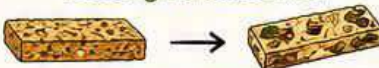
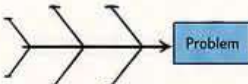
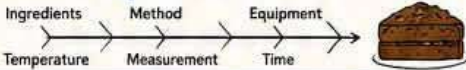
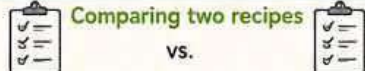
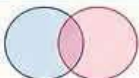
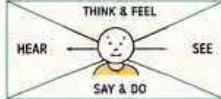
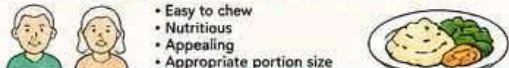
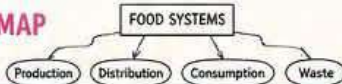
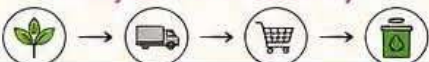


VISUAL THINKING MODELS *in School*

SEE IT. ORGANISE IT. CONNECT IT. SOLVE IT.

Visual thinking models help students explore ideas, solve problems and make better decisions. In Food Technology, they support creativity, critical thinking and the design process.

THE MODEL		BEST USED FOR	EXAMPLE IN FOOD TECHNOLOGY																												
1	MIND MAP 	Brainstorming and generating ideas.	Healthy lunchbox ideas 																												
2	SCAMPER S C A M M P E R Substitute Combine Adapt Modify Put to use Eliminate Reverse	Improving or adapting existing products.	Redesign a muesli bar 																												
3	LOTUS BLOSSOM 	Expanding one idea into many possibilities.	Sustainable food packaging 																												
4	SIX THINKING HATS 	Looking at a topic from different perspectives.	Evaluating a food product 																												
5	FISHBONE (CAUSE AND EFFECT) 	Identifying causes of a problem.	Why did the cake fail? 																												
6	PMI (PLUS, MINUS, INTERESTING) <table border="1" data-bbox="392 904 612 974"><tr><td>+</td><td>-</td><td>!</td></tr><tr><td></td><td></td><td></td></tr></table>	+	-	!				Evaluating and comparing options.	Comparing two recipes vs. 																						
+	-	!																													
7	VENN DIAGRAM 	Comparing similarities and differences.	Butter vs margarine 																												
8	FLOW CHART 	Sequencing steps in a process.	Food production or recipe steps 																												
9	EMPATHY MAP 	Understanding the needs of users.	Designing food for aged care residents • Easy to chew • Nutritious • Appealing • Appropriate portion size 																												
10	MOOD BOARD 	Inspiring ideas through images, colours and textures.	Café or food truck concepts 																												
11	MORPHOLOGICAL CHART <table border="1" data-bbox="386 1388 627 1503"><tr><th>FEATURE 1</th><th>FEATURE 2</th><th>FEATURE 3</th><th>IDEA</th></tr><tr><td>●</td><td>●</td><td>●</td><td>→</td></tr><tr><td>●</td><td>●</td><td>●</td><td>→</td></tr><tr><td>●</td><td>●</td><td>●</td><td>→</td></tr></table>	FEATURE 1	FEATURE 2	FEATURE 3	IDEA	●	●	●	→	●	●	●	→	●	●	●	→	Combining features to generate new ideas.	Create a new snack product <table border="1" data-bbox="978 1411 1313 1503"><tr><td>BASE</td><td>Oats</td><td>Rice</td><td>Chickpeas</td></tr><tr><td>FLAVOUR</td><td>Sweet</td><td>Savoury</td><td>Spicy</td></tr><tr><td>SHAPE</td><td>Bites</td><td>Bars</td><td>Balls</td></tr></table> 	BASE	Oats	Rice	Chickpeas	FLAVOUR	Sweet	Savoury	Spicy	SHAPE	Bites	Bars	Balls
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12	DECISION MATRIX <table border="1" data-bbox="355 1547 627 1608"><tr><th>IDEA</th><th>CRITERIA 1</th><th>CRITERIA 2</th><th>CRITERIA 3</th><th>TOTAL</th></tr><tr><td>●</td><td>✓</td><td>✓</td><td>✓</td><td>→</td></tr><tr><td>●</td><td>✓</td><td>✓</td><td>✓</td><td>→</td></tr></table>	IDEA	CRITERIA 1	CRITERIA 2	CRITERIA 3	TOTAL	●	✓	✓	✓	→	●	✓	✓	✓	→	Choosing the best option using criteria.	Selecting a final prototype <table border="1" data-bbox="984 1556 1313 1608"><tr><td>☆☆☆</td><td>★</td><td>★</td><td>→</td></tr><tr><td>☆☆☆</td><td>★</td><td>★</td><td>★</td></tr></table> 	☆☆☆	★	★	→	☆☆☆	★	★	★					
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13	SWOT ANALYSIS <table border="1" data-bbox="363 1630 627 1706"><tr><td>S</td><td>W</td><td>O</td><td>T</td></tr><tr><td>Strengths</td><td>Weaknesses</td><td>Opportunities</td><td>Threats</td></tr></table>	S	W	O	T	Strengths	Weaknesses	Opportunities	Threats	Analysing strengths, weaknesses, opportunities and threats.	Analysing a commercial food product 																				
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14	CONCEPT MAP 	Showing relationships between ideas and concepts.	Food systems or sustainability 																												

WHY USE VISUAL THINKING MODELS?

- ✓ Generate more creative ideas.
- ✓ Organise complex information.
- ✓ Think critically before practical lessons.
- ✓ Justify design decisions.
- ✓ Collaborate effectively.
- ✓ Develop problem-solving skills.
- ✓ Reflect on and improve their designs.



HOW THEY FIT INTO THE DESIGN PROCESS



ANYONE CAN FOLLOW A RECIPE. A FOOD TECHNOLOGY STUDENT CAN IDENTIFY A NEED, DESIGN A SOLUTION, TEST IT, EVALUATE IT, AND IMPROVE IT. THAT'S CREATIVITY.

