

BRAINSTORM

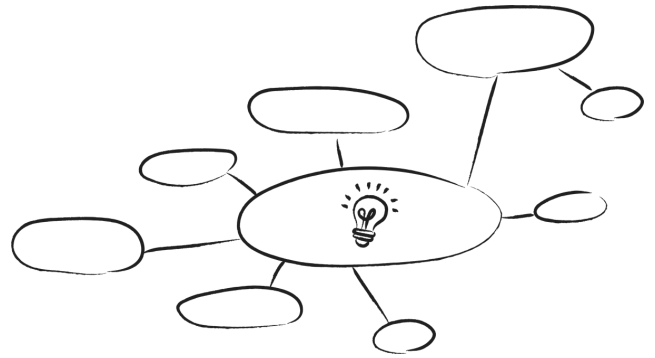
12 CIRCLES

FACILITATOR GUIDE

GRADES: 2-5

TIME: 15 minutes

MATERIALS: 12 circles worksheet, pencil, chart paper



Designers **brainstorm** by thinking of lots of ideas. They try, learn, and try again!

PROCESS

1. ANCHOR CHART

As a whole group, create an anchor chart with 10-12 large empty circles. Share that we are going to exercise our creative muscle by transforming each circle into something different (ex: a watermelon, a smiley face, a soccer ball, a spiral, etc).

While completing the circles, think aloud to demonstrate a designer's thought process. It can help to share statements like:

- "Each one of these might not be perfect, that's ok right now!"
- "If I really like one of these, I can always add more details later"
- "I'm going to challenge myself to create as many as I can!"

2. BRAINSTORM CIRCLES

Students can complete the attached worksheet on their own or in teams. Setting a time limit will help students generate ideas faster and often feel less precious about their ideas.

3. REFLECT

Come back together and discuss what it felt like to generate so many ideas.

- What was challenging?
- What was rewarding?
- What changed between your first idea and your last idea?

SCAFFOLDING

- **Gradual Release:** Complete the anchor chart as a class first, and celebrate the variety of ideas!
- **Extended Ideation:** Ask students to work on this over the course of a few weeks as a warm-up.

EXTENSIONS

- Students can try this multiple times. Print the worksheet double sided (24 circles!) as they build this skill.
- Ask students to star their favorite 1-2 designs and develop them further on a larger sheet of paper.

LEARNING STANDARDS

ELA (CCSS)

- CCSS.ELA-LITERACY.SL.K.1; SL.1.1; SL.2.1; SL.3.1; SL.4.1; SL.5.1 — participate in collaborative conversations and discussions
- CCSS.ELA-LITERACY.SL.K.4; SL.1.4; SL.2.4; SL.3.4; SL.4.4; SL.5.4 — describe ideas, drawings, and design choices clearly

Science & Engineering (NGSS)

- Grades 3–5: 3-5-ETS1-2 — generate and compare multiple possible solutions to a design problem based on how well they meet criteria and constraints

Visual Arts (National Core Arts Standards)

- Kindergarten: VA:Cr1.1.K.a — explore and imagine multiple possibilities through art/design play
- Grade 1: VA:Cr1.1.1.a — explore ideas collaboratively through imaginative art/design work
- Grade 2: VA:Cr1.1.2.a — brainstorm multiple approaches to an art or design problem
- Grade 3: VA:Cr1.1.3.a — elaborate on an imaginative idea
- Grade 4: VA:Cr1.1.4.a — brainstorm multiple approaches to a creative art or design problem
- Grade 5: VA:Cr1.1.5.a — combine ideas to generate an innovative idea for art-making