

Model Mapping Guidelines

COLOUR

Colour helps memory but is not essential. Organising is key.

VISUAL TOOLS

Include other visual tools in the model map. It adds depth.

DRAWING

Any marks you make are drawings. Use simple, clear lines.

PAPER

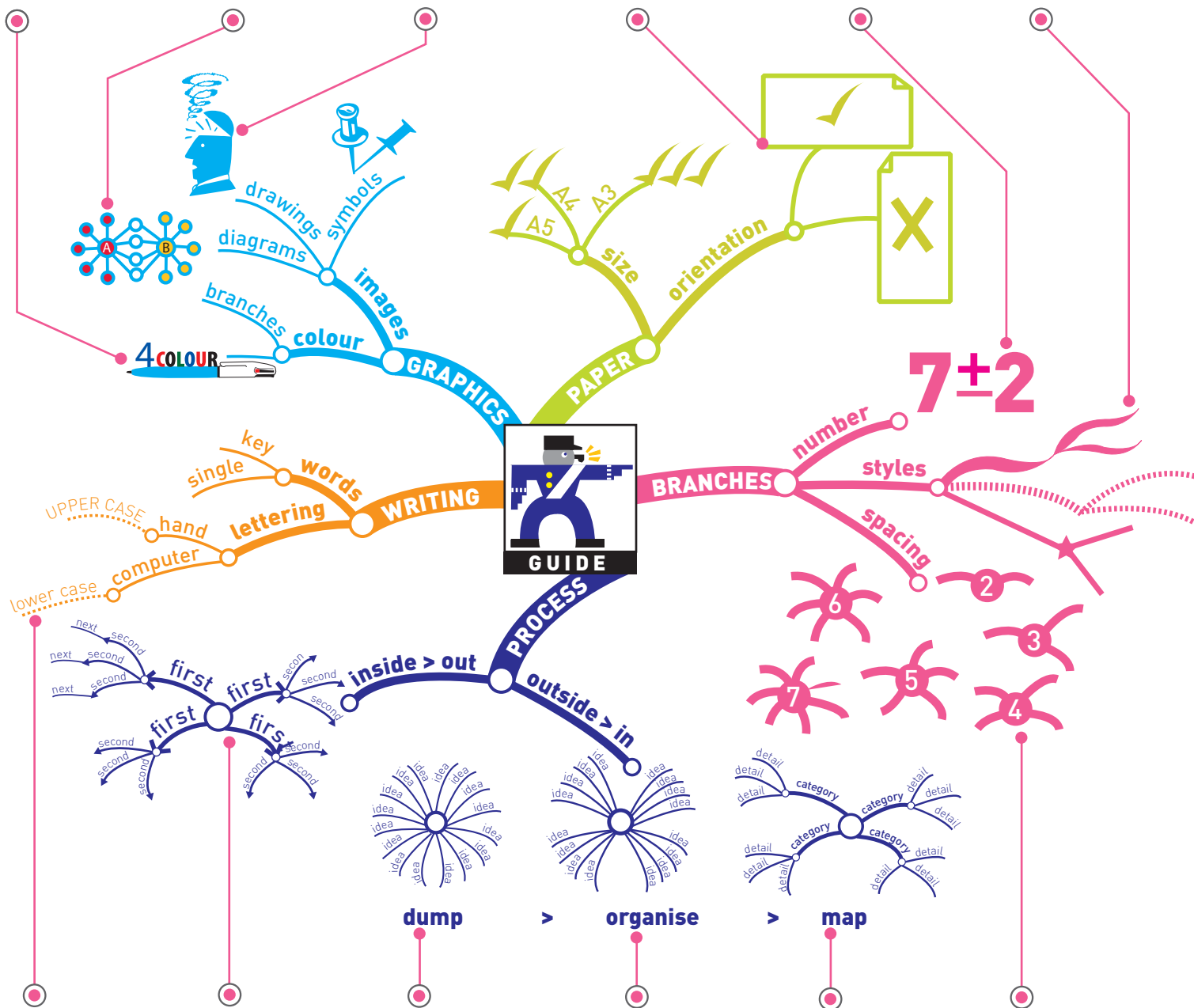
As you improve your skills, try out smaller paper. Keep it landscape.

BRANCHES

Many more than 7 branches becomes messy. It overloads your mind.

STYLE

Don't be concerned with others' tastes. Use your own style.



WRITING

Use upper or lower case. Just make sure it's legible. If in doubt, use upper case.

IN > OUTSIDE

This is the hardest way to map. Firstly establish the main branches.

DUMP

The point is to get ideas out not get them right. Use any style to capture the words.

ORGANISE

Now group the words together. You must find a feature that binds them together.

MAP

Break down the groups into smaller groups. Go down to as many levels as needed.

SPACING

Only constant practice will see you improve how to organise your branches in space.

The real value is in the mapping process not the map itself