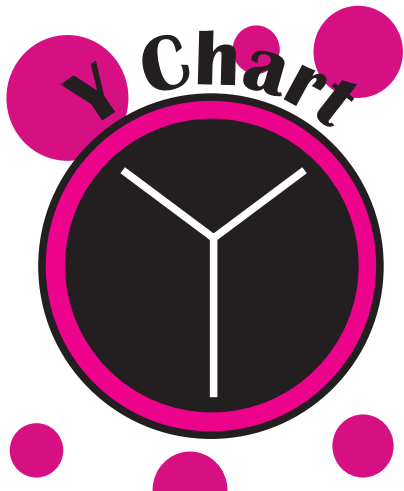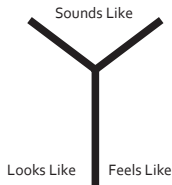# GRAPHIC ORGANISERS:
Y Chart

Y Charts are a tool that are used to brainstorm ideas on what you know about a topic by writing or drawing what the topic looks like, sounds like and feels like. It links into our feelings and challenges us to think outside the square.

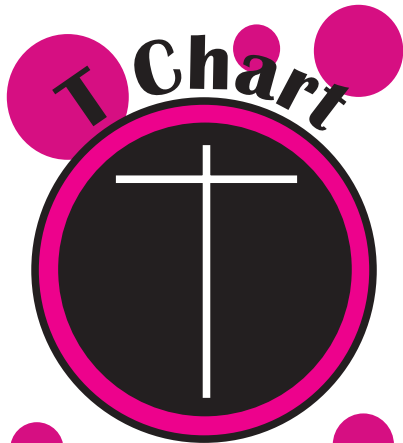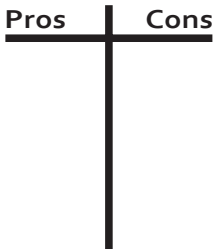*(It is a great tool for planning writing as it allows students to think about the characters deeply.)*

Sounds Like

Looks Like   Feels Like

Y Chart

GRAPHIC ORGANISERS:
T Chart

T-Charts are a type of chart, they are used as graphic organiser in which a student lists and examines two facets (parts) of a topic, like the pros and cons associated with it, its advantages and disadvantages, facts vs. opinions, etc.
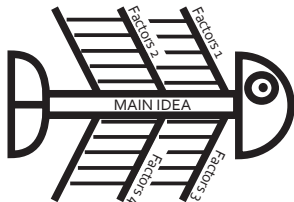
Pros | **Cons**

T Chart

GRAPHIC ORGANISERS:
A Fishbone

2
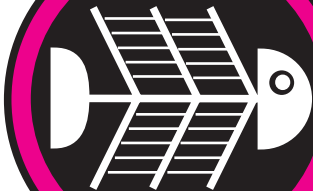
A fishbone map is a type of graphic organiser that is used to explore the many aspects or effects of a complex topic, helping you to organise your thoughts in a simple, and visual way.
The use of colour helps make a fishbone map clearer and easier to interpret.

Fishbone

GRAPHIC ORGANISERS:
A KWL

A KWL is a graphic organiser designed to help understand what you need to learn.

The letters KWL are an acronym, for what students, in the course of a lesson, already know, want to know, and ultimately learn. KWL charts are designed to help you construct an understanding of what you already know and what you may need to do to grow your knowledge on a given topic or idea.
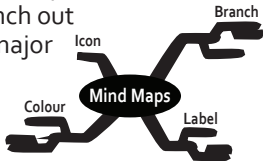
Already know	Want to know	Learnt

K	W	L

GRAPHIC ORGANISERS:
A Mind Map

4

A mind map is a visual tool used to organise information. It is hierarchical and represents relationships among parts of the whole. A mind map usually begins with a single concept, drawn as an image in the center of a blank page, then representations of associated ideas are added, such as words and images. Main ideas will be connected directly to the central concept, and other sub topics branch out from the major ones.
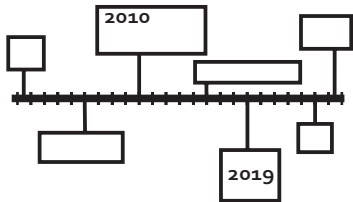
Branch

Icon

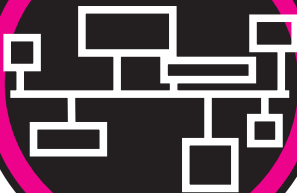Colour

Mind Maps

Label

MindMap

5

GRAPHIC ORGANISERS:
A Time Line

A timeline is a graph that shows events in chronological order. When making a timeline, it is important to know how much time the events being listed cover so that you can divide the timeline appropriately. Spacing between each event may not be equal.

2

Time Line

6

GRAPHIC ORGANISERS:
A Venn Diagram
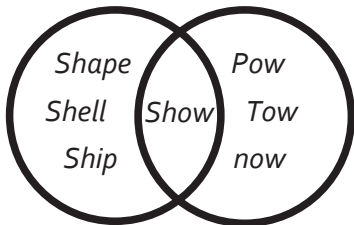
A Venn diagram shows the relationship between a group of different things (a set) in a visual way. Using Venn diagrams allows you to sort data into two or three circles which overlap in the middle. Each circle follows a certain rule, so any numbers or objects placed in the overlapping part (the intersection) follow both rules.

Shape
Shell
Ship
Show
Pow
Tow
now

3

Venn Diagram

7

GRAPHIC ORGANISERS:
A Ranking Ladder

3

A Ranking Ladder requires you to place items on the rungs of a ladder in order from least to most important. The challenge of a ranking ladder is being able to explain why you have ranked one item above or below another.
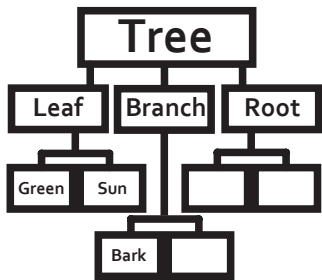
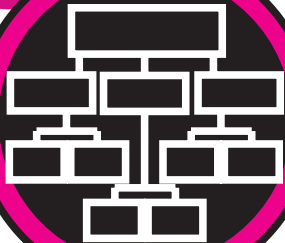| |
|---|
| Cool drinks |
| Cup cakes |
| Chocolate |
| Muesli bars |
| Fruit |
| Vegetables |
| Meat |

Ranking Ladder

8

GRAPHIC ORGANISERS:
A Tree Chart

A Tree Chart is a chart that begins with one central item. It then branches into more items and keeps branching until the line of inquiry begun with the central item is exhausted.

Tree
- Leaf
- Branch
- Root
  - Green
  - Sun
  - Bark
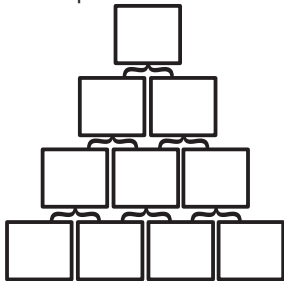
Tree Charts

GRAPHIC ORGANISERS:
A Hierarchy Chart

Hierarchy charts can be used to organise the range of elements in a concept. Highest and lowest or more to less important. Examining the connection between the elements and their levels of importance.

Most

Important

Least

Hierarchy Chart

Idea Jigsaw

An Idea Jigsaw can be used to collate your understanding of an idea. Simply answer the following question. How do I define the idea? What is a scenario where the idea would be used? What is the opposite to the idea? Draw a diagram of the idea in practice.
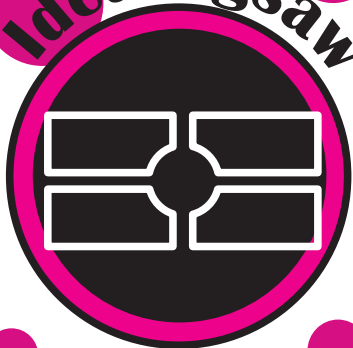
Define the idea?

What is a scenario where the idea would be used?

Name of Idea

What is the opposite to the idea?
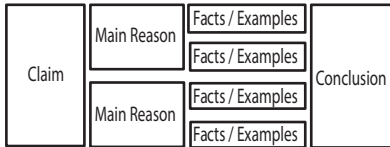
Draw a diagram of the idea in practice.

GRAPHIC ORGANISERS:
A Persuasion map

A Persuasion Map helps you understand the elements in an argument. Examine the claim, the main reasons provided and the facts that support those reasons. Finalise the analysis with a conclusion.

3

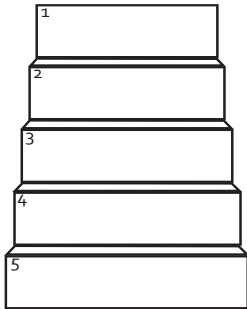| Claim	Main Reason	Facts / Examples	Conclusion
		Facts / Examples	
	Main Reason	Facts / Examples	
		Facts / Examples	

Persuasion Map

12

C THE INQUIRY

GRAPHIC ORGANISERS:
A Step Process

A Step Process is used to break down the steps in a process or system. Starting at the top clarify the key parts of the process, moving to less important at the bottom

1
2
3
4
5

Step Process

13

C THE INQUIRY

GRAPHIC ORGANISERS:
3

A Cause and Effect Chart

Explore cause and effect using this graphic organiser.

Why did that happen?

List down the effects and find a relationship with the cause.

Example:
Effect- It's raining
Cause - there are rain clouds above
Effect- there are rain clouds above
Cause - Weather conditions

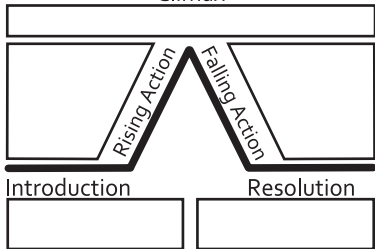| Cause	Effect

Cause & Effect

14

GRAPHIC ORGANISERS:
The Five Elements of Plot

The Five Elements of Plot *(introduction, rising action, climax, falling action, and resolution).* This graphic organiser can be used to analyse and demonstrate the significant elements of a written story or an oral story in a visual form.

Climax

Rising Action

Falling Action

Introduction

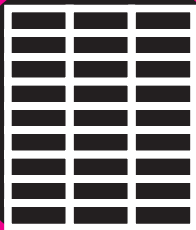Resolution

3

5 Elements of Plot

15

GRAPHIC ORGANISERS:
An Alphabet Organiser

An Alphabet Organiser organises concept ideas in alphabetical order. Not only does it reinforce phonemic awareness, it also highlights alphabetical order. An Alphabetical Organiser stretches your ideas around a concept by forcing you to find associated words.

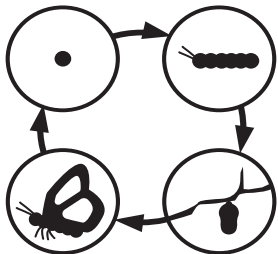| a	j	s
b	k	t
c	l	u
d	m	v
e	n	w
f	o	x
g	p	y
h	q	z
i	r	

3

Alphabetical Organiser
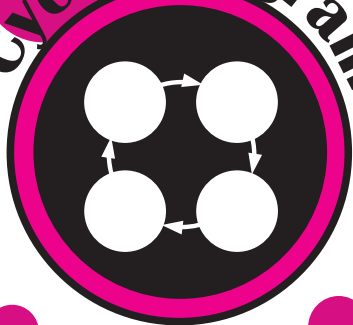

16

GRAPHIC ORGANISERS:

A Cycle Diagram

3

Cycle diagrams are a graphic organiser that shows how elements of a process are linked and repeated in a cycle. A cycle is a continually repeating pattern.
It's important to identify the main elements and how they interact.
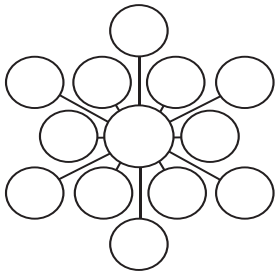

Cycle Diagram

17

C THE INQUIRY

GRAPHIC ORGANISERS:
A Brainstorm Web

3

Brainstorm Webs are used to collate ideas around a concept. Use the centre to identify the concept and the surrounding circles to highlight all the related ideas. You can show links between ideas by joining circles with dotted lines.

Brainstorm web

18

GRAPHIC ORGANISERS:
A PMI

3

A PMI is a graphic organiser that helps you examine the Positives, the Minuses and the interesting elements of a topic, idea or concept.

A PMI helps identify the things you need to work on (the minuses) the things you do well (the positives) and the unexpected outcomes or ideas (the interesting)

(The Positive, Minuses and Interesting titles can be changed in different situations. For example; 'Interesting' could become 'Consequences'.)

PLUSES	MINUSES	INTERESTING

PMI

19

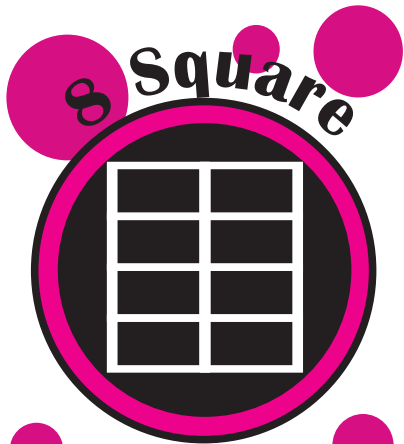C THE INQUIRY

GRAPHIC ORGANISERS:
An 8 Square

An 8 Square is a graphic organiser used to gather information about a concept, topic or idea from other people. Each square needs to be filled with a different fact and signed by the person offering the information. You will end up with 8 ideas very quickly.

An 8 Square is easy to set up. Fold a piece of paper in half and in half again and again. Unfold and you have 8 squares.

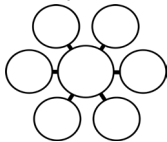| Idea Sign	Idea Sign
Idea Sign	Idea Sign
Idea Sign	Idea Sign
Idea Sign	Idea Sign

8 Square

20

C THE INQUIRY

GRAPHIC ORGANISERS:

A Bubble Map

A Bubble Map has one central concept or term that is being defined.
The connecting "bubbles" contain the adjectives that describe the term or concept .

A Bubble Map can be used to explore a concept in any area. The key is to create as many adjectives bubbles needed to be able to explain the concept to others.

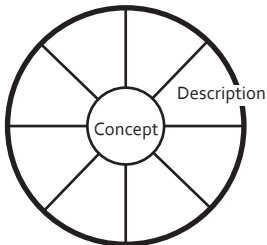**Bubble Map**

GRAPHIC ORGANISERS:
A Describing Wheel

3

A Describing Wheel is used to build an understanding around the concept you are inquiring about.

Firsts: Establish a statement that describes the concept. (Centre)
Second: Fill the surrounding quadrants with describing words and ideas related to the concept.

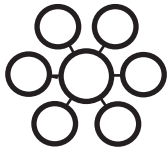Description

Concept

Describing Wheel

GRAPHIC ORGANISERS:
A Cluster Web

A Cluster Web are used primarily for note taking. They have one central concept or term that is being defined.
The connecting circles contain the notes, information and diagrams that describe the term or concept .

The difference between a Cluster Web and a Bubble Map is the information in the a Cluster Web is more detailed.
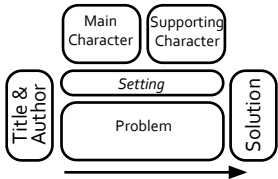
Cluster Web

GRAPHIC ORGANISERS:
A Story Map

A story map is a graphic organizer used to help plan or retell the elements of story.

A Story Map identifies; characters, setting, problem and solution. More advanced Story Maps may also look at a plot timeline and character profiles

3

Main Character	Supporting Character

Title & Author	Setting	Solution
	Problem	

Story Map
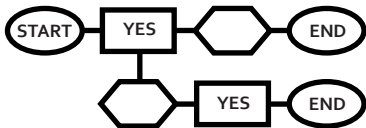

24

GRAPHIC ORGANISERS:
A Flow Chart

4

A flow Chart is a diagram that shows a process, system or algorithm.

They are used to demonstrate sequences that make up a concept or idea. Flow charts turn complex processes into clear diagrams.

Flow charts often use different shapes to demonstrate branches or importation information.

START → YES → ◇ → END
YES → END

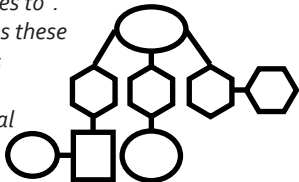## Flow Chart

25

C THE INQUIRY

GRAPHIC ORGANISERS:
A Concept Map

A Concept Map is a graphic organiser that shows relationships or links between ideas or concepts. Concept Maps are used to structure knowledge.

A Concept Map uses shapes with ideas or information written in them. These shapes are connected with labeled arrows. The Connections between the concepts commonly use linking phrases such as "causes", "requires", "such as" or "contributes to".
Sometimes these organisers branch hierarchical structure.

Concept Map

26

GRAPHIC ORGANISERS:

A Question Matrix

3

A Question Matrix is a graphic organiser that to assist in developing of rich, higher-order questions about objects, concepts, ideas, events, places, etc.

A Question Matrix could ask the following clarifying questions;

What? Where?
Who? When? Why?
How?
Why? Why? Why?
Why? Why?
or combine these simple question in an effort to create more in depth questions.

Skinny

| What |
| Where |
| Who |
| When |
| How |
| Why |

Fat

Question Matrix

Skinny

| What |
| Where |
| Who |
| When |
| How |
| Why |

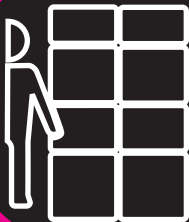Fat

27

GRAPHIC ORGANISERS: 3

A Character Traits

The Character Traits graphic organizer collates information about a specific character.

Their personality, appearance, special features, actions, etc. This information is supported with evidence.

CHARACTER TRAITS

Who	Character Connections
Appearance	Evidence
Personality	Evidence
Actions	Evidence

Character Traits

28

C THE INQUIRY