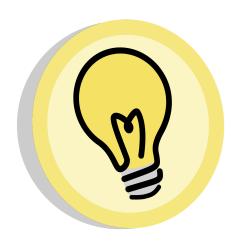


FROM HOME

- 1. Read your independent reader 20-30 minutes
- 2. Use your Writer's Notebook to generate a series of 10 ideas related to your research issue
- 3. Bring these ideas back to class and share them with your group

Resources Needed: Spiral notebook Independent reader

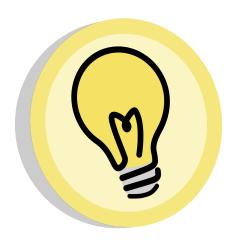
M	MORNING CLASS				
1		GETTING ORGANIZED	<ol> <li>Click on the link to your hours located to the right</li> <li>Add this folder to your Drive</li> <li>House your materials in this folder moving forward</li> </ol>	<ul> <li>1st/5th Hour Folders</li> <li>2nd/4th Hour Folder</li> <li>3rd/7th Hour Folders</li> </ul>	
2		IDEATING WORKSHOP	<ol> <li>What is ideation and what is it used for?</li> <li>ROUND #1: 10 Minutes and 10 Ideas</li> <li>ROUND #2: 5 Minute Cheatstorm</li> <li>ROUND #3: 10 Minutes and 5 Ideas</li> </ol>	<ul> <li>See specific directions located on the next pages of the agenda</li> </ul>	
3	9	DEBRIEF AND DISCUSS	<ol> <li>What ideas stand out to you the most?</li> <li>Create an understanding using 4 categories - the long shot, the darling, most likely to please, and most rational</li> <li>Choose 2-3 to work with this afternoon</li> </ol>	<ul> <li>Make sure to take pictures of your ideas and put them in your folder</li> </ul>	
AFTERNOON CLASS					
1		PROTOTYPING WORKSHOP	<ol> <li>With your two headlining ideas from this morning, begin working on prototypes</li> <li>Go beyond just sketching - this should provide an insight into your final piece</li> <li>Photoshop, color, digital creations should all be considered at this stage.</li> </ol>	<ul> <li>Make sure to take pictures of your ideas and put them in your folder</li> </ul>	
DUE DATES		DATES	All prototypes need to be completed by tomorrow		



# What is IDEATION?

Ideation is the ability to generate a TON of ideas related to your issue.

- Promotes open thinking and risk taking
- The first solution is not always the right solution
- It encourages creative thinking
- Move beyond obvious answers
- Create a variety of ideas
- All ideas are good ideas for the time being this is a brave space to share our thoughts



## **ROUND #1: 10 MINUTES & 10 IDEAS**

"It's not about coming up with the 'right' idea, it's about generating the broadest range of possibilities." - Hasso Plattner, Institute of Design at Stanford University

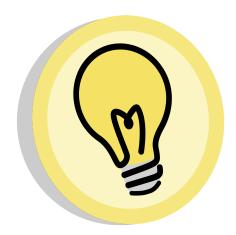
- Use the provided paper and table supplies to construct 10 ideas related to your issue, target audience, and the messages you want to convey in your work.
- How might you create a design that effectively communicates the issue you want to address to your target audience?
- What does that look like?
- How could various artforms help support your ideas?



#### **ROUND #2: THE CHEATSTORM**

The Cheatstorm is a great way to see what other groups are doing. This allows you to see other ideas in hopes to strengthen your own.

 Taking something to write with - paper/pen, phone, etc. - venture around the room and visit different groups. Examine their ideas and make notes for yourself.



### **ROUND #3: 10 MINUTES & 5 IDEAS**

Use the provided paper and table supplies to construct 5 MORE ideas related to your issue, target audience, and the messages you want to convey in your work. **ALLOW THESE IDEAS TO BE DIFFERENT THAN YOUR OTHER 10.** 

- How might you create a design that effectively communicates the issue you want to address to your target audience?
- What does that look like?
- How could various artforms help support your ideas?
- What other ideas exist in our working space that you could use for your issue?

# **Prototyping Considerations:**

- Research Wakelet, notes reliable sources
- Connections messages to target audience
- Reasoning does it make sense?
- DETAIL
- Drawing conclusions think about your questions and your research
- Make sense but not obvious