**Time:** 45 minutes

**Overview:** Once teams learn about brainstorm rules, they work to brainstorm ideas while applying these rules.

**Objective:** Students will be able to brainstorm solutions for their user-centered design problem.

**Materials & Setup:**

* Student copy [7 Agreements of Brainstorming](https://blossoms.mit.edu/sites/default/files/project/page_files/Day-9-7-Agreements-of-Brainstorming.pdf)

One of the following:

* Whiteboard section per team
* 1 flip-chart poster per team
* Several post-its per team

**Activity:**

|  |  |
| --- | --- |
| **Overview** | **Details** |
| **7 Agreements of Brainstorming**  Question: Provide an example of each brainstorming agreement**.**  **Brainstorm**  Question: What are your wild ideas? | * Handout [7 Agreements of Brainstorming](https://blossoms.mit.edu/sites/default/files/project/page_files/Day-9-7-Agreements-of-Brainstorming.pdf), flip chart/post-its/whiteboard * Have teams come up with one example of each brainstorming agreement to share out. * Teams write their framed problem/question to focus on. Use the flip chart/post-its-whiteboard for each member of the teams to individually generate wild ideas for 10-20 minutes. * Remind teams to adhere to the agreements of brainstorming * When time is up, teams share their ideas. * Teams then group similar ideas together. * Have them keep these clustered ideas for next class. |

**Closure** Class Discussion:

1. How many ideas were you able to generate?
2. Did sharing ideas as a team enable you to generate more ideas? If so, how?
3. Describe the largest clusters of ideas.
4. What ideas were surprising or unexpected?