



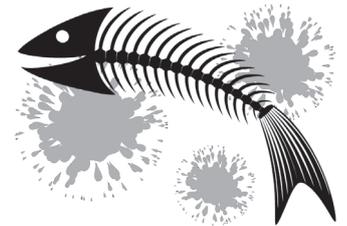
# Cognitive Tool 9 FISHBONE DIAGRAM

## Background

A **Fishbone Diagram**, sometimes called a Herringbone Map, is an excellent tool for exploring aspects or effects of a complex topic. Originally invented by Dr. Kaoru Ishikawa, a Japanese quality control statistician, as an analysis tool for looking at causes and effects, the **Fishbone Diagram** also helps students to focus on the details of a topic and organise their facts in a systematic way. This simple, visual tool can be used to stimulate creative writing, to record details about a mathematics concept or as an alternative to a timeline.

## Process

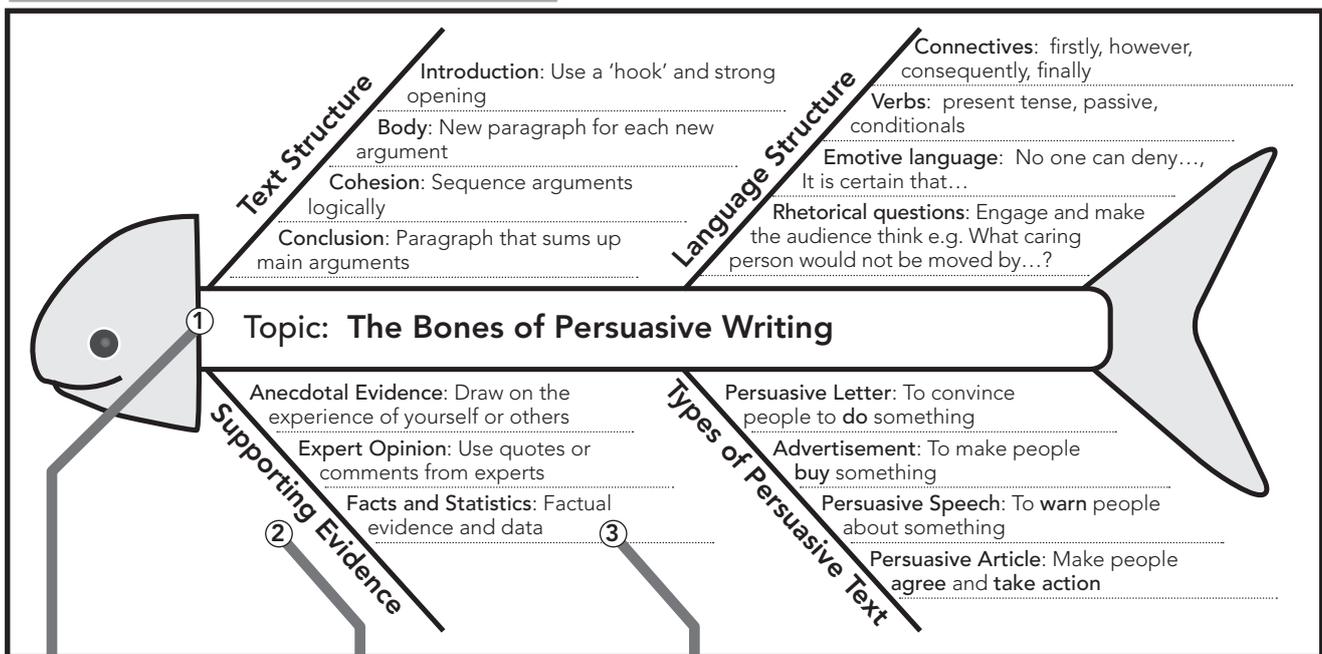
Decide on a main topic, e.g. 'The Bones of Persuasive Writing'. Then list the 'big' ideas associated with the topic e.g. Text Structure, etc. Add detail for ideas, e.g. Introduction etc.



## Sample

### FISHBONE DIAGRAM

Topic: The Bones of Persuasive Writing (English, Yr. 7-9: ACELY1725)



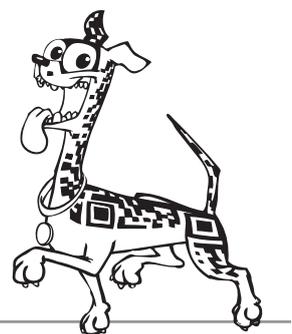
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|---|---|---|---|
| <p><b>Step 1: The diagram</b> ①</p> <p>Draw a Fishbone Diagram or use a photocopy. Write the topic along the 'spine' of the 'fish'.</p> | <p><b>Step 2: Categories</b> ②</p> <p>Label each large 'bone' with a major category of the topic.</p> | <p><b>Step 3: Details</b> ③</p> <p>Brainstorm (Round Robin/ Hot Potato, p.152), research and add details of each category on small bones.</p> | <p><b>Step 4: The product</b> ④</p> <p>Create a product such as a story, report, an oral presentation or a Power Point.</p> |
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For more complex topics, add more 'bones' to the diagram and use coloured markers to differentiate between categories and details.

## Observation



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