



Encourage exchange of ideas

Brainstorming

With the Beekee Box/Hub
Offline digital learning devices

Brainstorming

What is it?

Brainstorming is a technique where learners are asked to think about a problem, give ideas and make proposals. The goal is to collect a maximum of ideas and information without censure, even if they seem wacky.

Why do it?

It is an engaging activity that breaks the routine by drawing collective intelligence and thinking. Quality here rhymes with quantity and ideas' diversity. It also requires a dose of creativity by asking learners to do some idea association. Brainstorming also allows learners who are usually quiet during the training to participate and become aware of their own potential for creativity.

When to use it?

Brainstorming is an intense moment of reflection, so it should come after an activity less cognitively demanding. It can be used to start a module or during a training to identify problems or solutions in a particular theme. It can be done with a big group or subgroups.

How to do it?

➤ Required Materials

The app "DigiStorm" and a device allowing to project the screen.

➤ Steps

1. Define a problem to solve.
2. Prepare the material.
3. Create a climate of trust and explain the rules of the activity.
4. Set a time limit.
5. Ask learners for ideas, without thinking too much. Their sentences must be clear and brief. They shouldn't develop their thoughts too much. Everyone must equally participate.
6. Write all ideas.
7. In case of silence, ask questions to help learners develop.
8. Classify and sort all the propositions. Don't hesitate to ask questions to filter ideas and reduce them to an expected number: « If we were to select the 5 ideas that are the most interesting or should be further developed, which would they be? ».

Use case

Solve a problem

Context

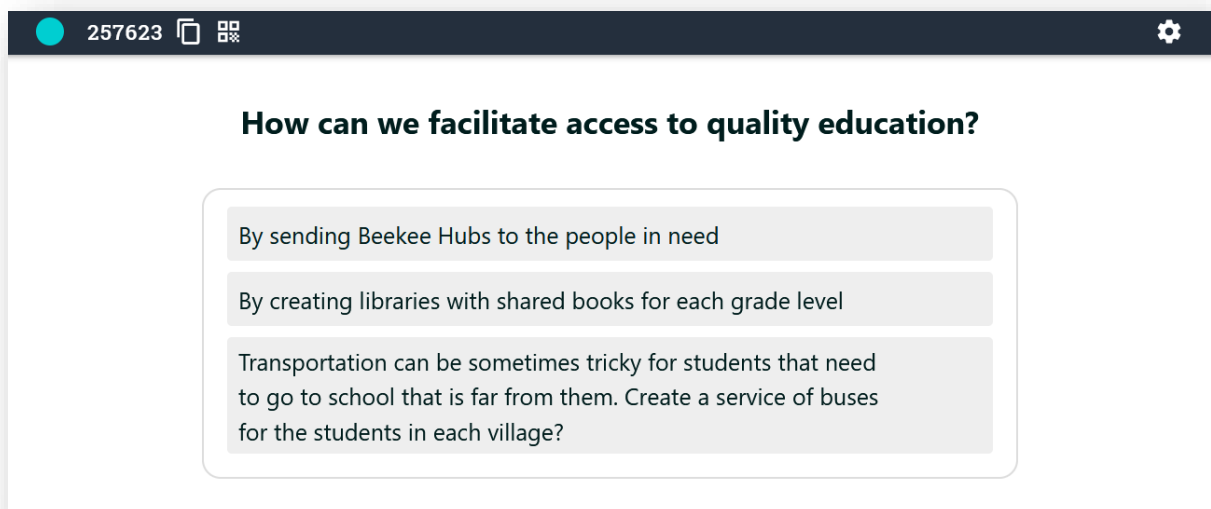
The teacher started to present a new theme in a class of 300 students. He introduced it by giving a PowerPoint presentation and showing some videos linked to the subject. The learning goal of this module is to make learners able to think about solutions to a problem and make concrete proposals. They need to be able to formalize their ideas in subgroups in a written report that will be graded. After introducing the theme during the face-to-face session, the teacher expects his students to start to think about ideas remotely. He will discuss the suggestions during the face-to-face class.

Tools

For this activity, the teacher used the “Digistorm app”, more specifically the tool “Brainstorm” for students to gather their ideas.

Why do it?

It is interesting to use that tool here because it will allow the shy students to give their ideas online without being afraid to be judged. It is also relevant for students to be more engaged in the course, to participate actively in the lessons.



DigiStorm: trainer's screen

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