

ToP Design Pattern

The Big Picture

Name	
Overview	
Metaphor	
Graphic	
Level of thinking	
Pattern of Collaboration	
Role	
Best uses	
Do not use	

Date _____		Title _____		Version _____	
	Rational Aim	Experiential Aim	Product		
Major Steps			Benefits	Consequences	References
Assumptions					
Variation 1					
Assumptions					
Variation 2					
Assumptions					
Variation 3					
Assumptions					

Script	
Context	
Procedures	

Using this design pattern in a face to face environment	
Group Size	
Space needs	
Timeframe	
Atmosphere	
Preparation	
Challenges	
Groundrules	
Tips	
Modifications	
Example	

Using this design pattern in a virtual environment	
Virtual Tools	
Modifications	
Group Size	
Timeframe	
Ground Rules	
Preparation	
Challenges	
Tips	
Example	

Virtual Script	
Pre-event preparation	
Technology Introduction	
Context	
Script	