

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](#)

One of the following:

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

Activity:

Overview	Details
<p>7 Agreements of Brainstorming Question: Provide an example of each brainstorming agreement.</p> <p>Brainstorm Question: What are your wild ideas?</p>	<ul style="list-style-type: none">• Handout 7 Agreements of Brainstorming, 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?