



50 Things 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
 - 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. Announce the rules of the game: In five minutes, each team must make a list of at least 50 things... (see below for types of lists). There are two ways to win—be the team that gets to fifty first, or be the team that has the longest list.
6. Types of 50 Things lists—choose what works for you, and modify as needed:
 - 50 Things Students Can Make, Build, or Do
 - 50 Locations for Student Internships
 - 50 Ways We Can Do Community Service
 - 50 People We Can Interview for Our Project
 - 50 Locations We Can Exhibit Our Work
7. Put a timer on a projector or use a stopwatch...
8. Cue the music... (when doing brainstorming activities, keep the energy up and have fun!)
9. Ready, Set, Go! Which Team will create the list fastest? Which team will have the longest list?
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.