



Yes, And...! Brainstorming Protocol

1. Group the class into teams of four to six participants (students, teachers, or a mix).
2. Review the norms:
 - Everyone participates
 - Go for quantity
 - Reserve judgement—in fact, we accept *all* ideas!
 - Build on each others' ideas
 - Say your ideas aloud as you write them
 - Have fun!
3. Give each team a large piece of paper or space on a whiteboard.
4. Give each team enough markers that everyone can write simultaneously.
5. You may prefer to warm up a bit before the “Yes, And” Brainstorming Protocol—try doing “50 Things” first.
6. Have each team put one, single project idea in the center of the page (i.e., “We will build a playground” or “We will create a film festival”).
7. Share the rules of “Yes, And,” which are: starting with the central idea, everyone participates by saying (or thinking) “yes, and...” and adding a new element to the page. For example, “we might build a playground” can grow with “yes, and... we will draw blueprints!” “Yes, and... we will have a local engineer critique them!” “Yes, and... we will visit and photograph playgrounds near school!” “Yes, and... we will study the geometry and physics of playground equipment!!” And so on...
8. Cue the music... (when doing brainstorming activities, keep the energy up and have fun!)
9. Put a timer on a projector or use a stopwatch...Ready, Set, Go! Which team will cover their entire page in new ideas first? Can everyone cover their page in new ideas in five minutes? Who will have the wildest ideas?
10. Post the lists on the classroom walls. Save evidence of brainstorming activities and return to them to guide future work, generate new ideas, etc. In these pages, you might see ideas for great Project Launches, ways to set up an Exhibition, methods to Critique or Draft & Revise, and so on.

To learn more about this resource and others, visit hightechhigh.org and gse.hightechhigh.org