

Give One, Get One

Purpose: A technique used to initiate physical movement, to promote divergent thinking, and to generate many ideas quickly.

Procedure: The teacher poses a question and asks the students to record two responses. Students stand up and move around the room to make connections with other students. Every time a student “connects” with a new student, he or she needs to give the student a different idea and get another idea in return (new ideas should be added to student’s original list). If both participants have the same ideas, they need to work together to generate a new idea. They then can continue their journey, connecting with other students. The teacher provides the students with a goal for the number of different ideas to collect and a time limit within which they have to collect them. It is important that students are reminded to work with only one student at a time (before they move to another student). Students should *not* form small groups to collect ideas. The point of the strategy is for students to meet other students and to move from one person to another, sharing and revising ideas.

STEPS:

1. The teacher poses a question.
2. Students generate two ideas.
3. The teacher establishes a goal (number of ideas) and time limit (time to collect ideas).
4. Students stand up and “connect” with one other student to give an idea and get a new idea. (If both students have similar ideas, they brainstorm together to generate a new idea.)
5. Students return to their seats when they have met the goal for number of ideas. (They can share ideas in small groups and try to generate two or three additional ideas.)
6. The teacher collects and records ideas to be explored.

Example: *How is a leaf like a factory? Generate two (2) ideas. Move around the room, sharing ideas until you have given and collected six (6) additional ideas in two minutes.*