

**(A) Student Handout. Rules for Brainstorming****1. Avoid Critique.**

It is hard to be creative when you feel unsafe or judged. Ideas have to spring out and allow others to build on them. A good idea can come from a completely crazy thought. Every person should feel comfortable sharing any idea.

**2. Foster outrageous ideas.**

Crazy thoughts allow others to consider different perspectives and break out of their shells. When considering a wild idea, we think about the constraints and criteria; it helps use define what we truly want.

**3. Add to others' ideas.**

The goal is to be positive and encouraging of others' ideas so we can jump start our own minds. Try to avoid saying, "but" or "no" and focus on saying "and" or "yes."

**4. Stay on target.**

Keep your comments on the task and avoid distracting the group.

**5. Focus discussion.**

Wait your turn. Jot down ideas you are afraid you might forget, and be sure that your ideas relate to the topic. If a group member mentions an idea that seems off task, ask yourself if there is a way it might relate.

**6. Be visual.**

Use pictures, graphic organizers and colors in your idea sharing. It is okay if you are not an artist! The big ideas behind your artwork or graphic description are what matter.

**7. More is more.**

Try to share as many ideas as possible. The more ideas you have, the more likely you are to have many good ideas!

Source: <http://www.openideo.com/fieldnotes/openideo-team-notes/seven-tips-on-better-brainstorming>


**(B) Student Worksheet. Community Evaluation Checklist**

Directions: In the Criteria Column, fill in the criteria, one per line. In the Draft #1 Column, place a ✓ in the box if your design meets each criterion, leave it blank if your design does not meet the criterion. Do the same for Draft #2.

<b>Criteria</b>	<b>Draft #1</b>	<b>Draft #2</b>