

the general view. If the general view is given by teaching-pictures, it will be kept in mind.

The first need for teaching by pictures is to give the teacher good teaching material. Teaching by the eye is much more dependent on good teaching material, and much less dependent on the powers of the teacher than other forms of teaching. The better the teaching material is, the less teaching experience is necessary, which makes possible a higher general level of education. A small number of organizations, or even one common organization, will be able to give us all the teaching material needed and to see that it is of the best quality, but where are we to get thousands and thousands of good teachers? The teaching system which has the greatest value is not the one which in the hands of good teachers gets the learners furthest, but that which makes it possible for the least able teachers to do good work.

Frequently it is very hard to say in words what is clear straight away to the eye. It is unnecessary to say in words what we are able to make clear by pictures. And on the other hand, it is frequently

hard to make a picture of a simple statement. Education has to put the two together, and a system of education has to see which language is best for which purposes.

There will be need in the education system of the future for a system of teaching by pictures. Here it is—the first and so far the only system of making teaching-pictures.

THE CHIEF POINTS OF THE ISOTYPE SYSTEM

A picture which makes good use of the system gives all the important facts in the statement it is picturing. At the first look you see the most important points, at the second, the less important points, at the third, the details, at the fourth, nothing more—if you see more, the teaching-picture is bad.

A good teacher is able to keep out all unnecessary details. For the selection, a clear sense of the needs of education is important, and a good teaching-picture may only be produced with the help of a good teacher. The value of teaching by