

# Graphic Organiser

## Thinking Processes – Problem Solving

REASONING, PROCESSING AND INQUIRY

CREATIVITY

REFLECTION, EVALUATION AND METACOGNITION



# FISHBONE DIAGRAM



### How Does It Work?

This tool helps you establish cause and effect when trying to solve a situation or problem.

### KEY ELEMENTS TO THINK ABOUT

- State the problem in the form of a question.
- Brainstorm the main 'categories' that could impact on the problem. These 'name' the diagonal bones.
- Now brainstorm possible causes under each of the categories.
- This tool can be used to help identify causes and develop solutions.

### TASK

Thinking about the work that you did in your first session on the toy design in your team, use the fishbone diagram to consider ways that you could use the 'You Can Do It' Keys to become a better team member.

