



Co-funded by the
Erasmus+ Programme
of the European Union

39. Solution boxes

Source: Adapted based on:

<https://www.forbes.com/sites/robynshulman/2018/04/08/5-ways-teachers-can-introduce-entrepreneurship-skills-in-their-classrooms/>

Duration: 10-60 min.

Objective: Develop problem solving-skills, build self-esteem, develop teamwork

Materials:

- A4 sheets of paper and post-its; pens
- Boxes

Activity instructions

Sometimes, students will find things to complain about in school. Rather than encouraging them to complain, set up a way for students to present their problems and to come up with solutions.

When you notice students complaining about certain aspects, write down the issue they do not like. Then, ask students to brainstorm solutions for that particular issue. Place all these solutions in a box. Then ask students to decide on a solution or a combination of solutions they would like to implement, thus fixing the issue they were complaining about.

You can implement this activity in a number of ways. Please find a couple of suggestions below.

- Work with the whole class on one issue and build consensus around the solution proposed
- Gather more issues, then split participants into groups of 3-8 persons and ask each group to come up with a solution for that particular issue

You may also use this activity on a longer term period, by asking students to come up with a plan and actually work on a given timeframe to implement the solution proposed. Ask them to write down a journal of what they are doing while implementing the solution, how they were feeling and the changes they started to notice.

No matter how you choose to implement the activity, always encourage students to brainstorm ideas and present ways to fix concerning issues.

Solution boxes help students to speak up and create solutions rather than complain about them. Diving into these solutions can also cultivate stronger relationships among students, provide a boost to their self-esteem, and encourage problem-solving instead of complaining