## Brainwriting

Brainwriting was first developed by Bernd Rohrbach, who published the idea in a German magazine in 1969. The technique is similar to brainstorming – they're both methods for generating ideas and solutions to a problem.

Brainwriting, however, gives everyone equal opportunity to participate, and it enables all group members to think without any "blocking."

Here are the steps that you can follow to run a brainwriting session:

1. Seat group members at a table, with a sheet of paper in front of each person. At the top of the page, ask them to write down the problem that everyone is trying to solve. (Note: they should **not** write their names.) Appoint someone to be moderator, and time each round.
2. Give the group three minutes to write down three ideas for how to solve the problem. They should not edit the ideas, or try to perfect them. Allow them to write in "free form." Do not permit any discussion.
3. After three minutes, move on to round two. Gather in the papers, shuffle them, and then pass them out. You may need to sort out cases where someone gets back a paper they have already written on. Ask everyone to generate three more ideas on the new paper they have just received. They can build on the first three ideas that are already written, or think of three new solutions.
4. The moderator decides how many rounds there are.
5. When all rounds are finished, collect the papers, and write all of the ideas on a whiteboard for everyone to see. Then begin discussing which ideas would work best for solving the current problem.

### Brainwriting adapted for students learning from home

1. Using [Google Jamboard](https://app.education.nsw.gov.au/digital-learning-selector/LearningTool/Card/593#.Xo03Qfz6OWE.link), create a digital collaborative whiteboard with a page for each student group.
2. Post the following information onto each whiteboard by adding a sticky note:
   * The problem to be solved.
   * Activity instructions.
   * Time instructions – spend five minutes on each whiteboard.
3. Send all students the following information:
   * A link to the Jamboard.
   * A list of student groups and their designated pages in the Jamboard.
   * A time at which they should access the Jamboard.
4. Students access their designated page in the Jamboard and spend five minutes brainstorming and recording solutions to the problem.
5. After five minutes, students move to a new page and add new ideas or comment on ideas already posted.
6. When all rounds are finished, students return to their original page in the Jamboard and rank the solutions in order of preference (assigning a rank of 1 to their favourite).
7. Students add the scores for each solution and move the one with the lowest score (i.e. highest average ranking) to the top of the whiteboard – this is the final solution for the group.

**Alternative digital tool**

This activity could also be facilitated using [Padlet](https://app.education.nsw.gov.au/digital-learning-selector/LearningTool/Card/592#.XowQTYGa2GQ.link). Teachers create a separate Padlet for each student group and share the unique links to each Padlet with students – each rotation here will require students to access a new link