

RELATED FOUNDATIONS:

- Curriculum Teaching & Learning
- School & Classroom Leadership
- Social & Physical Environments

RESOURCES:

- Flip chart/white board/graffiti wall
- Coloured markers
- [The Centre of Teaching and Learning](#)
- [Student Driven Committee Activity](#)

Brainstorming

ACTIVITY GOAL: To encourage students to engage in a brainstorming session to generate ideas with peers and school staff.

ACTIVITY INSTRUCTIONS:

Brainstorming is a large or small group activity that encourages students to focus on a topic (e.g., substance use) and contribute to the free flow of ideas.

Steps for Brainstorming Activity:

1. The students will select a leader, a recorder and a timekeeper. This may need to be modified depending on the age group. A teacher may need to conduct the session.
2. Set up rules for the session (e.g., allow everyone to contribute, no discussion of ideas until all contributions have been made etc.).
3. Begin the session by writing down the question/topic on flip chart/white board/graffiti wall, making it visible to everyone (sample question - What activities can be done to increase student knowledge about the potential harms of substance use?).
4. Group ideas by common themes
5. Decide on a priority
6. Develop a plan to implement the idea(s)
7. Evaluate the results after the activity

Curriculum Connections:

- Grade 4: D2.3 Decisions about smoking and vaping
- Grade 5: D3.3 Decision to drink alcohol, use cannabis; influences
- Grade 6: D2.4 Strategies, safe choices, influences, alcohol, tobacco, cannabis
- Grade 7: D3.2 Implications of substance use, addictions, and related behaviours
- Grade 8: D1.3 Warning signs, consequences

