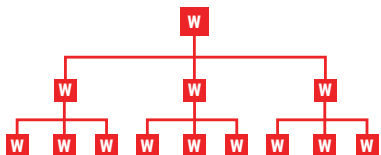


## CHUNK

### Tree Diagram

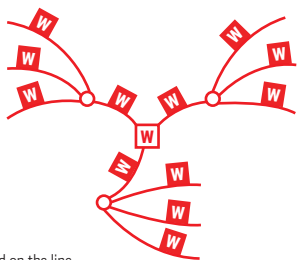
The quintessential hierarchical structure, used for everything from management to animal taxonomies. Their only problem is the space it needs at its base as it broadens.



W = Word

### Mind Map

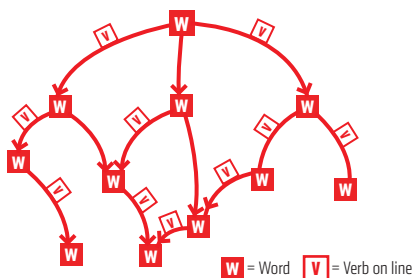
Once the hippies' map of choice, its organic aesthetic disguises the fact that it is merely a tree diagram radiantly emanating from a central point. This solves the space issue.



W = Word on the line

### Concept Map

Hierarchical, connected mini-sentences, of subject-verb-object structure, form the basis of concept maps. They are very precise and, therefore, quite difficult to create.



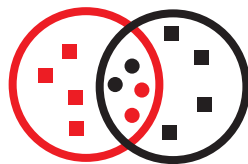
W = Word V = Verb on line

## ORGANISING THE GRAPHIC ORGANISERS

## COMPARE

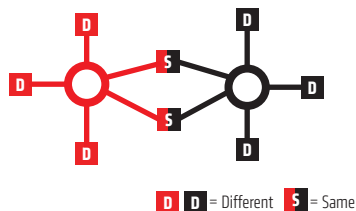
### Venn Diagram

The visual depiction of set theory. Agreed attributes determine inclusion in a set. An overlap of circles highlights the similarities.



### Double Spray

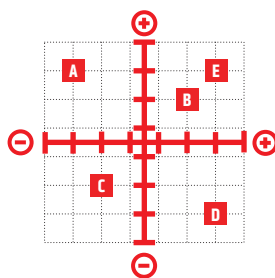
Like a Venn diagram, the double spray shows which attributes are different and which are shared. The central, linked features highlight the similarities.



D = Different S = Same

### Crossed Continua

Used to compare two or more topics against two sets of criteria each on a continuum. Placing the topics against these two continua immediately reveals differences.



## SEQUENCE

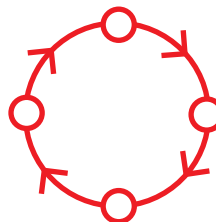
### Flow Chart

The simplest way to show the flow of a process by a series of factors or events joined by arrows. Too many such nodes makes understanding more difficult.



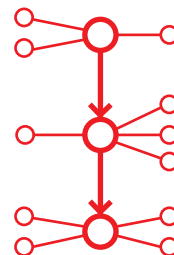
### Cycle

The same as a flow chart but instead of a one-way direction, a cycle is established.



### Flow Spray

Too many nodes make flow charts overly complex. Breaking it down to its main events and showing the attached subsidiary ones retains clarity.



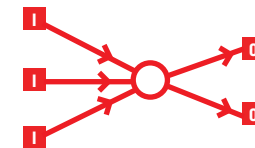
## DUAL CODING WITH TEACHERS

For step-by-step guides to constructing the graphic organisers seen below, read the book above.

## CAUSE & EFFECT

### Input-Output Diagram

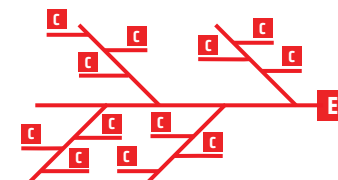
Multiple factors are involved in a cause and effect dynamic. This diagram allows you to show them centred around a catalyst.



I = Input O = Output

### Fishbone Diagram

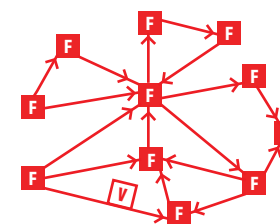
Situations are rarely explained by a simple line of causes. In such cases, causes are chunked into similar themes to indicate a more subtle sphere of influence.



C = Cause E = Effect

### Relations Diagram

This resembles a concept map but is not hierarchical and is only related to causal links. Any factor can influence another. The linked arrows indicate the line of influence. This can be specified with a verb.



V = Verb F = Factor