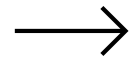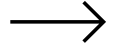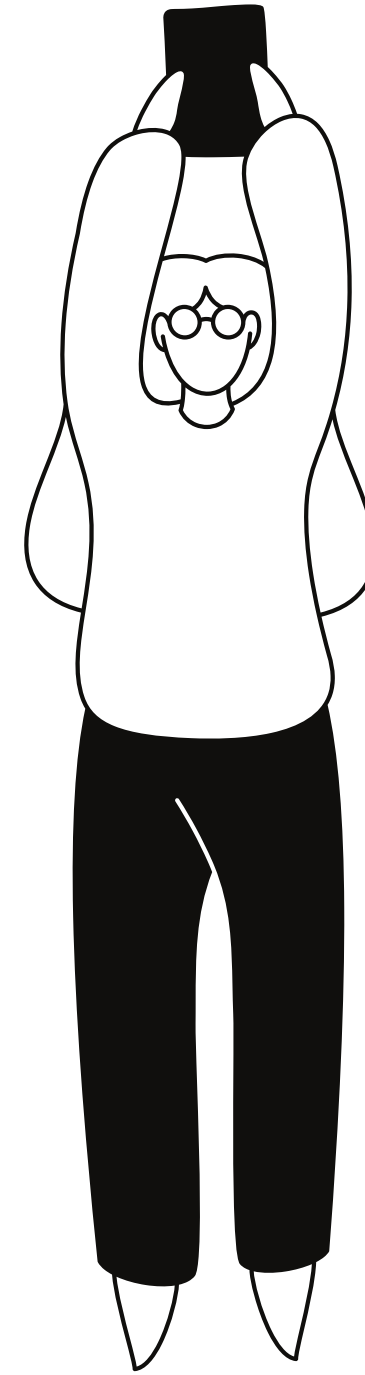# Brainstorming Solutions
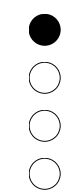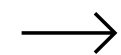
→

Icebreaker:
One-word Check-in

It's time to start solving!

We learn by designing, developing, and creating solutions to local and global challenges.
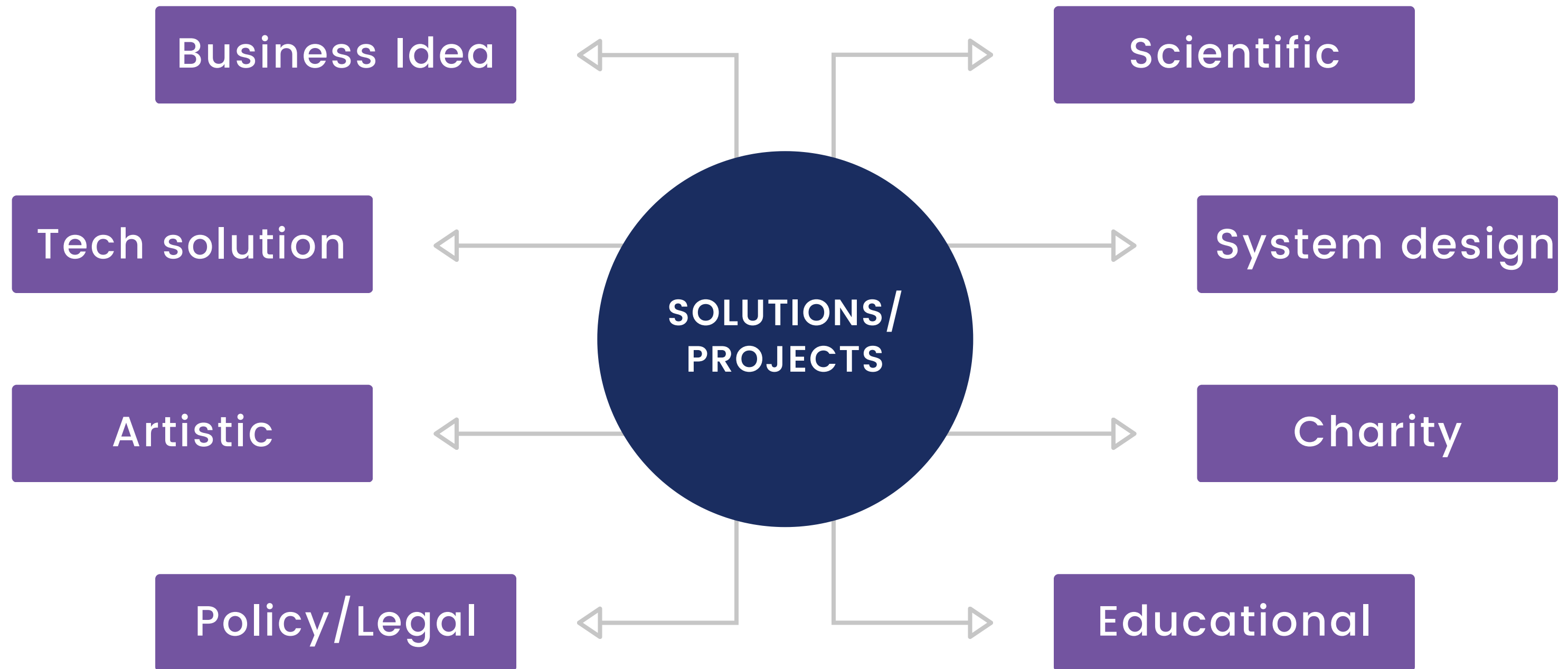
$\longrightarrow$

Begining of Act Phase

By the end of the program, you should have an **entrepreneurial, technological, artistic, systemic or scientific solution** (actual prototype) to the problem.

There are different types of solutions

Business Idea

Tech solution

Artistic

Policy/Legal

SOLUTIONS/ PROJECTS

Scientific

System design

Charity

Educational

And many more...

Examples of Solutions

- **Business idea**: such as startup or new business model.
- **Tech-driven**: a platform that solves the problem.
- **Artistic**: a play or sci-fi story exploring the issue.
- **Policy**: Legal or policy recommendations.

- **Scientific**: a research proposal or study
- **System Design**: reimagining an new system
- **Charity**: a community-led or chartiable project
- **Educational**: Awareness or educational solution.

Pair Discussion

→

- Where do ideas come from?
- Do we "own" ideas we come up with? Why or why not?
- How can we explore whether an idea is a "good" or "bad" idea?

Miro Activity

- Find your pathway

- Pick a color for your project (if you are in a team, you pick the same color)
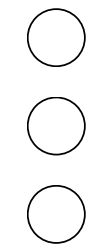
- Follow instructions

Idea Generation Activity

ON MURAL

01

TASK

Recap of the problem

Idea Generation Activity

ON MURAL

01

TASK

Recap of the problem

02

TASK

Individual (silent) idea Generation Activity

SCH

Idea Generation Activity

ON MURAL

01

TASK
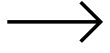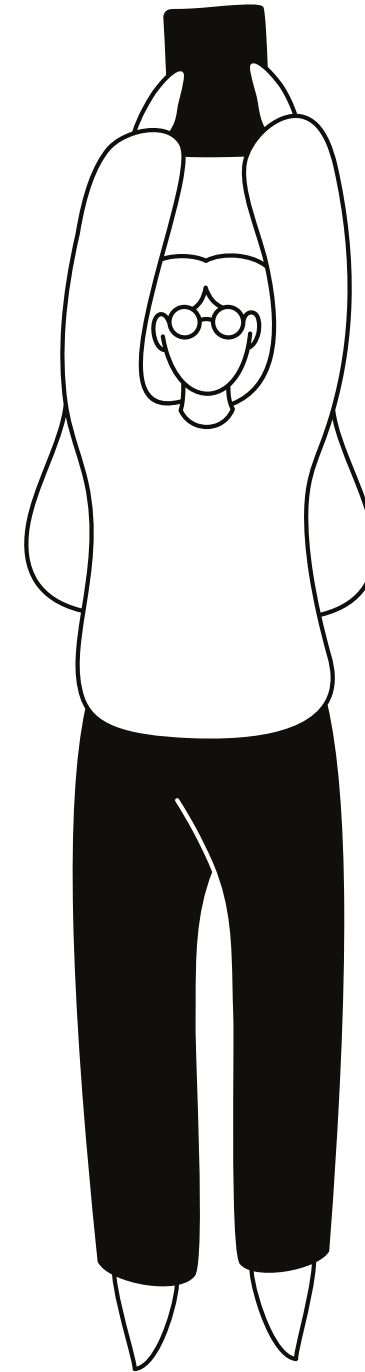
Recap of the problem

02

TASK

Individual idea Generation Activity

03

TASK

Group Idea Generation

SCH

Let's take a break.

NEXT

Reflection Activity

Encourage learners to spend 3 minutes reviewing all of the potential ideas for solutions/projects and reflect on the following questions:

- Which of the solutions excites you the most?
- Which ones do you think would have the most impact on the world?
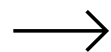- Which ones do you think will give you an opportunity to learn?

Idea Shortlisting

ACTIVITY TIME

$\longrightarrow$
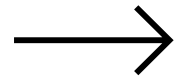
Back in their breakout rooms, learners will shortlist 2-3 ideas (each person) that excite them the most based on the reflection questions above.
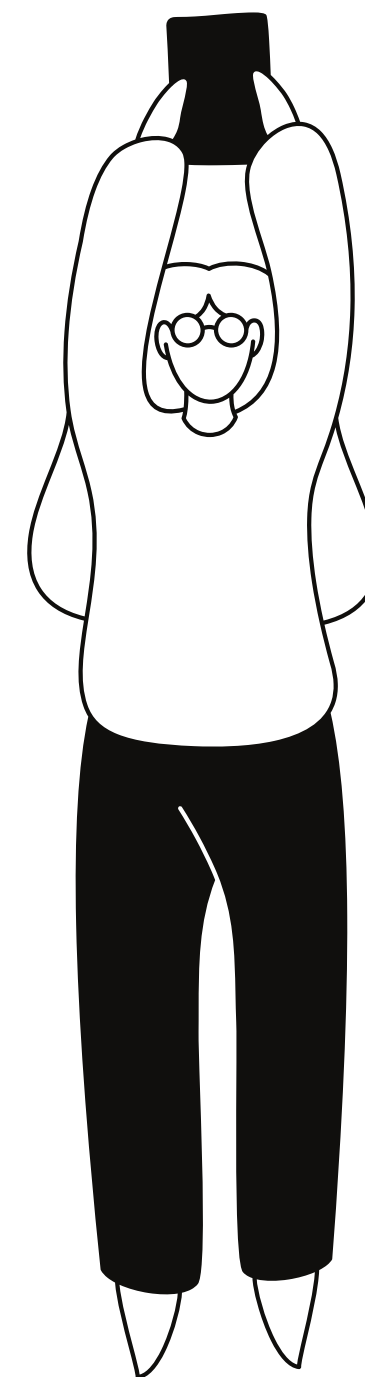
Also, encourage learners to explore working in teams if they are excited by similar kinds of problems and solutions.

Let's look at...

Types of projects you could potentially work on in the next **two weeks.**

Let's review the challenge project guide.

Let's Discuss! Projects & Solutions

ACTIVITY TIME

We'll be going deeper into this next week.

Plenary

It's very important that you identify your project/solution this week.

Book a 1-1 session if you need help.

Next week, we will go deeper into solutionary skills.