

Creative brainstorming

3 steps to the activity realisation



Step 1 – preparation phase

This activity creates a space for creativity without resistance and prejudice. The activity is inspired by Shirzad Charminé (2012) and his book on positive intelligence. In his training programme on positive intelligence, Shirzad introduces the 10% innovator rule. The rule says that to adopt an innovative spirit, you need to change your mindset and accept that even in the craziest idea you hear, there is at least 10% of the idea that could have a great solution.

You can use this exercise when your group is in the phase of looking for possible solutions. The best way to prepare the room is to organise the chairs in a circle.

Step 2 – activity phase

1. Invite participants to sit in a circle. Ask them to present their craziest ideas that come to mind. Ask one of them to share their idea (for example: "I think we can change the way the mayor looks at this issue by organising a naked parade in the main square of our city").
2. Ask the other participants to build on the elements of this idea using the 10% rule (e.g. "Great idea. I like the idea that we need to do an attractive activity in the city centre to get more people involved. How about inviting circus artists?").

Step 3 – wrap up phase

Encourage youth leaders, coaches to continue the creative brainstorming in the model described above until they find the perfect resolution.

This is a very positive activity with no identifiable risks.

Before engaging participants in the brainstorming process explained above, it would be advisable to do a short demonstration with a volunteer from the group.



Type of activity:
Group Activity

Value of the activity: Issues addressed with this activity are: creativity, problem solving, cooperation, active listening



Timing:
Up to 60 minutes



Activity follow-up: Further reading:
www.positiveintelligence.com



Other value case box components:
No special materials are required, but writing materials, including sticky notes are recommended.

Your notes:

- V ...
- V ...
- V ...