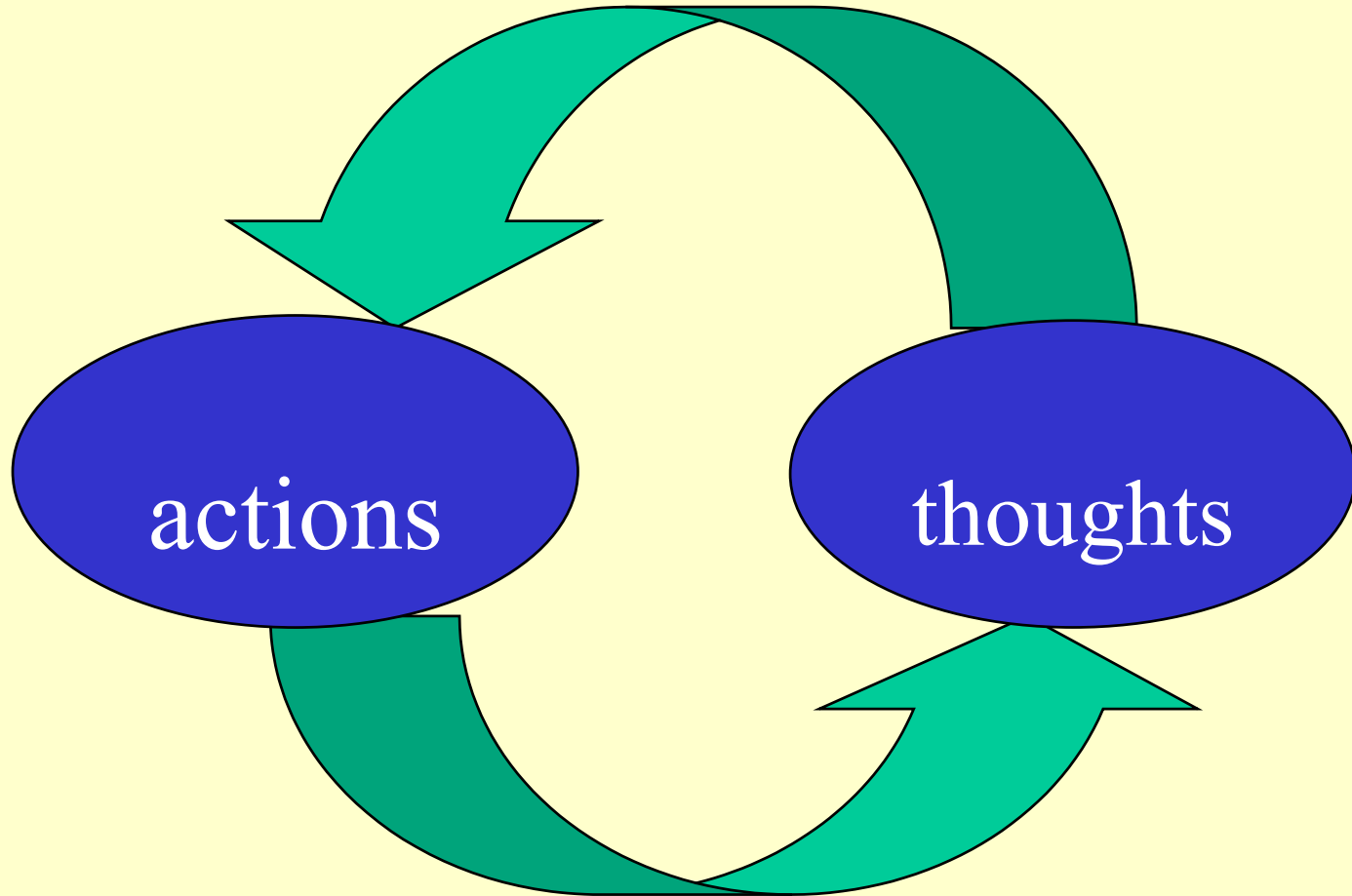
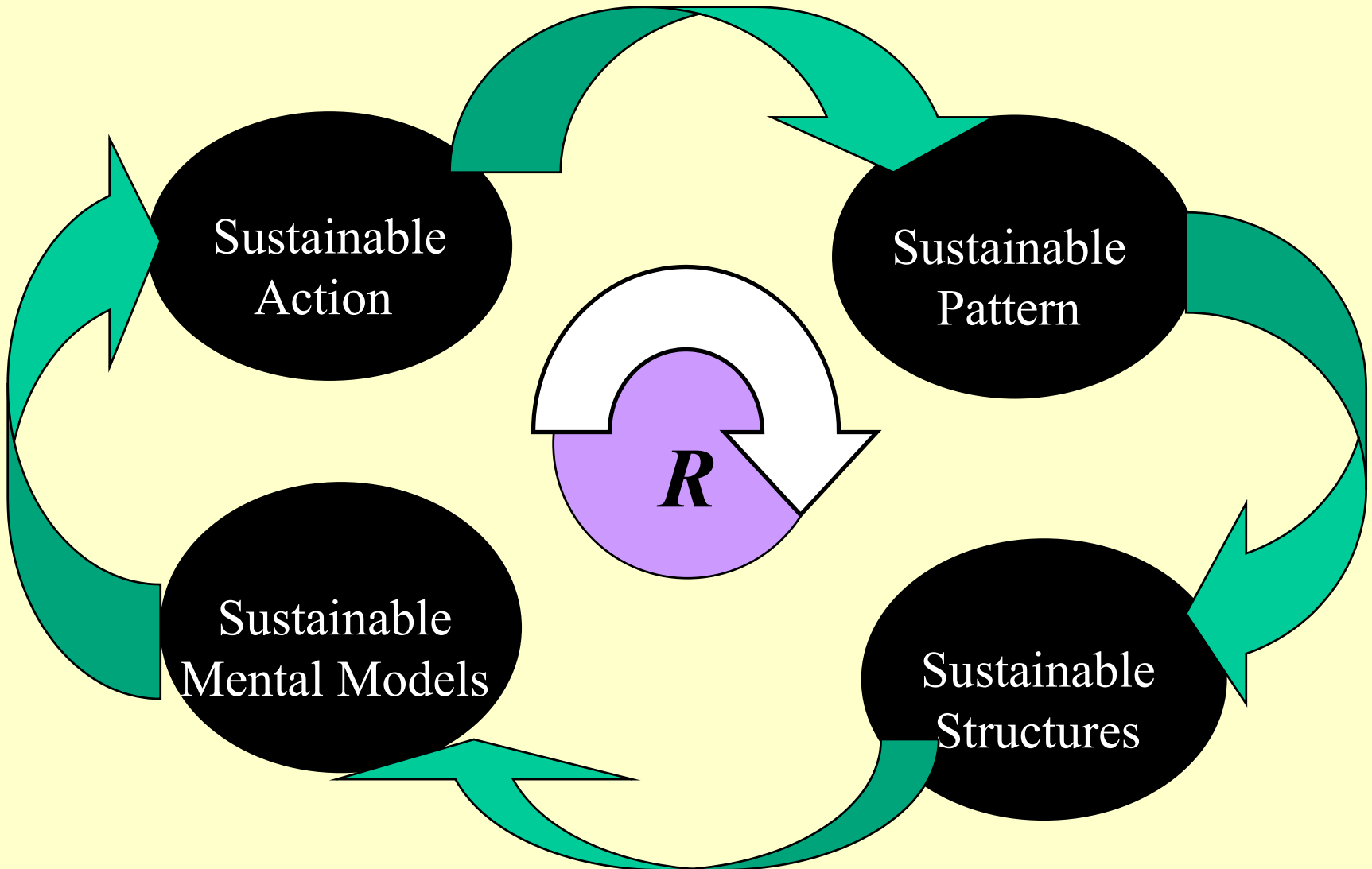


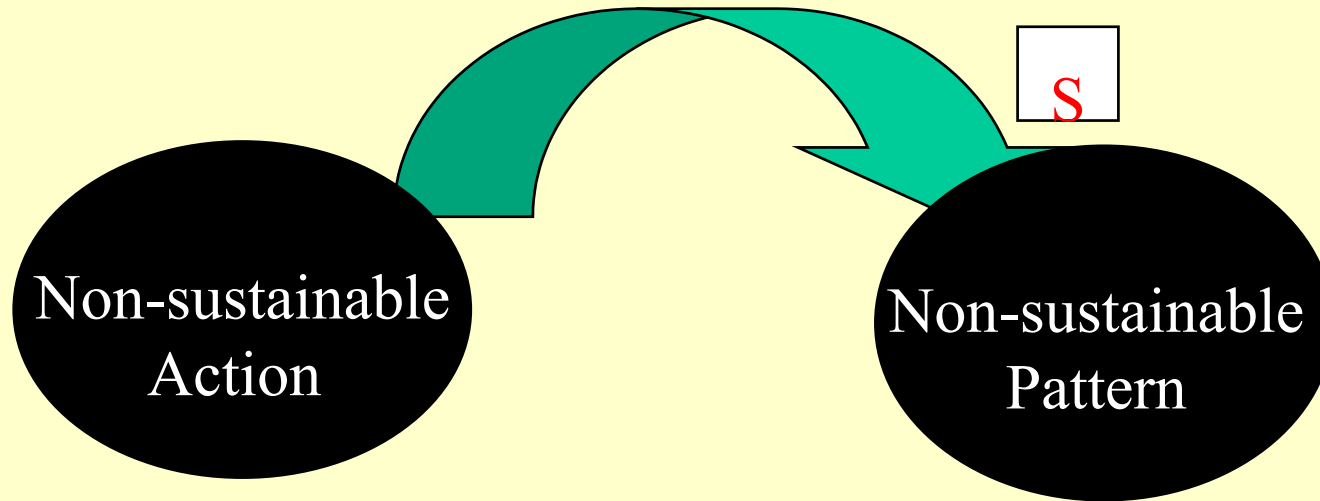
Lets look at a simple Causal Loop diagram



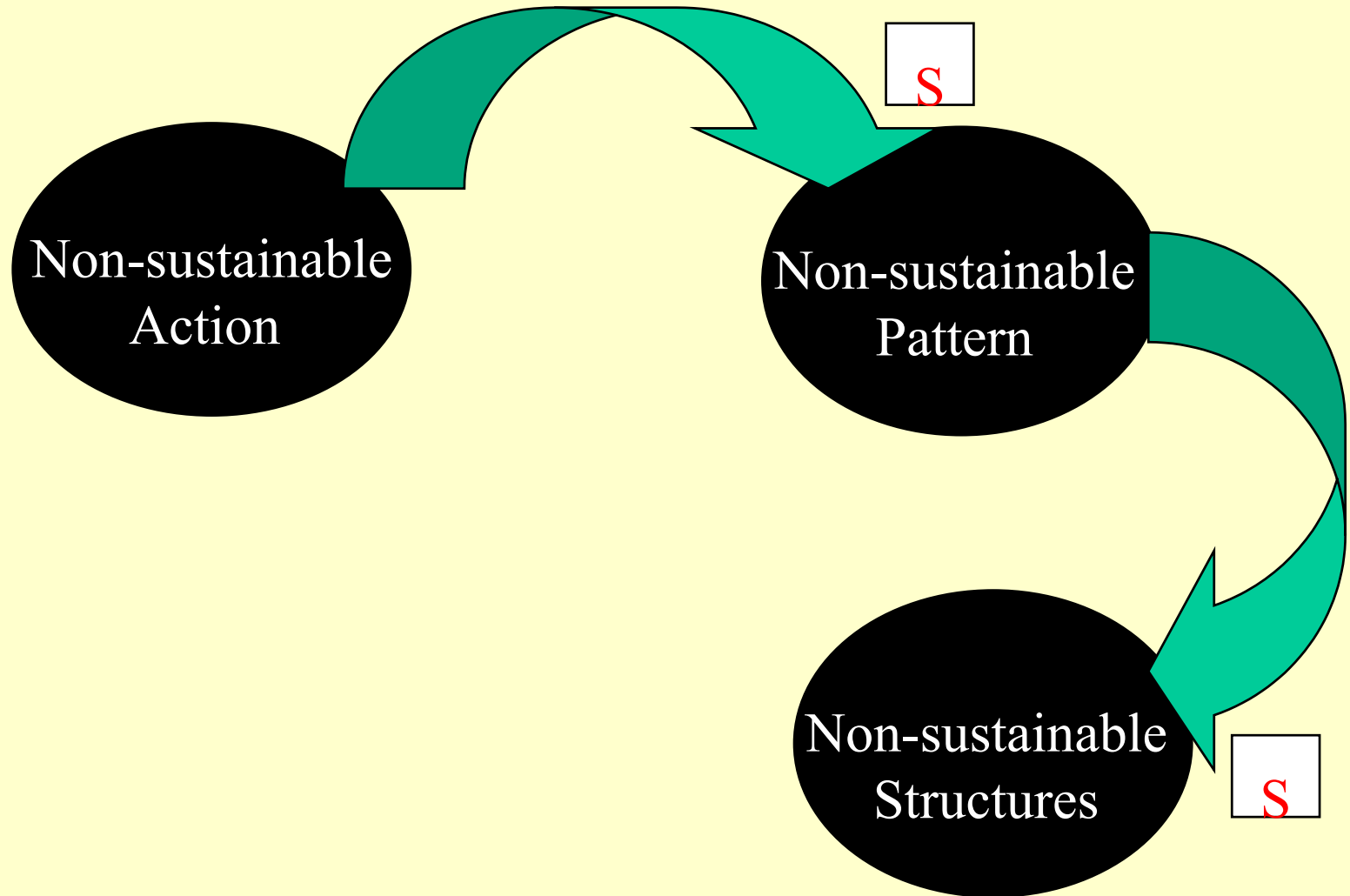
Like Causal Loop Diagrams



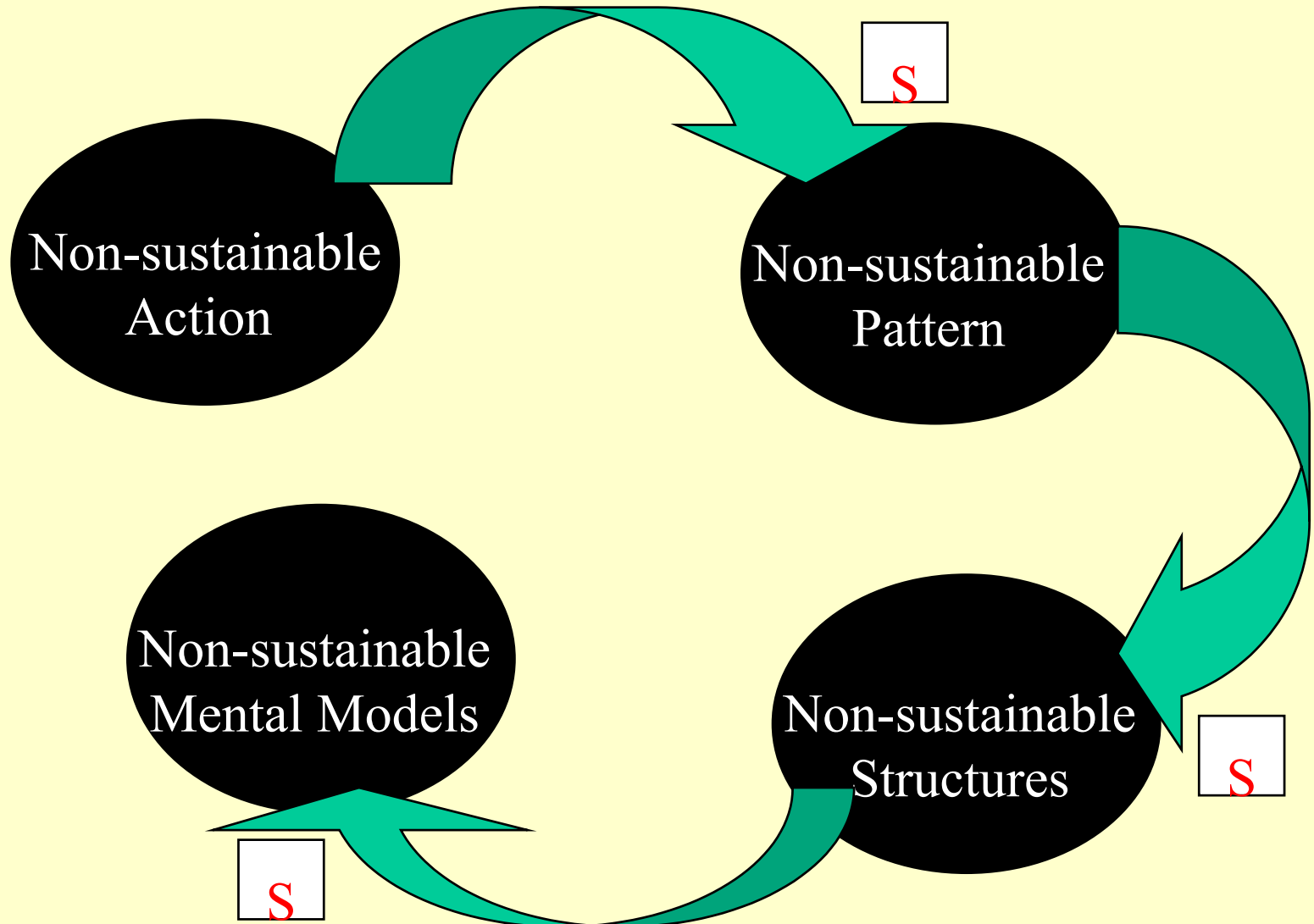
Non-sustainable “action”



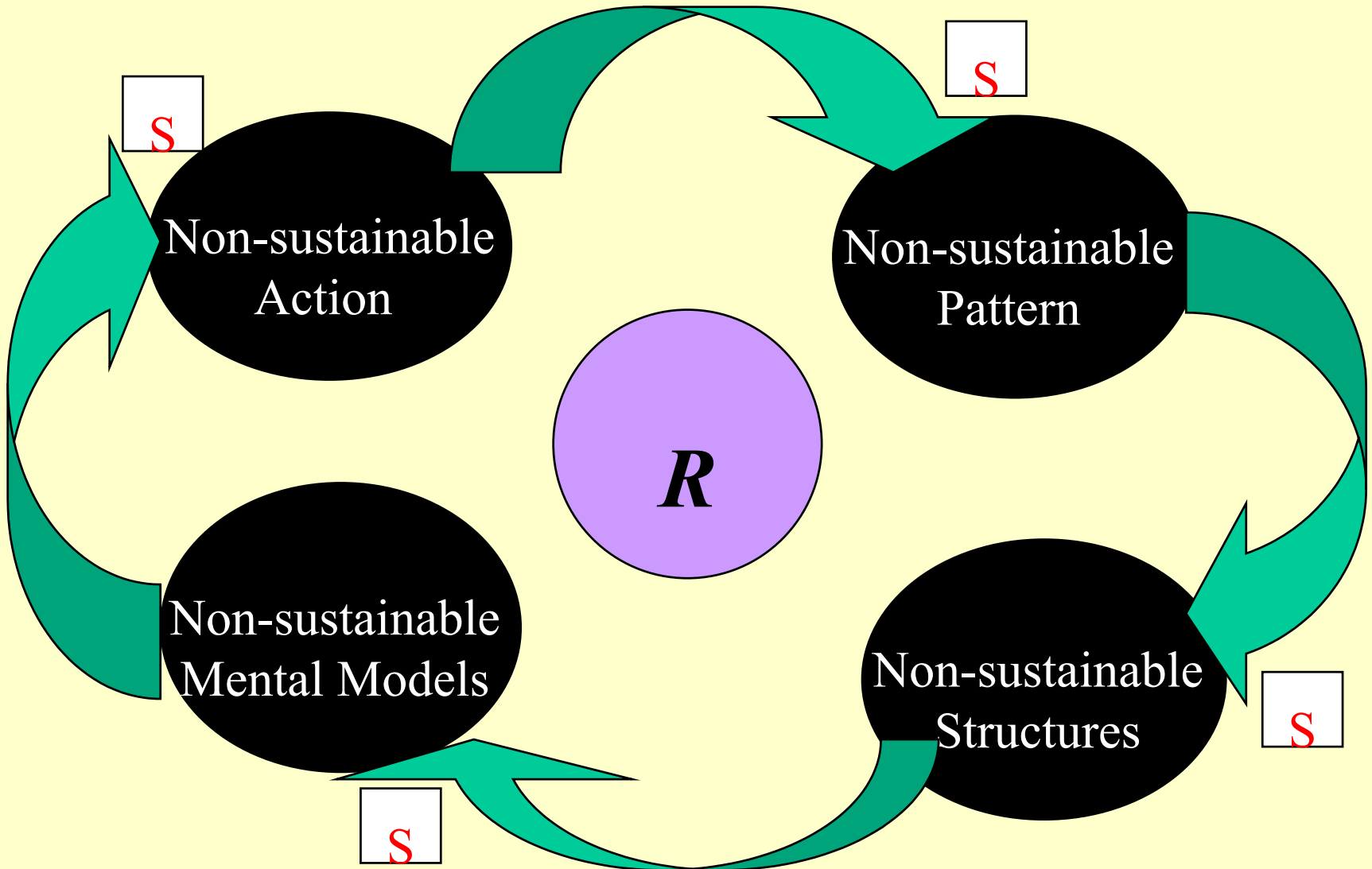
NS Patterns Create NS Structures



Create NS Mental Models

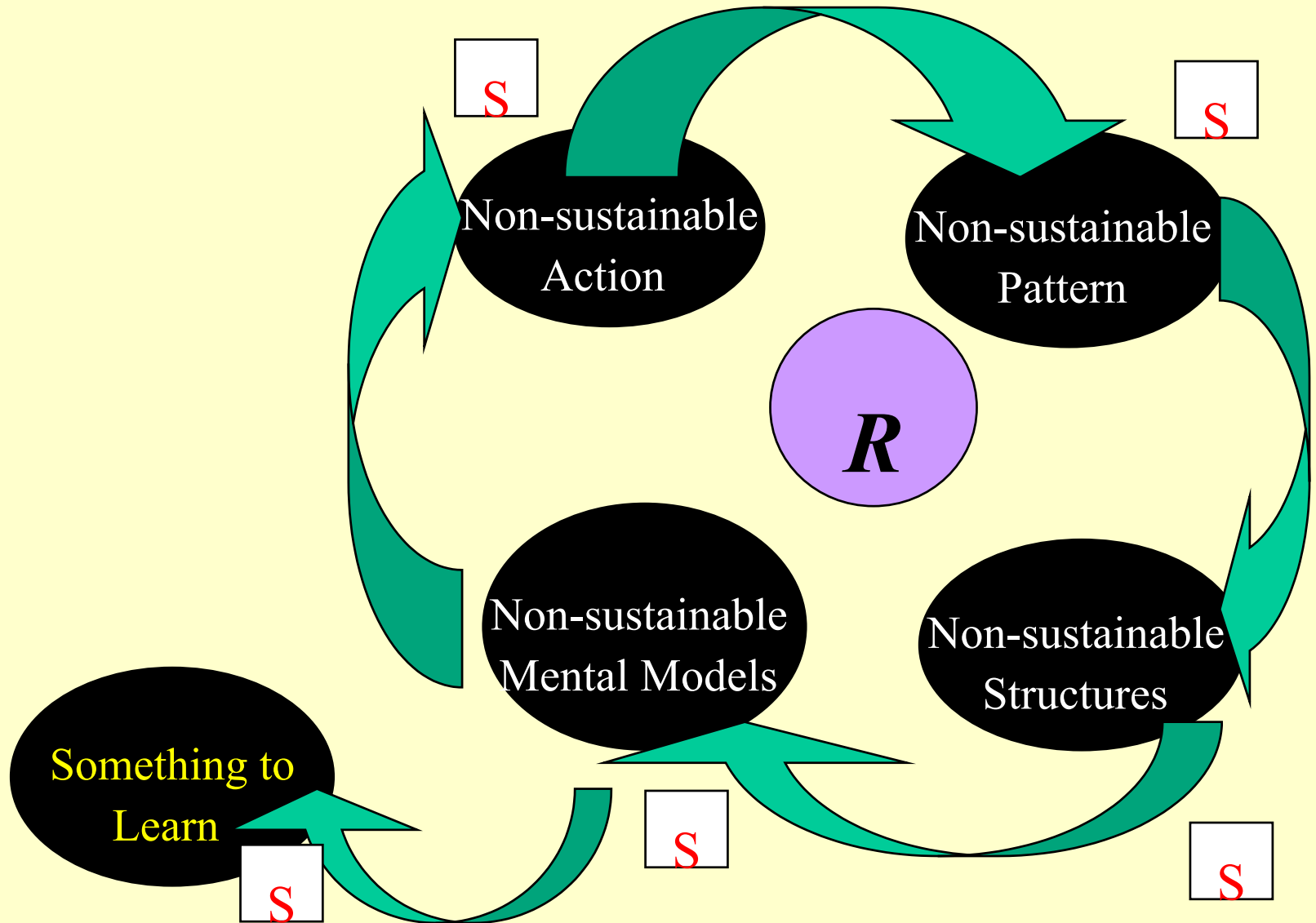


Which creates a very powerful Reinforcing Feedback Loop

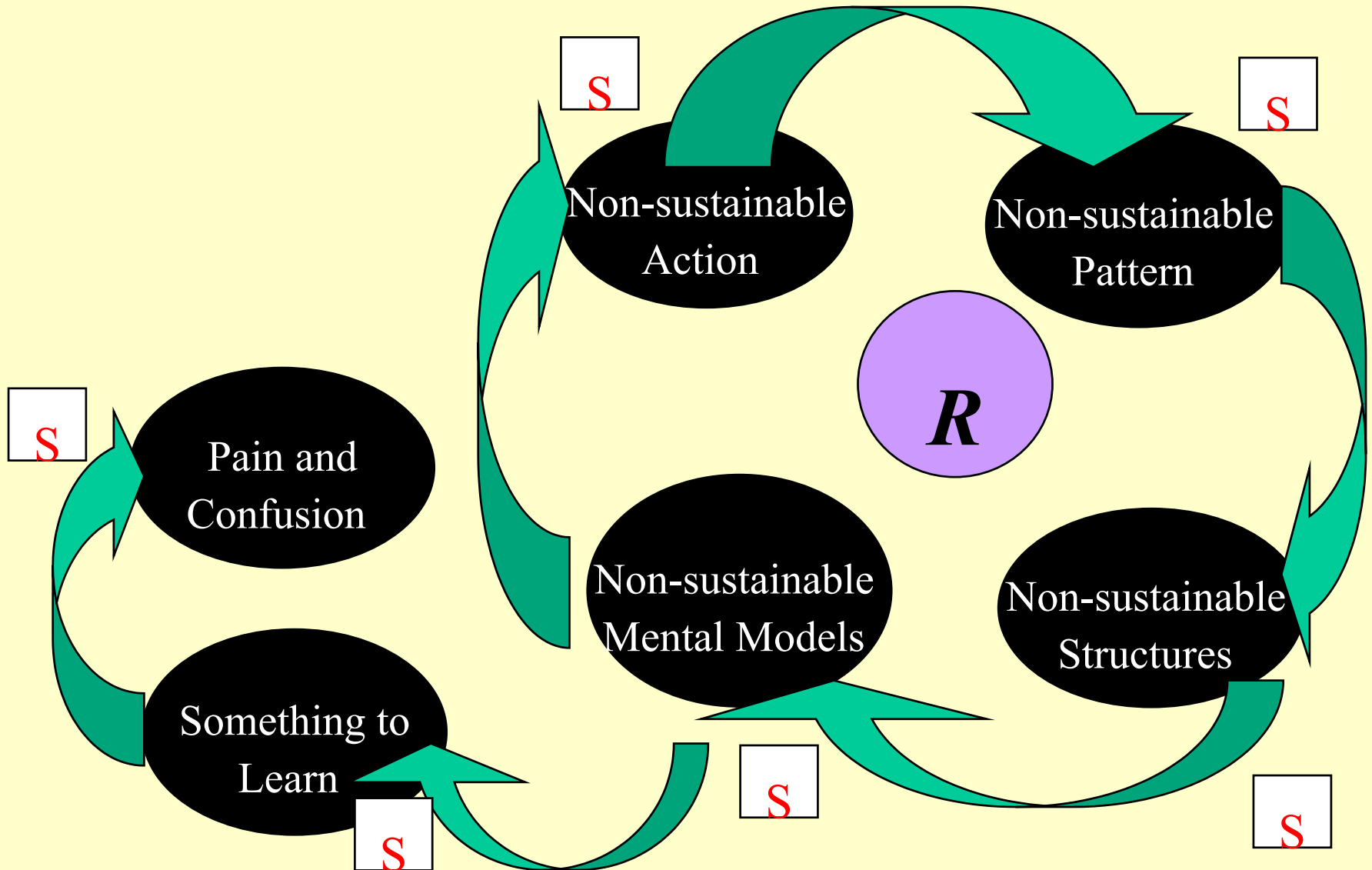


But something always happens!

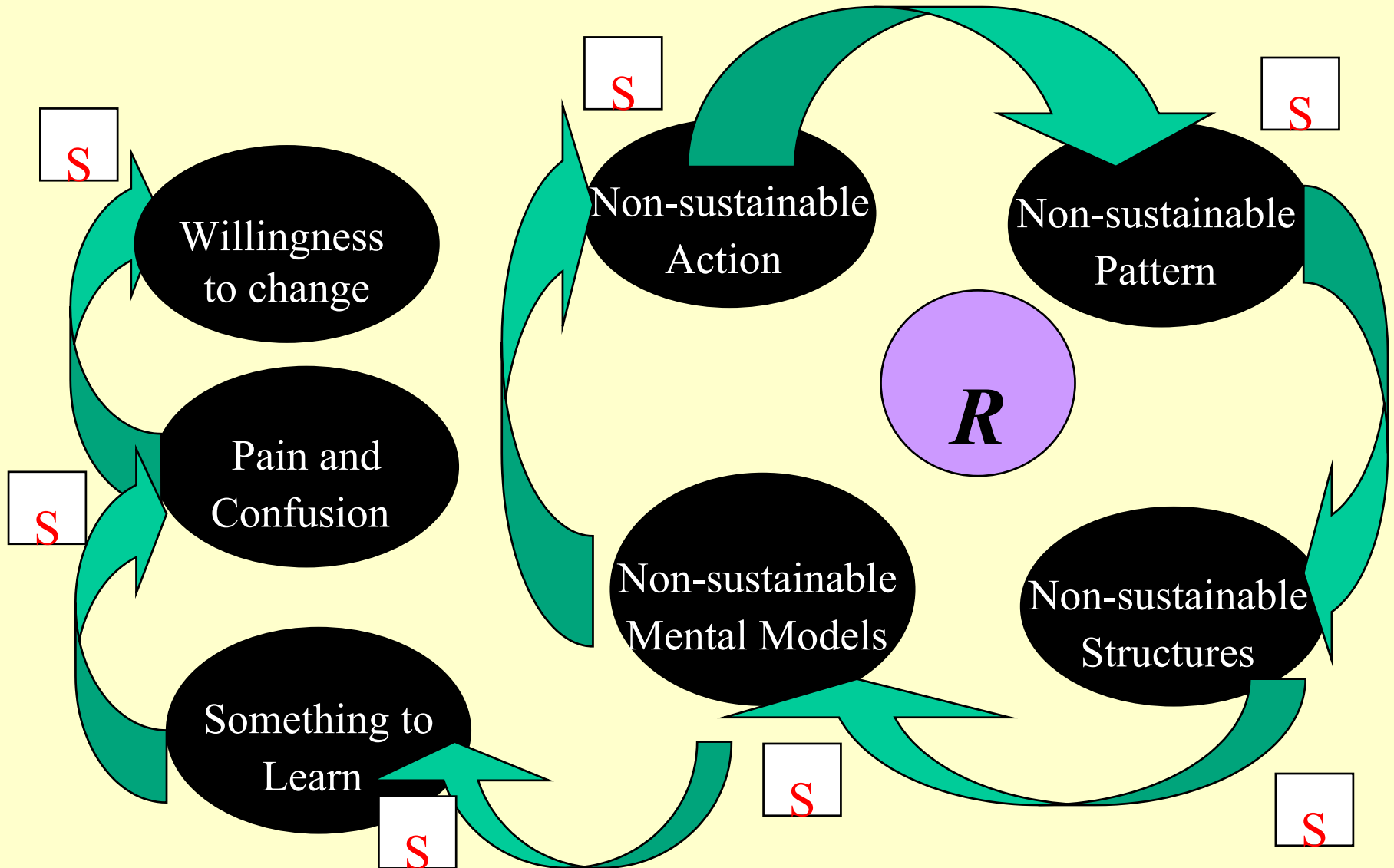
We'll call that "something to learn"



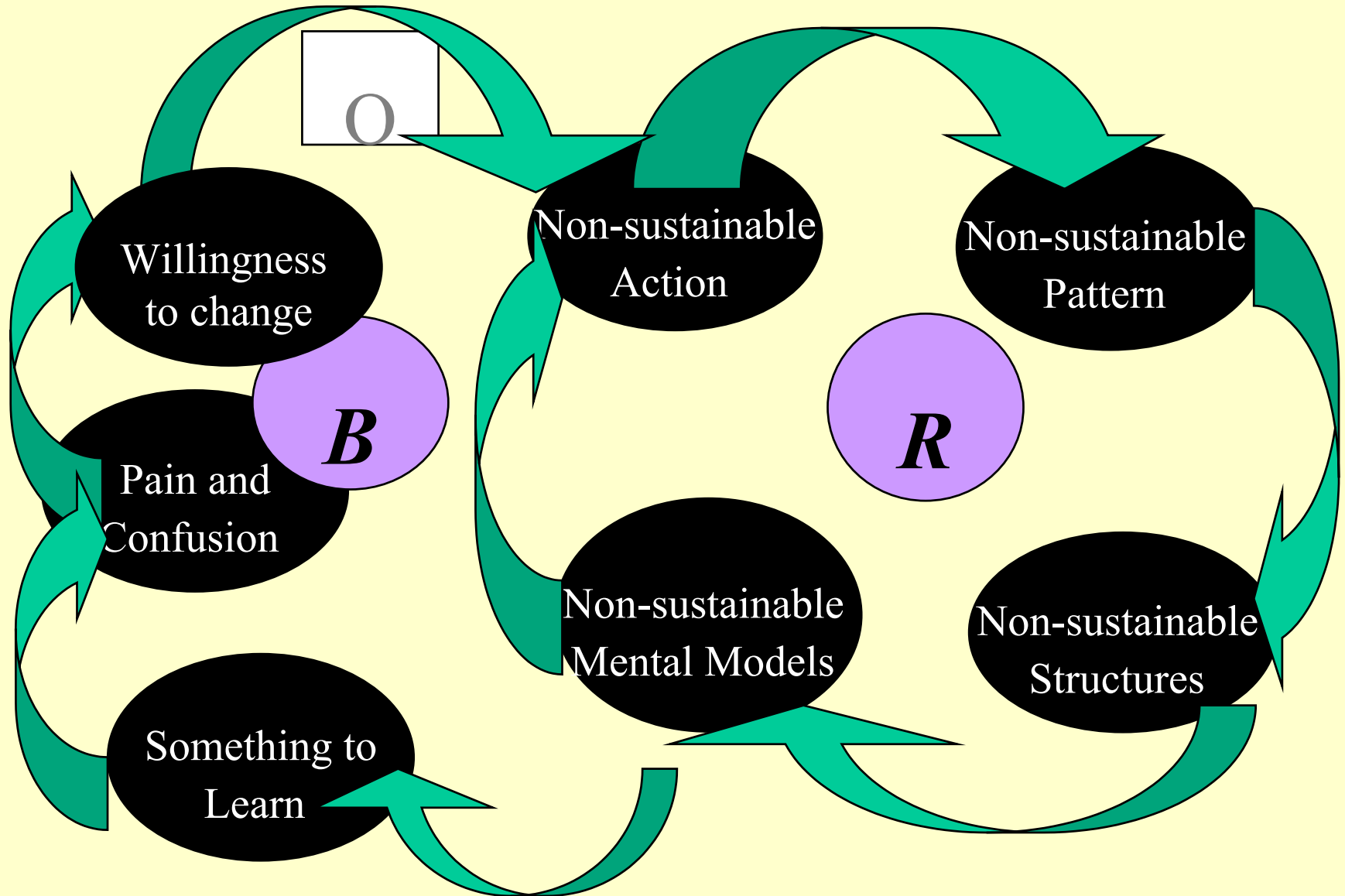
It is often painful!



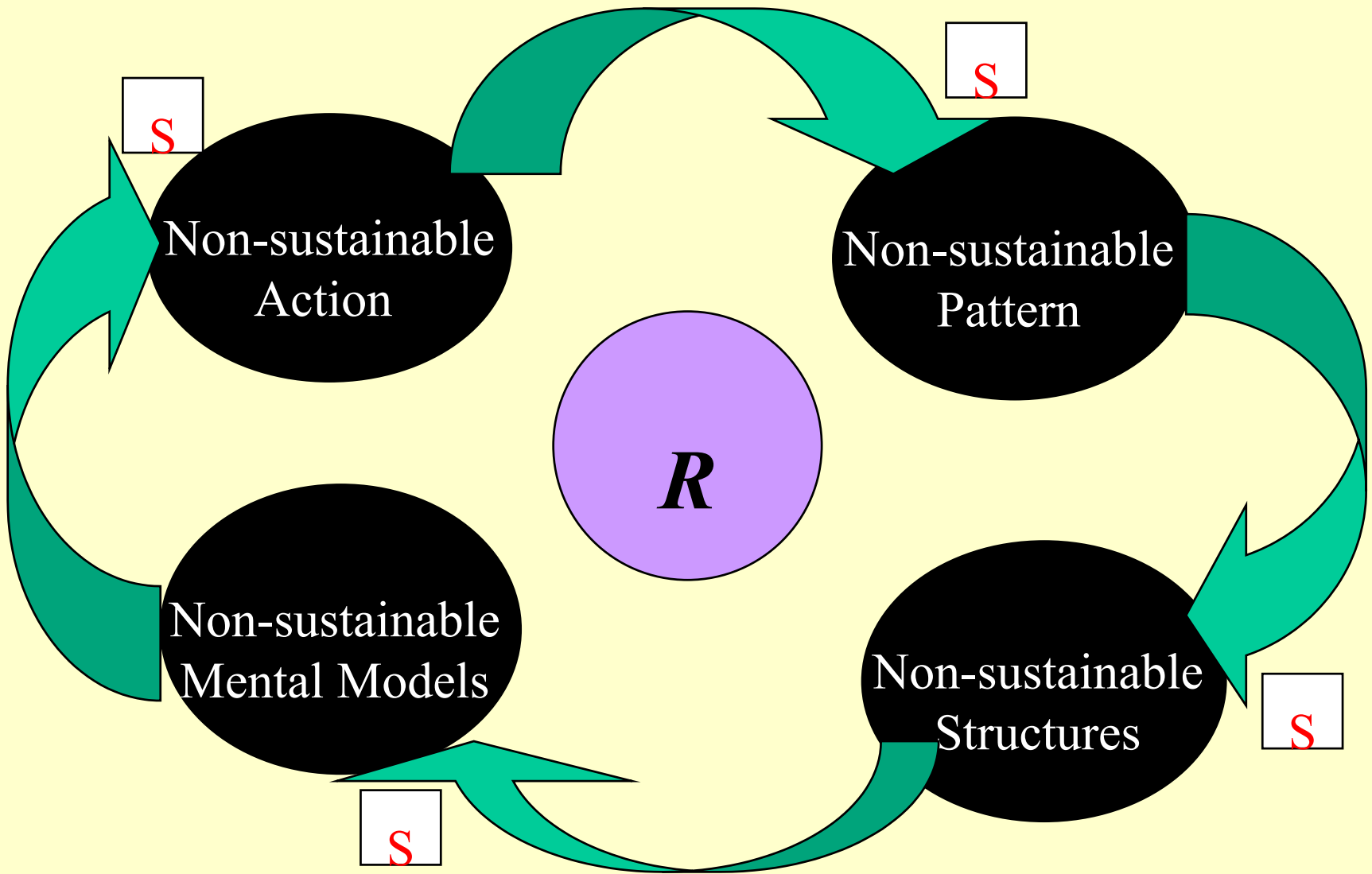
Pain is a powerful motivator



And a “balancing loop” is formed

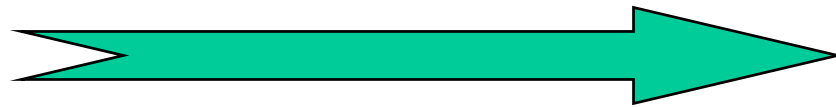


Reinforcing Feedback Loops can run in two directions

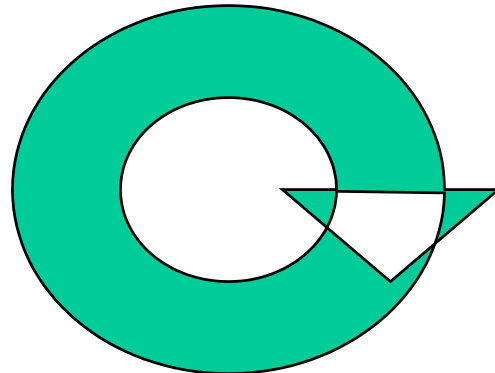


Maybe we can choose!

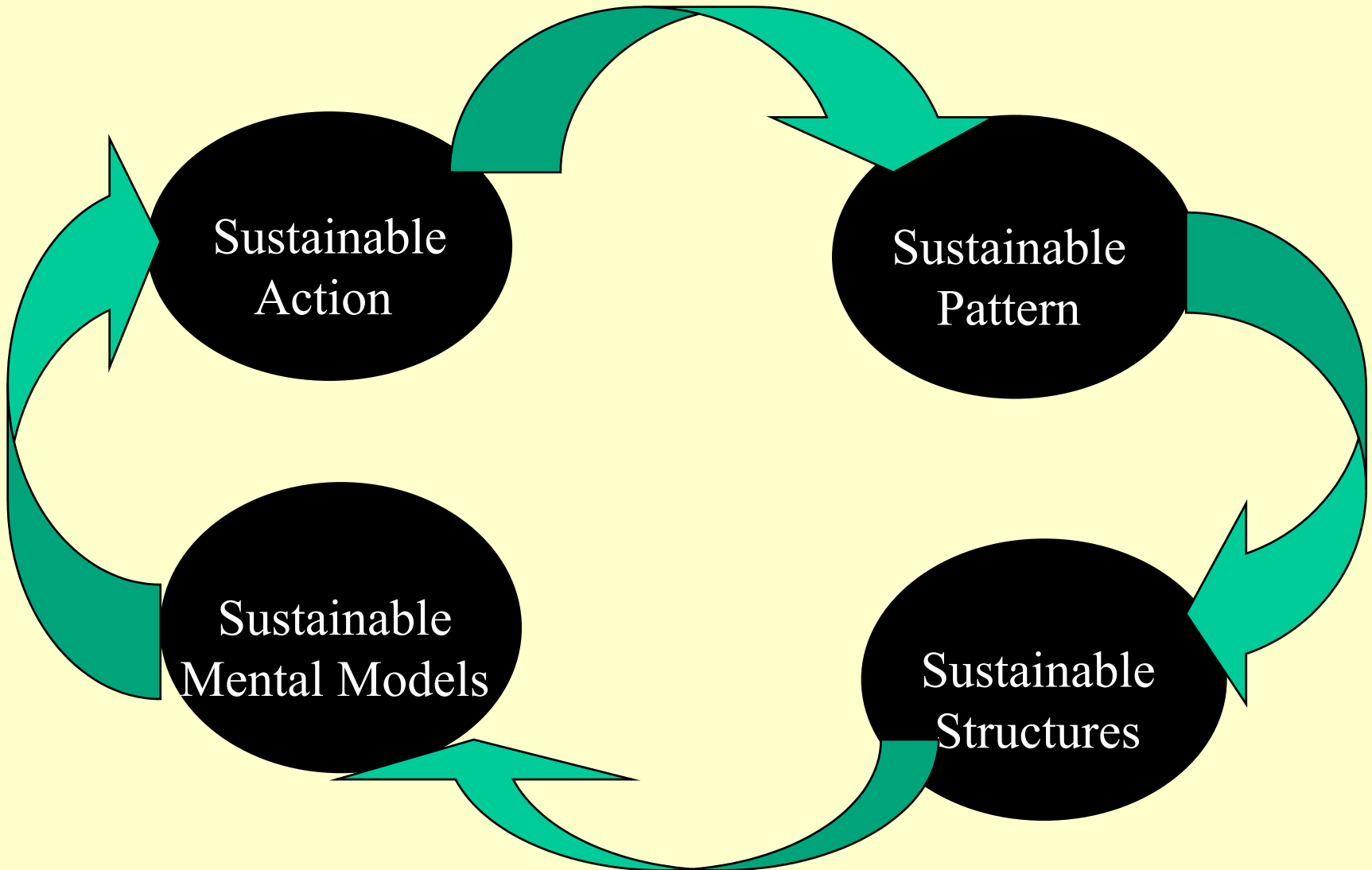
- Industrial Worldview = linear



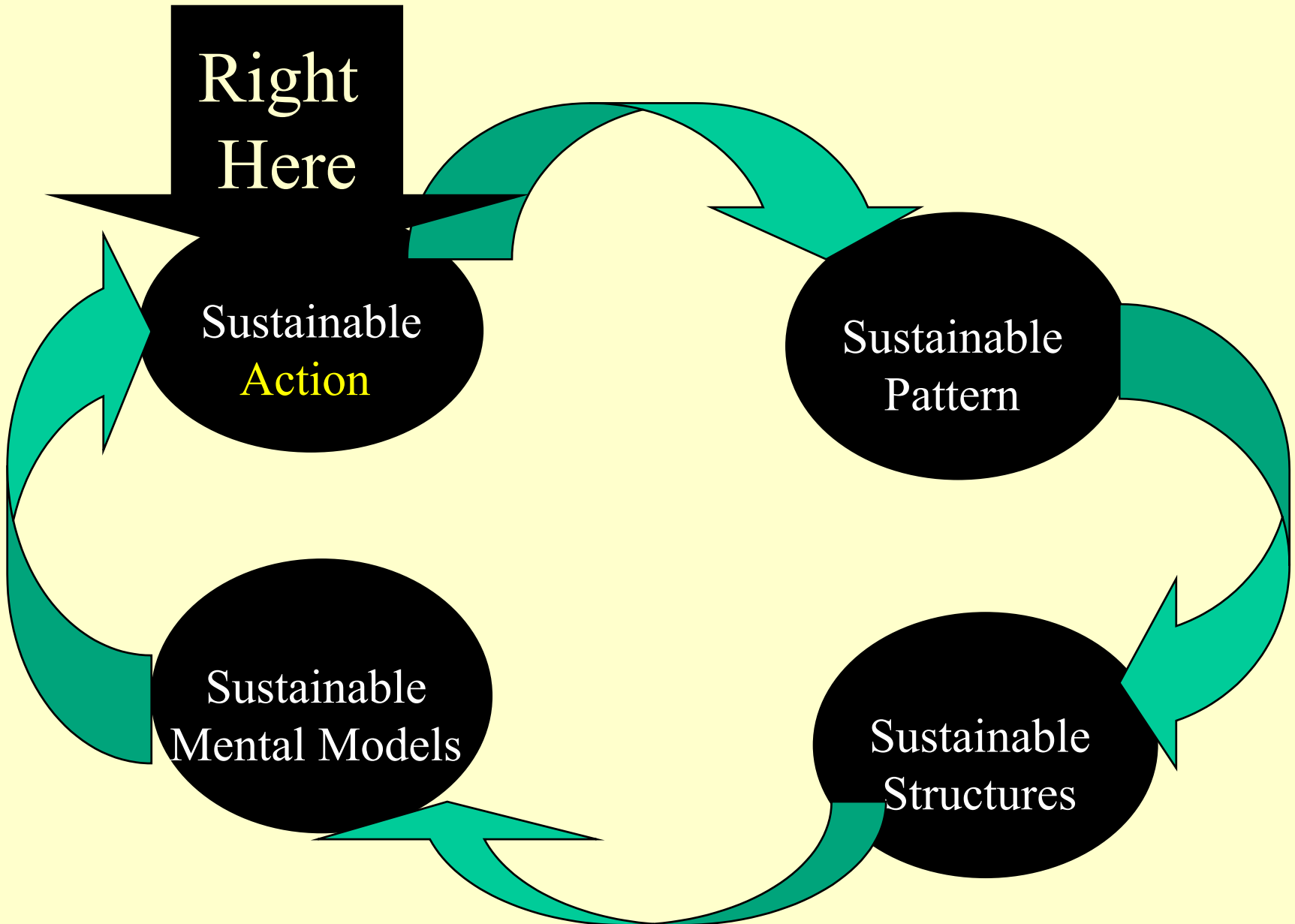
- Ecological Worldview = cyclic



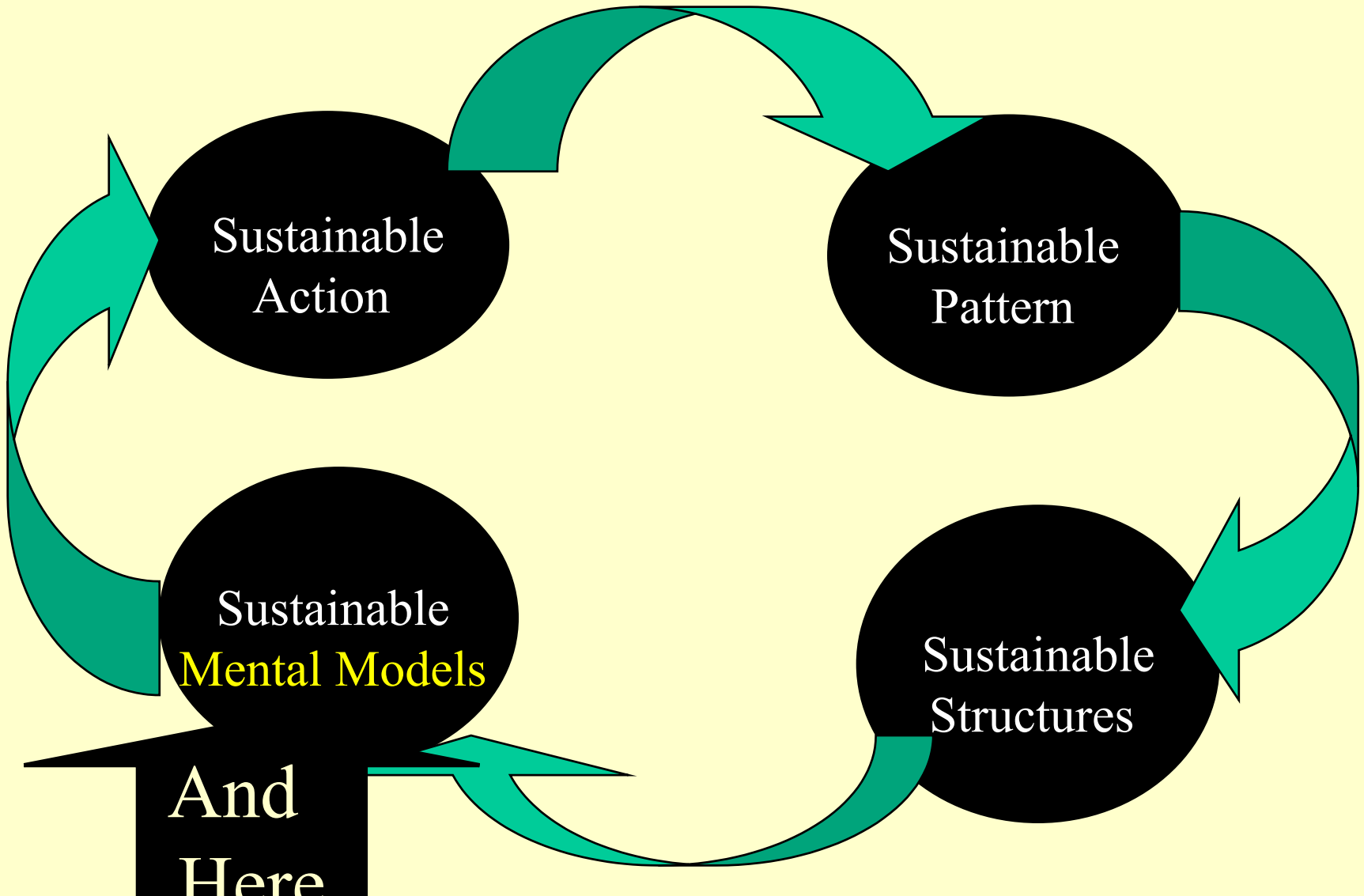
There are two places to influence this model



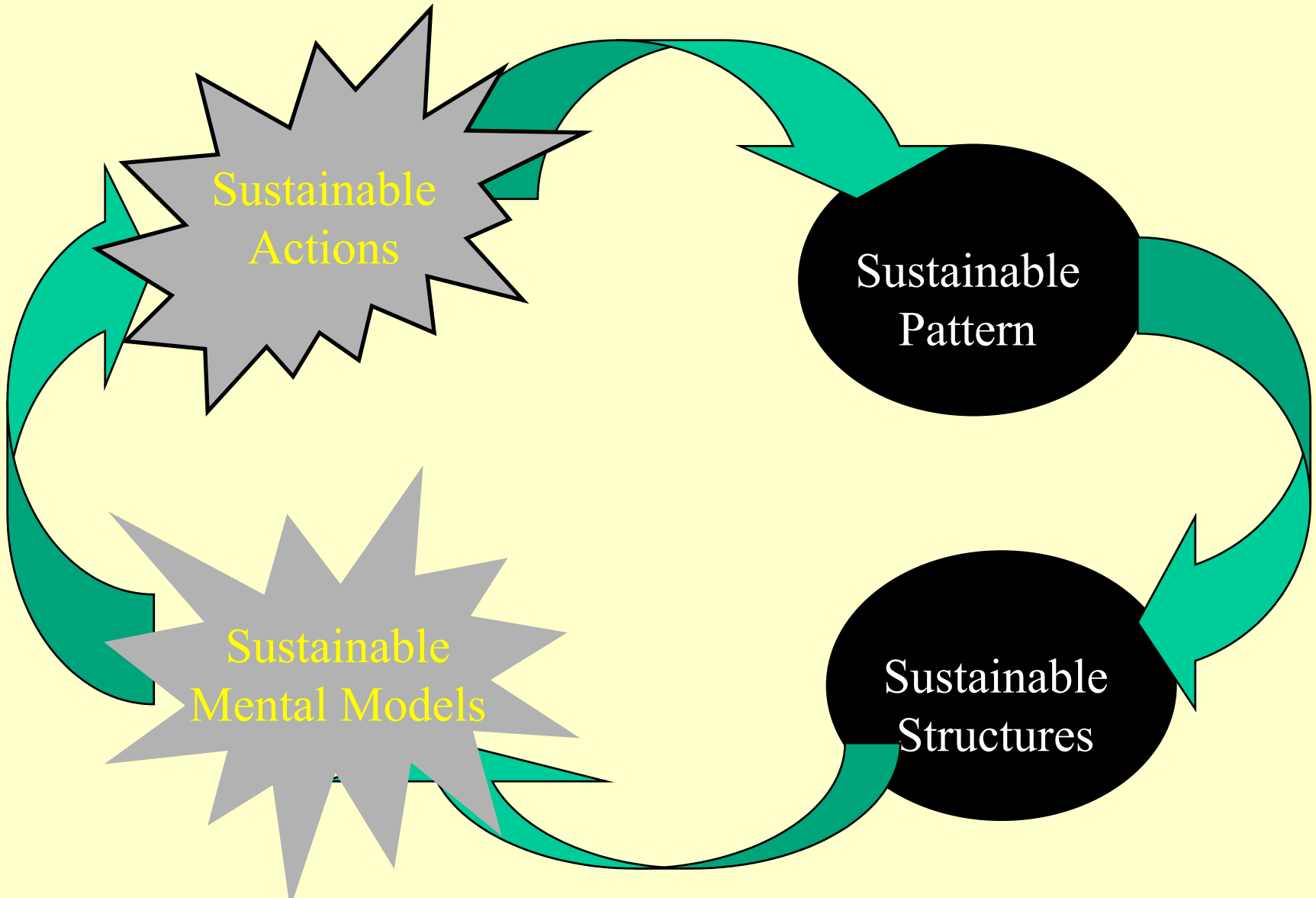
There are two places to influence this model



There are two places to influence this model



We can begin systemic change either with small actions or mental models



This works, because.....

