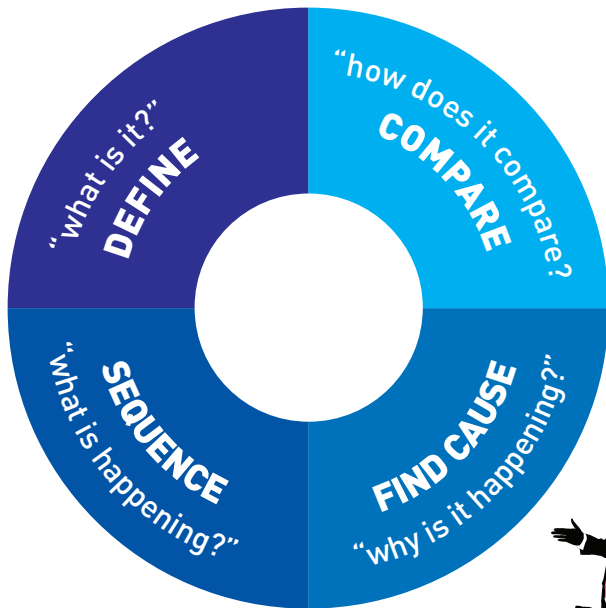


Graphic Organiser Model



FOUR QUESTIONS

There are, essentially, four main types of questions we can ask. All questions are, therefore, elaborations on these four types. Knowing this helps you clarify your explanations. For students, it helps them focus on the right sort of thinking to adopt.

FOUR MODES OF THINKING

Just as there are four types of questions, so there are four modes of thinking. These modes of thinking arise directly from the four questions. Consequently, whether you're analysing, hypothesising, synthesising or problem-solving, you're still operating within one, or more, of these four modes.

FOUR TYPES OF TOOLS

As visual tools are thinking processes made visible, it comes as no surprise to know there are only four types of visual tools. This clear match of questions, thinking and tools makes it possible to use visual tools systematically and with great effect.

SINGLE BUBBLE 	CLUSTER 	TARGET MAP
AFFINITY DIAGRAM 	MODEL MAP 	CONCEPT MAP

DEFINE

This thinking mode establishes the relationships between various ideas that make up concepts. Knowledge is gathered, sorted and organised into meaningful patterns.

It is at the root of the other modes of thinking too. After all, how can you compare two items until you have defined what they both are? Or, for that matter, how can events be sequenced until they have been identified?

Whenever thinking gets too complex and challenging it's good to retrace your steps and start from this defining question.

DOUBLE BUBBLE 	MATRIX 	DECISION GRID
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COMPARE

Comparisons are a key way of learning. Sometimes you want to compare two items directly. Or examine change and compare the same item over a period of time. On other occasions, more items may need to be compared with respect to a list of features.

FLOW CHART 	CYCLE 	FLOW BUBBLE
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SEQUENCE

Identifying the sequence of events is a key way of establishing what happened. Clarifying the sequence needs precise plotting for which there are a range of tools. These sequences can also be applied to the future, providing clear step-by-step instructions or stages of progress.

FISHBONE 	INPUT-OUTPUT 	FLOWSCAPE
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FIND CAUSE

This can often be the most complex thinking task. These visual tools help you identify patterns of influence, chains of reactions and networks of consequences. Again, there are different visual tools for these different approaches to identifying causes.