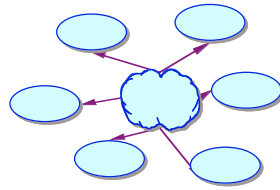
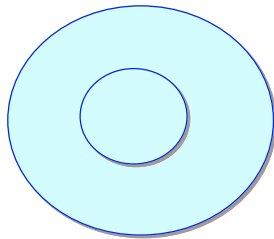
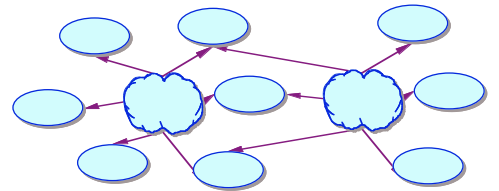


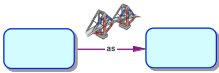
**Circle Map**  
Context/Defining  
How are you defining  
this idea?  
What layout frame of  
reference



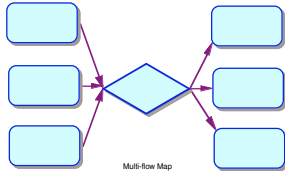
**Bubble Map**  
Describing Qualities



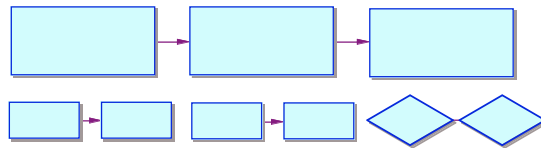
**Double Bubble Map**



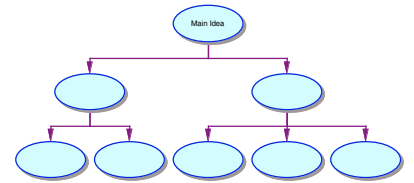
**Bridge Map**  
What is the analogy being  
used? Guiding metaphor?



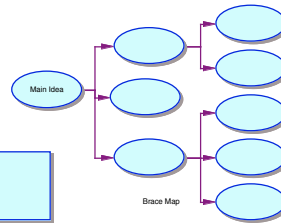
**Multi-Row Map**



**Sequencing Map**



**Tree Map**



**Brace Map**



# Thinking MAPS