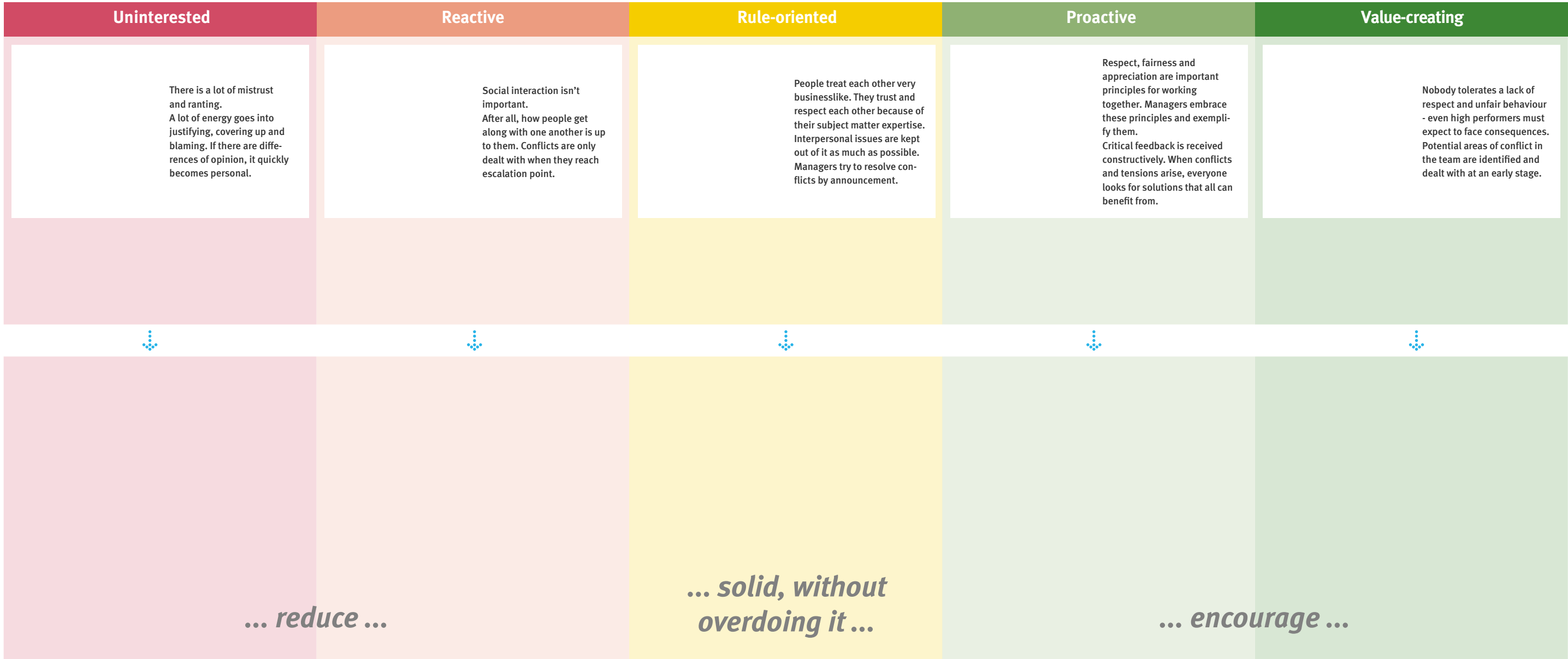
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Social climate



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Safety and health



Click on the card to zoom in!

Uninterested



Safety and health don't matter. It's all about getting the job done.

Reactive



Safety and health are just another type of lecture or are discussed when it's unavoidable.

Rule-oriented



Everyone says that safety and health are important. Rules and regulations are ticked off as much as possible – that's all that can be done.

Proactive



Safety and health are considered in all decisions. Managers raise awareness of OSH in our everyday working life by proactively asking questions and encouraging employees to discuss OSH among themselves.

Value-creating



„Safety and health come first, then doing things properly, then doing them quickly“ – that's the principle that everyone stands behind. Difficulties doing this are openly discussed by everyone and any grey areas are addressed.

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Find and add examples

Safety and health

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Culture dialogue: Prevention

On the following sites you can view
the dialogue cards in bigger size.

Leadership

Uninterested

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Back to
Step 2 – Discuss dialogue cards

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Step 3 – Find examples

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Leadership

Reactive

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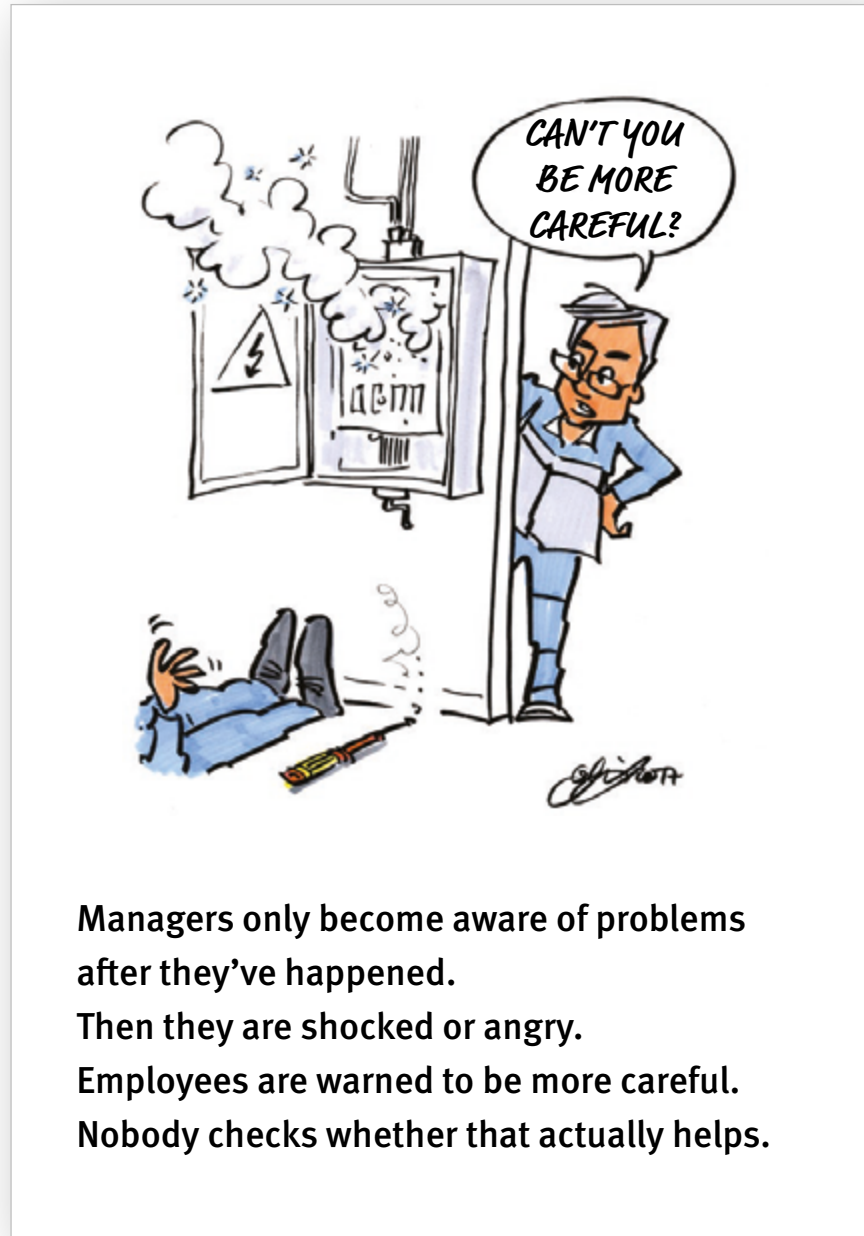
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Leadership

Rule-oriented



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Value-creating

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Communication

Uninterested



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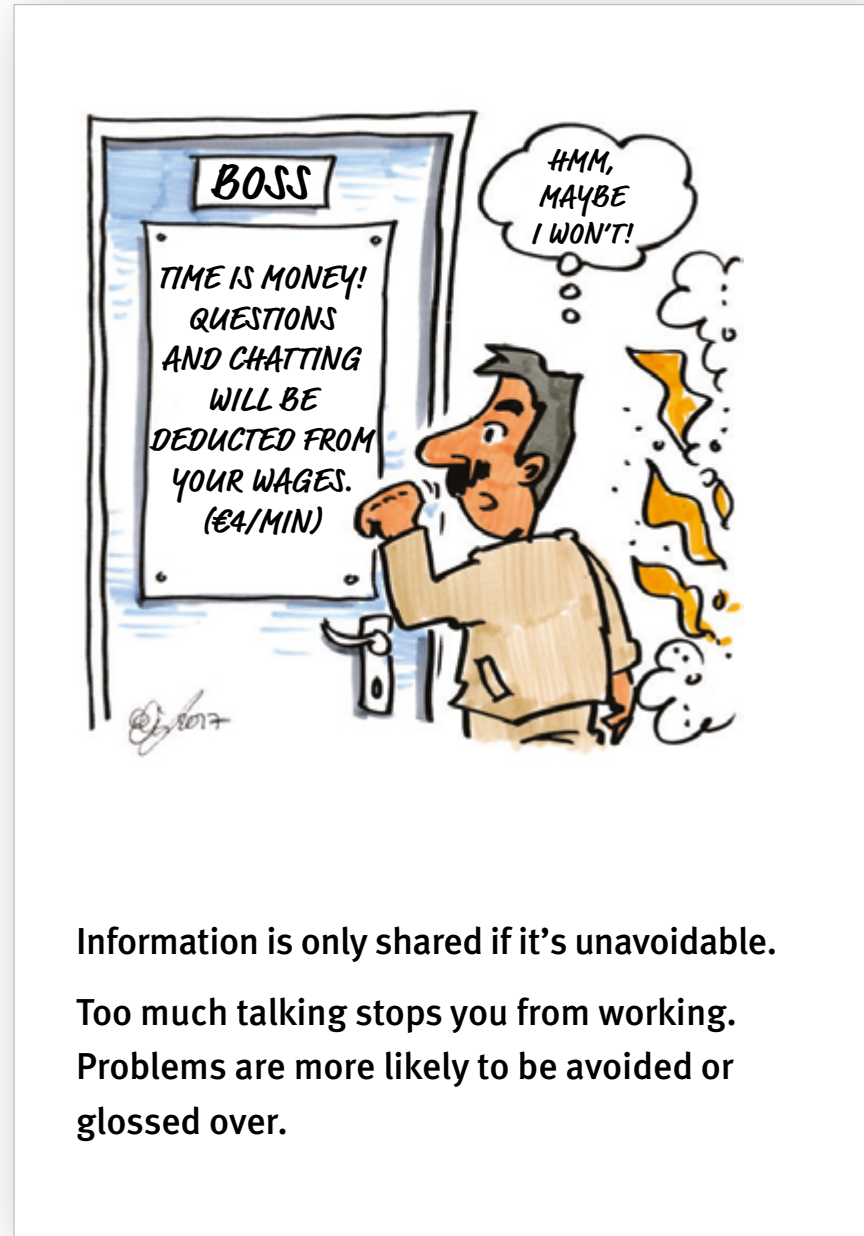
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Communication

Rule-oriented



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But there is not much asking or discussing.



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Step 2 – Discuss dialogue cards



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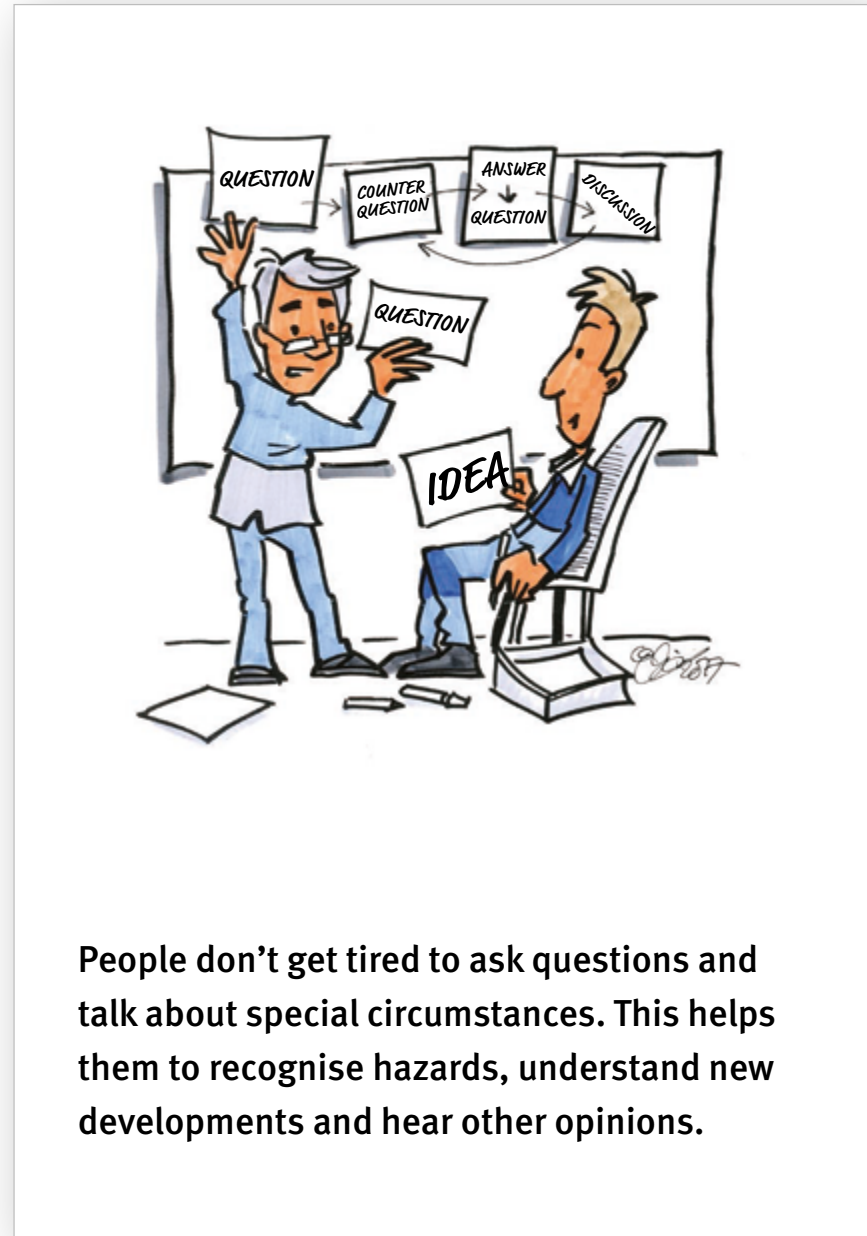
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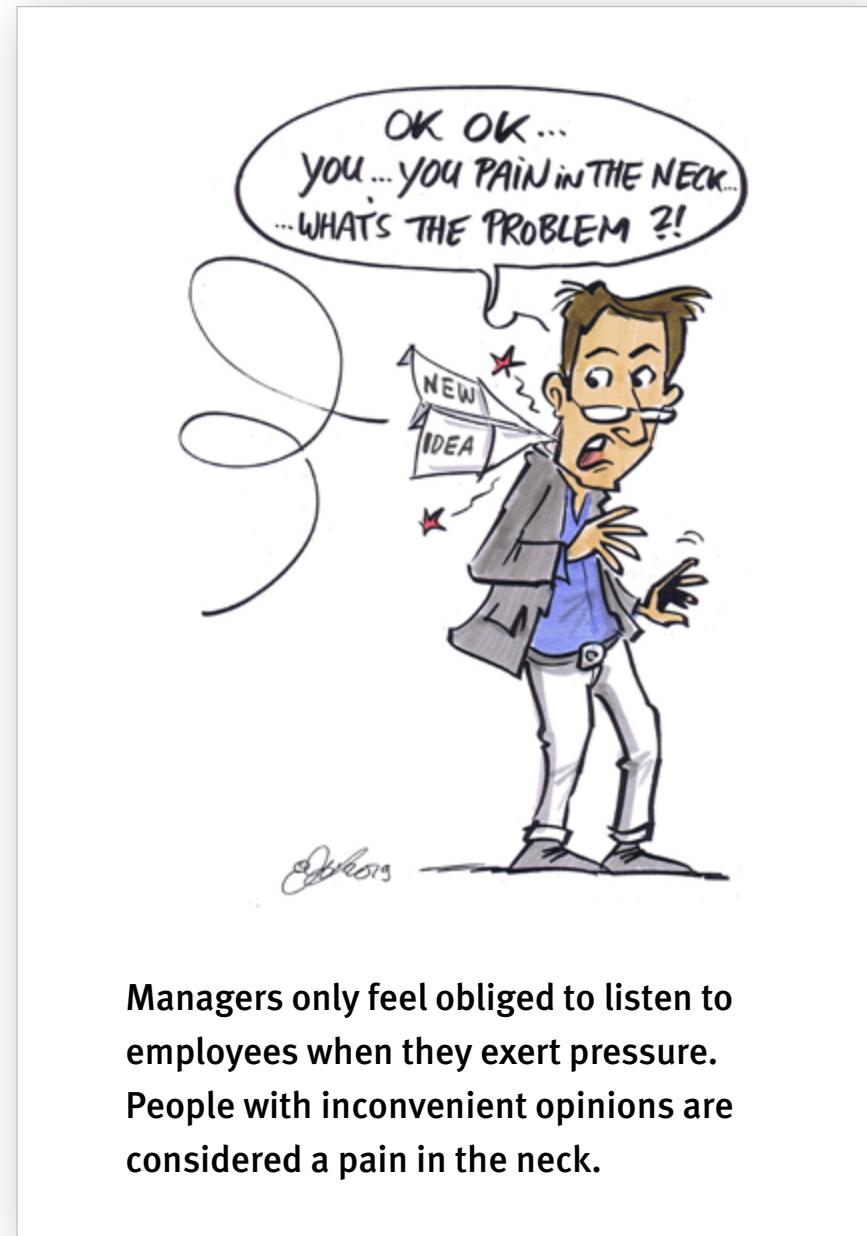
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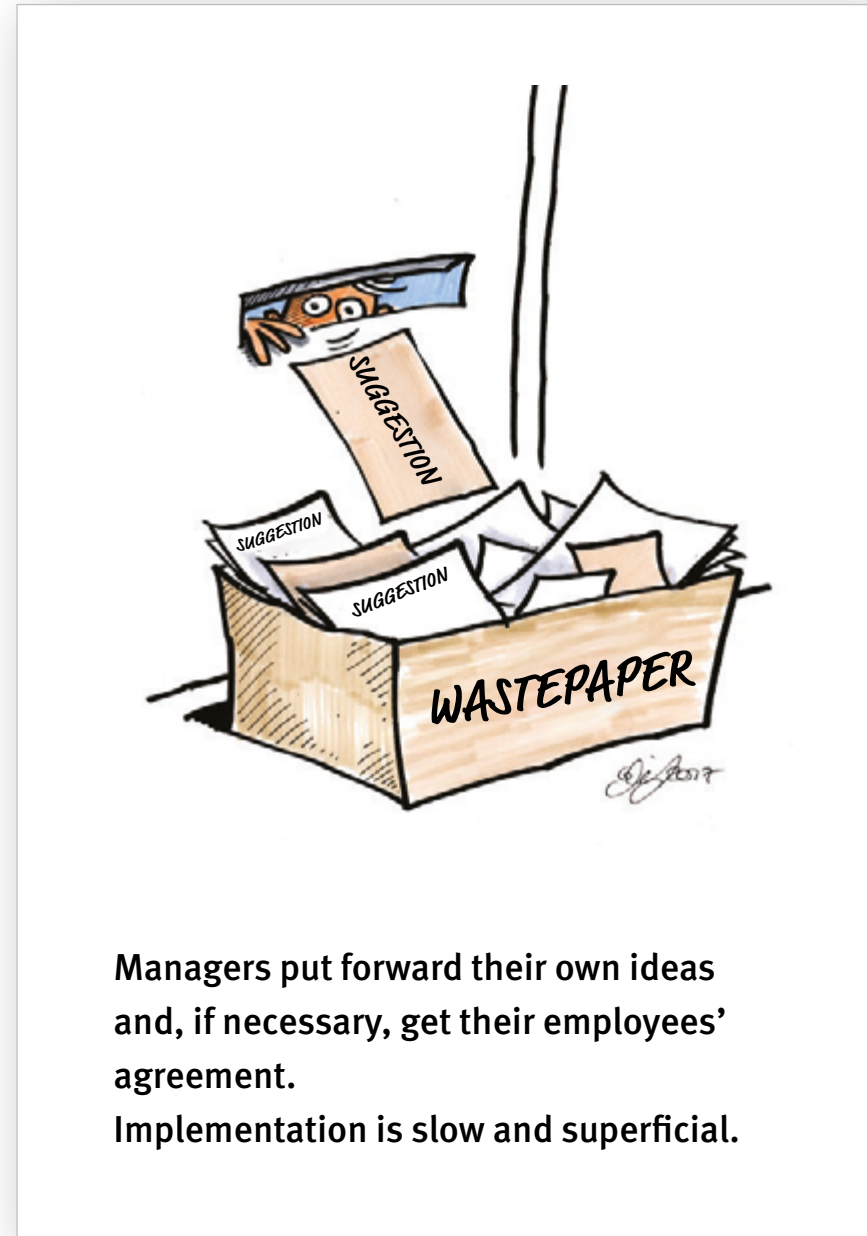
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Error culture

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A cartoon illustration depicting a workplace incident. A manager with glasses and a red tie sits at a desk, pointing his finger at an employee. The employee is standing with a cane and a cast on his leg. A speech bubble from the manager says "IT'S YOUR FAULT!". A smaller speech bubble from the employee says "BUT...".

After an incident or a mistake, the first question is: „Who was it?“
If the culprit is found, they are given a warning or are punished.
Near-miss incidents aren't seen as learning opportunities – after all, nothing happened.

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Rule-oriented



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Social climate

Uninterested



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Social climate

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Value-creating

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Safety and health

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Safety and health

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Safety and health

Rule-oriented

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Safety and health

Value-creating

2

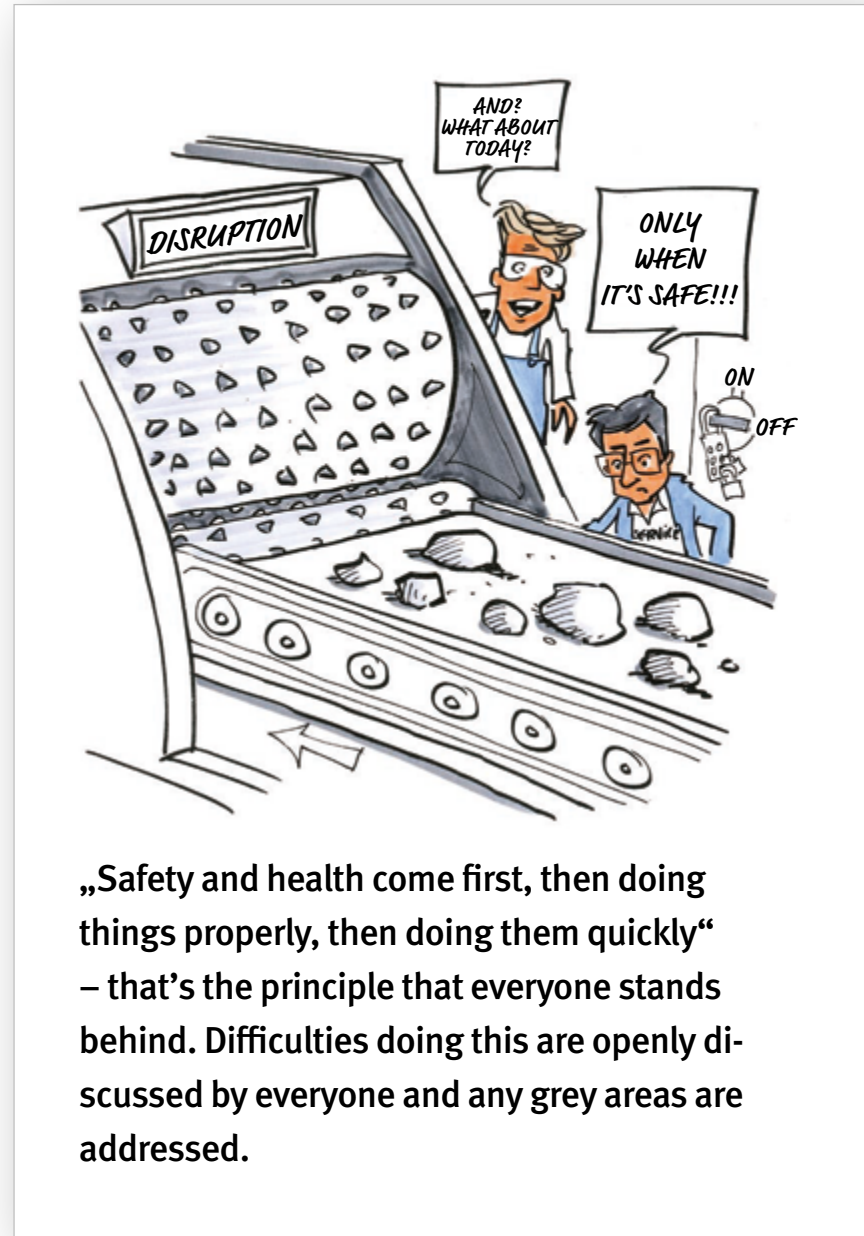
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Step 2 – Discuss dialogue cards

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Step 3 – Find examples

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Step 4 – Develop solution ideas



„Safety and health come first, then doing things properly, then doing them quickly“ – that’s the principle that everyone stands behind. Difficulties doing this are openly discussed by everyone and any grey areas are addressed.

