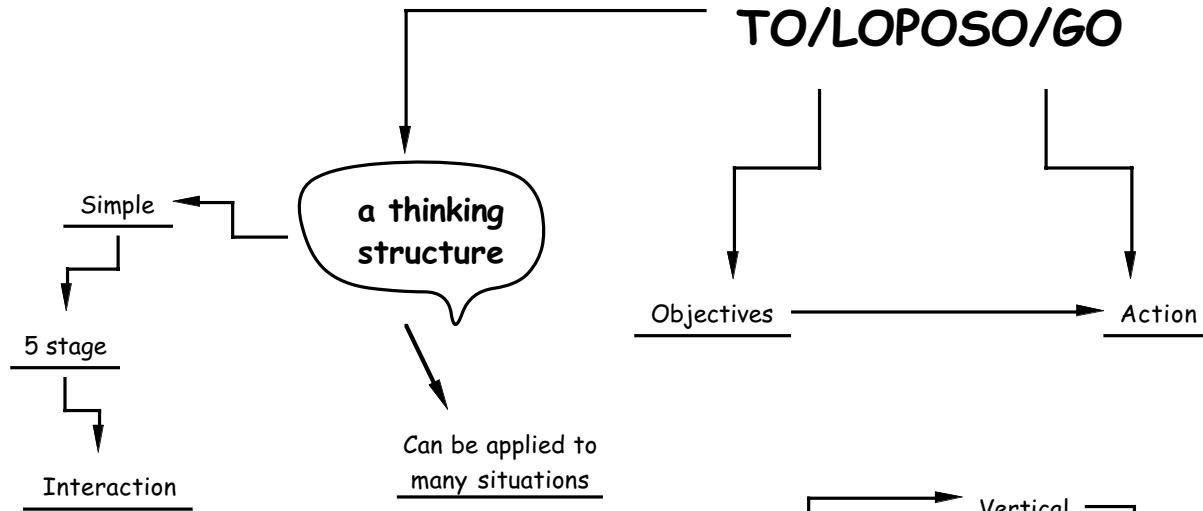


# TO/LOPOSO/GO

See Edward de Bono's *Teach Your Child How to Think*

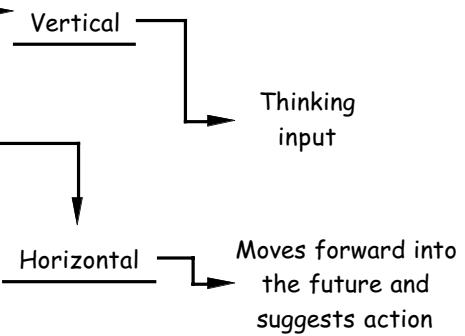
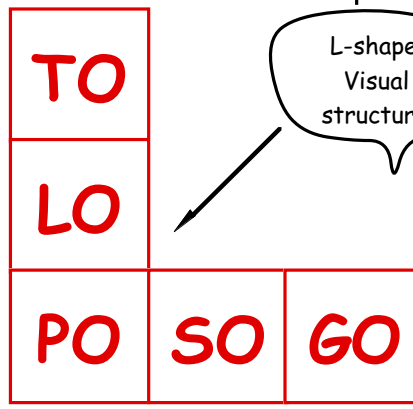


Can be applied to many situations

TO = Where are we going 'TO'?

LO = look. What do we have? What is the scene?

PO = provocative operation. What are the alternatives?



SO = what do we have here? So what do we do next?

GO = Let's go. Action

## Introduction

- ❑ Very simple five stage general-purpose thinking structure
- ❑ Can be applied to most thinking situations
- ❑ Syllables
  - ▲ Each of the five steps in the structure is represented by a syllable
  - ▲ All five syllables have a consonant followed by 'O'
  - ▲ This is so the structure is easy to remember
- ❑ Visual framework
  - ▲ Basic structure (L-shape)
  - ▲ Puts the stages in order
  - ▲ Provides a visual reminder

## Visual structure

- Basic structure (L-shape)
- Vertical limb represents the input into the thinking
  - ▲ what we have before us
    - ⇒ objective
    - ⇒ information
    - ⇒ possibilities
- Horizontal limb moves forward into the future and suggests action
  - ▲ from possibilities to decision and then to action
- The corner position where the vertical changes to the horizontal limb is 'PO' and the generation of possible alternatives
- Input funnel leads into the the 'PO' stage of possibilities
- From the PO stage an output funnel leads out to the world
- The two slashes in TO/LOPSOS/GO
  - ▲ Are there in order
    - ⇒ to make it more pronounceable and
    - ⇒ to suggest that there is ...
    - ⇒ to separate

## Interaction

- Each stage is separate
- Should be kept separate
  - ▲ Or they lose their organizing value
- In practice
  - ▲ There is an interaction between 'LO' and 'TO'
    - ⇒ Because in collecting information you always need to refer back to the objectives of the thinking
    - ⇒ This is what determines the relevance of the information
  - ▲ The generation of alternatives in 'PO' is based on what is available in 'LO'
  - ▲ Choice in the 'SO' stage may need to refer back to the objectives 'TO' and also to 'LO' (for example, in seeing who is involved)

## TO:

- Explanation
  - ▲ Where are we going 'TO'?
  - ▲ 'TO'wards what are we going?
  - ▲ What is the objective?
  - ▲ What is the destination?
  - ▲ What do we want to end up with?
  - ▲ What is the focus?
  - ▲ Problem definition and alternative problem definitions
  - ▲ Use of the tool AGO to define objectives
  - ▲ Use of the blue hat to define where we want to go
- Instructions & output
  - ▲ Need to define very clearly what we are trying to do
    - ⇒ Not enough to have a vague and general idea
    - ⇒ Must be spelled out precisely
  - ▲ Don't rush
  - ▲ End this stage with a clear statement
- Examples
  - ▲ The purpose of our thinking is to ...
    - ⇒ Find a better way of handling garbage
    - ⇒ Come up with an agreement regarding your contribution to the housework
    - ⇒ Decide to which of these two people we should offer the job

## LO:

- Explanation
  - ▲ Word 'LO' comes from the old English word 'to look'
    - ⇒ 'lo and behold'
    - 'look at this'
  - ▲ What have we here?
  - ▲ What is the scene?
  - ▲ What information do we have?
  - ▲ What information do we not have?
  - ▲ White hat thinking
  - ▲ Use of CAF
  - ▲ Use of OPV
  - ▲ What is the context of the thinking?
  - ▲ What are the attitudes involved?
  - ▲ Who is doing the thinking?
  - ▲ What is the terrain?
  - ▲ More explanation
- Output
  - ▲ At the end of this stage
    - ⇒ We want to have collected all the information we need
    - ⇒ We want a good map of the scene
  - ▲ Think of an explorer who is given the task of mapping out a new country

## PO:

- Explanation
  - ▲ This is the 'PO' syllable that I invented to signal provocation in lateral thinking
  - ▲ Here the use is similar but broader
  - ▲ Here under 'PO' we put forward possible ideas as well as provocations
  - ▲ Specific ...
  - ▲ What comes up under 'PO' will depend somewhat on the nature of the thinking needs
  - ▲ This 'PO' stage is the stage of green hat thinking
  - ▲ At this point we do not decide between the alternatives put forward
- Examples
  - ▲ At this point we have ...
    - ⇒ Four possible explanations of why the plane crashed
    - ⇒ These three alternative solutions to the problem of future water supplies
    - ⇒ Four alternative suggestions as to where we can hold the party
    - ⇒ Two alternative things that I would like for my birthday
- All the alternatives should be put forward
- There should be no preselection at this stage
- But you may group the alternatives to indicate the most feasible

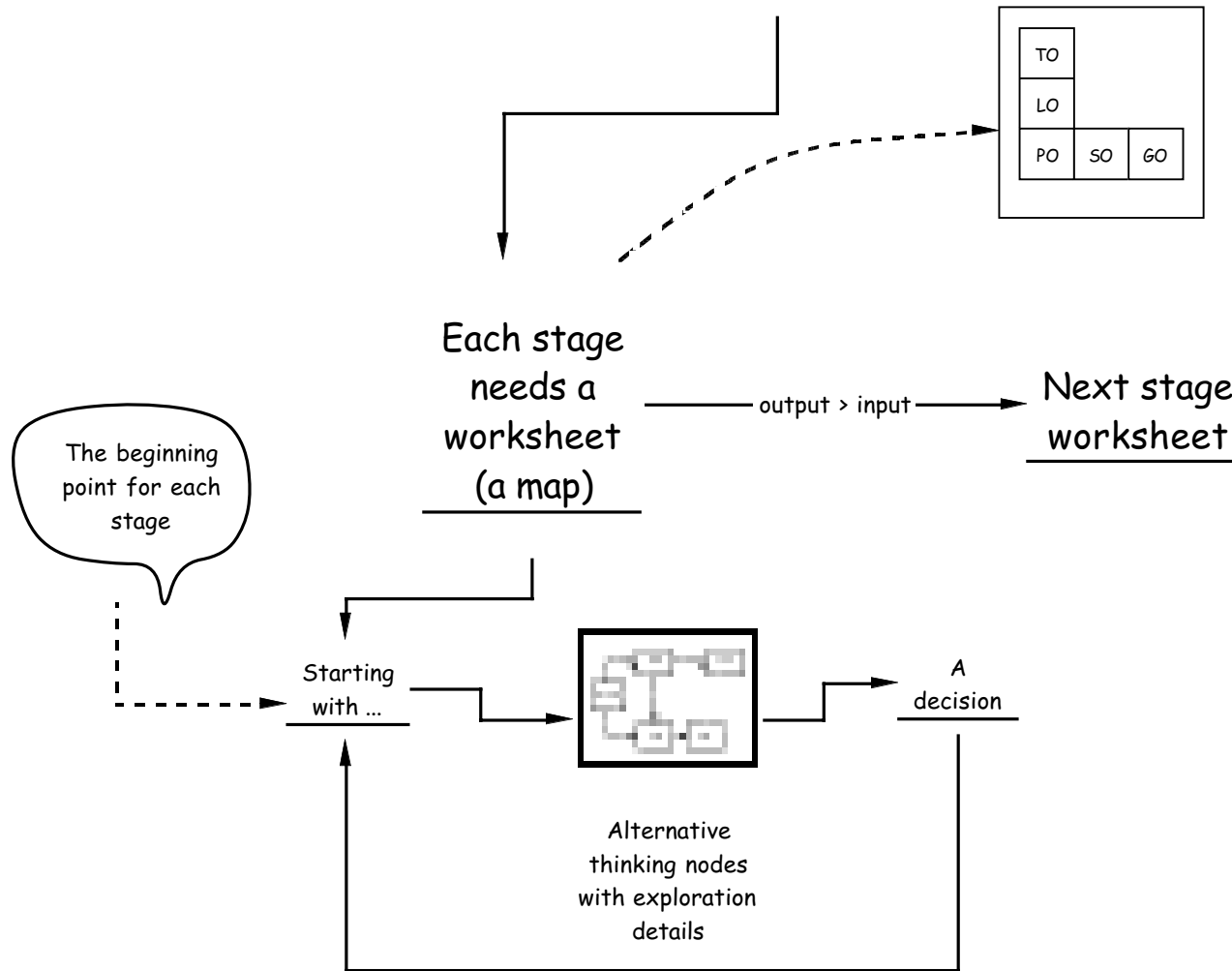
## SO:

- This is the ordinary language word 'SO' which is use in one of its meanings
  - ▲ 'SO' what does this amount to?
  - ▲ 'SO' what do we have here?
  - ▲ 'SO' what do we do next?
- This is the stage of choice between possible alternatives
- The input stage to the 'SO' stage is a number of alternatives
- The output from this stage is a choice, decision, or conclusion
  - ▲ In cases where a single conclusion, decision, or choice is not possible the outcome has to be defined very carefully
  - ▲ At the end of the 'SO' stage there must always be a clearly defined outcome
- Examples ...
- Anyone who is not happy with the definition of the outcome at the end of the 'SO' stage is entitled to put on a blue hat and to say that he or she is not satisfied and that a further attempt should be made to define the outcome
- In cases where action is needed (as with a doctor) it may not be possible to wait until there is more information
  - ▲ The best possible decision under the circumstances is the one that is used

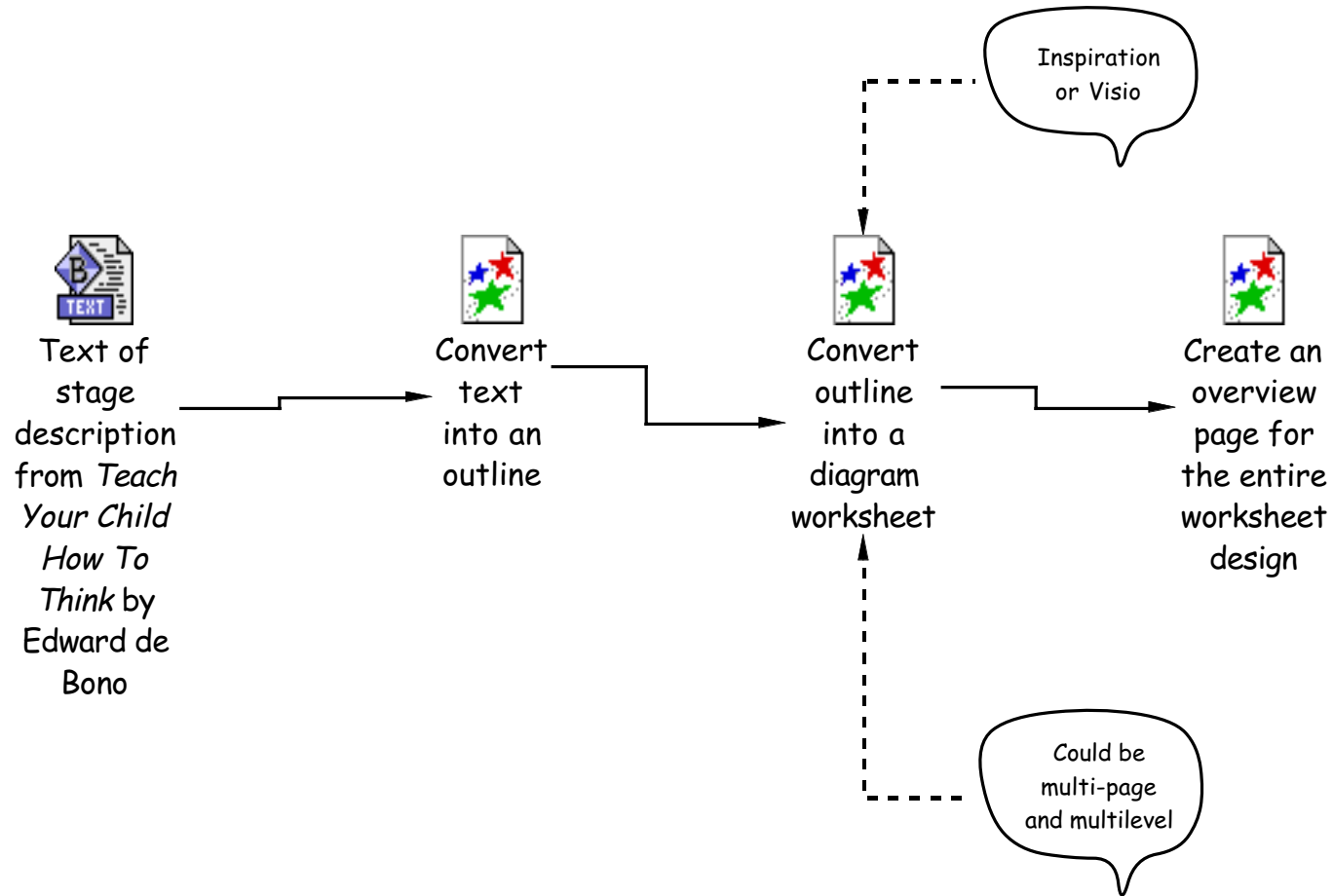
## GO:

- This is the normal use of the word 'GO' and it implies action
  - ▲ Lets 'GO'
  - ▲ 'GO' forward into action
  - ▲ Where do we 'GO' from here?
- If there is no decision, choice or conclusion at the end of the 'SO' stage, then the 'GO' stage defines the action steps that must now be taken
  - ▲ This may involve ...
- Questions
  - ▲ What is the plan of action?
  - ▲ How do we implement this?
  - ▲ What practical steps do we take?
  - ▲ How do we put this into effect?
  - ▲ How do we monitor progress?
  - ▲ What is the fall-back position?
- The output of the 'GO' stage is always action.
  - ▲ A definite output
  - ▲ There must be a direction
  - ▲ 'Doing nothing' is acceptable if this is actually a positive action
- Examples ...
- If at this stage someone is not happy that there is an actual 'action' outcome
  - ▲ that person can put on the blue hat to ask: 'What is the actual outcome here?'
  - ▲ The 'GO' stage must have an action outcome

# TO/LOPOSO/GO work flow

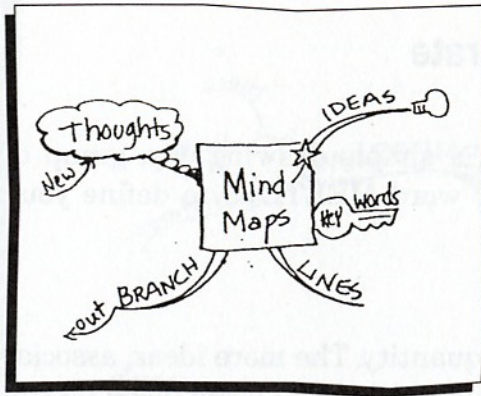


# TO/LOPOSO/GO work sheet development



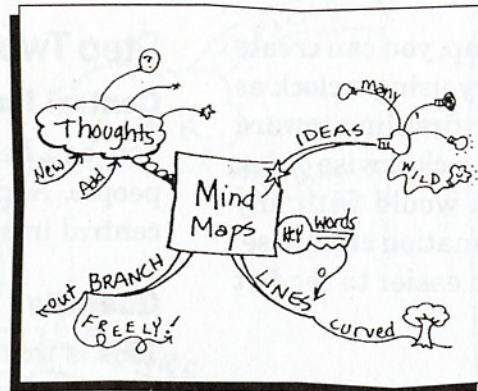


# Phases of the Creative Process Applied to Mind Mapping



## GENERATE

Draw a central image and add main key words and symbols.



## ASSOCIATE FREELY!

Branch out with more ideas and connections. Don't judge your ideas during this phase.



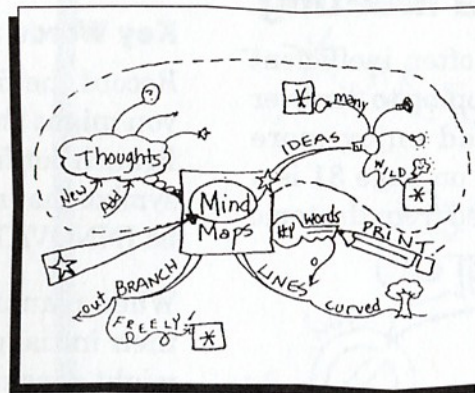
## REVIEW

Review the map as a whole, adding new ideas as they occur to you.



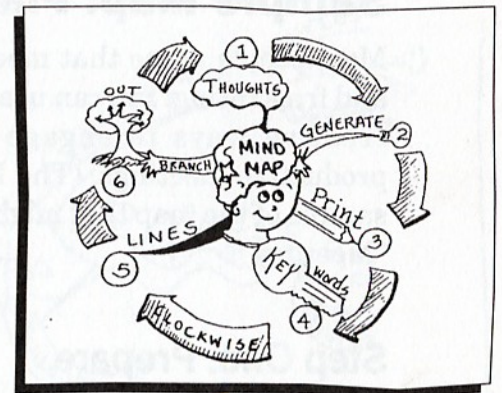
## INCUBATE

Take a break from the task . . . then return with a fresh perspective.



## ORGANIZE

Prioritize and highlight important points. Group related ideas with symbols, arrows, and lassos.



## NEW MAP!

Redraw newly organized Mind Map in clockwise sequence.

