

RAFT IDEAS

Topics: Innovation,
Teamwork,
Brainstorming, Design
Thinking

Materials List

- ✓ 25 or more each of common items, a different item for each participant (15-20 participants work well, fewer participants for younger students)
- ✓ 1 plastic cafeteria tray per participant
- ✓ Office tools: scissors, tape, pens
- ✓ Hot glue guns and glue sticks
- ✓ Index cards
- ✓ Timer or visual clock

This activity can be used to support the teaching of:

- Conversation (Common Core English Lang. Arts Standards: Speaking & Listening, Grades K-2, 1; Grades K-3, 6)
- Science & Engineering Practices (Next Generation Science Standards: Grades K-12)
- Conceive /develop new ideas (Creating - National Visual Arts Standards)



Building on the Ideas of Others

In the Innovation Game, you never stand alone



This activity for larger groups provides practice in team creation and rapid building.

Instructor hints:

- Consider instructing students to each bring in their own items to significantly cut down on prep time.
- Good items can include: unwanted CDs, water bottle caps, chenille stems, craft sticks, balls made of aluminum foil, scraps of fabric, and letter keys from old keyboards. Encourage creativity in choice, but caution against items that are dirty, smelly, smaller than a marble, or larger than a CD.

To Do and Notice (Plug in hot glue guns 5 minutes before beginning the activity.)

1. Each participant takes a plastic tray and their common items. These items become each participant's "element".
2. Using only their element pieces as a building material, instruct participants to start building a sculpture. Hot glue, tape, and scissors should all be available.
3. Begin the timer for round 1; participants build for 3 minutes. Provide a warning at 1 minute, and at 15 seconds. Participants will most likely not "finish" with what they planned to do. This is all part of the process.
4. Call time for the end of the first round. Instruct participants to switch trays (with their construction) with another player. They will continue to build in future rounds using only their original element.
5. For all remaining rounds, participants will build on the constructions already begun by others. Each participant may continue along original design or may decide to take to creation in a completely different direction.
6. Begin the timer for round 2; participants build for 3 minutes. Provide a warning at 1 minute, and at 15 seconds. Again, participants will most likely not "finish" what they planned to do.
7. Facilitate tray switch and building for 2 more rounds (rounds 3 and 4).
8. After the 4th building round, participants choose a name for their last construction, write this name on an index card, and present this construction to the group.

The Content Behind the Activity

Effective group brainstorming and design requires idea sharing and fast, imperfect drawing or building, practices that students often find frustrating or difficult. Like anything else, "practice makes better". Participants are often pleasantly surprised at how well the rough, end products can relay a message or vision... especially with multiple builders and the limited amount of time allotted for each round.

Taking it Further

For other ideas that encourage innovation skills, see the RAFT Idea Sheets *Thinking Like a Real Survivor*, *This Reminds Me of the Fair*, and *Coming Full Circle*.

Web Resources - (Visit www.raft.net/raft-idea?isid=541 for more resources!)