

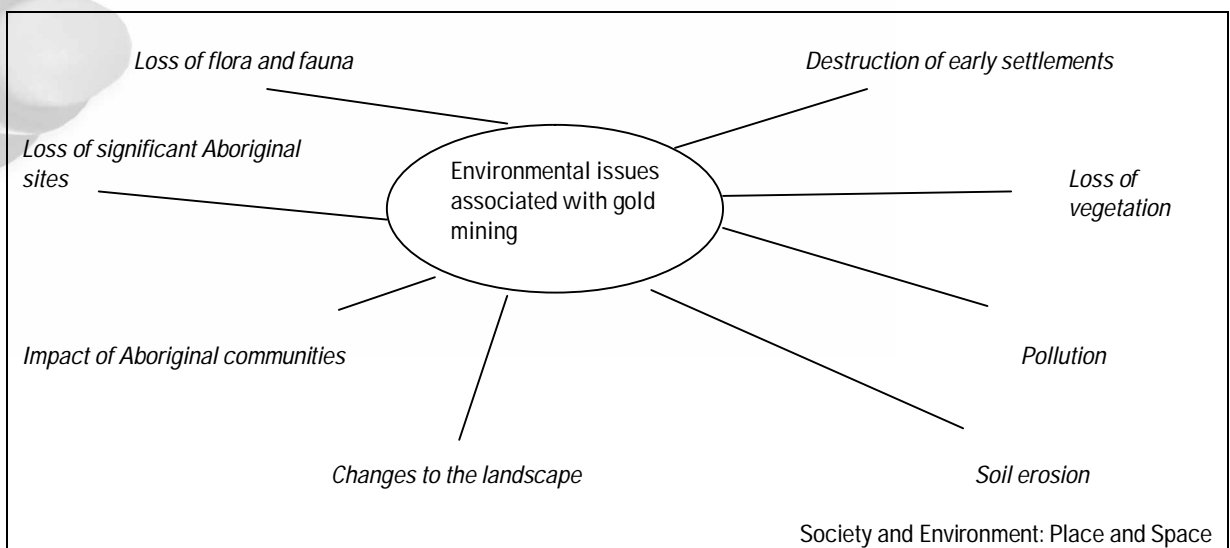
## BRAINSTORM

### Purpose

- To generate ideas quickly
- To demonstrate the range of prior knowledge on a topic

### Implementation

- Emphasise that quantity is more important than quality.
- Suggest that free-wheeling and hitch-hiking are desirable.
- Facilitator accepts all ideas.
- Facilitator does not criticise ideas.
- Ideas are written verbatim – no paraphrasing.



### Evaluation

Examples of some of the skills/understandings that may be observed include:

- The ability to generate ideas
- The level of background knowledge
- The level of meta-cognition
- The extent to which the student can explain when it is useful to apply the strategy of a brainstorm
- The extent to which the student independently applies the strategy to appropriate contexts.

### Principles of Learning and Teaching

- Inclusivity and difference
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Adapted from *Stepping Out Literacy and Learning Strategies, 1996, EDWA*