

# BRAINSTORMING GAMES

for students 4-5 pts

## WORD associations

Students take turns saying a word, and the following student has to quickly say another word associated with the previous one. Start with the word **money**.



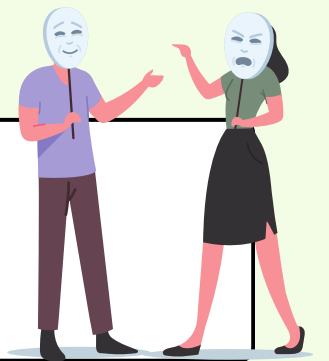
## STORY starters

In groups, a student starts a story with a sentence, and then passes it to the next student who continues the story with another sentence. Start with **Last summer, David...**



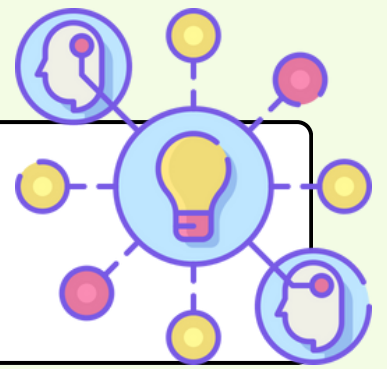
## ROLE-playing

Students can engage in role-playing scenarios from stories where they take on different characters and act out various situations.



## MIND-mapping

Give students a central topic or theme and ask them to create a mind map by jotting down related ideas and connecting them.



## DESIGN challenge

Provide students with a design problem or a creative challenge, such as designing a new invention or creating a poster for a specific cause.



## DEBATE or discussion

Assign a topic for students to debate or discuss in small groups. Encourage them to present their arguments and counterarguments.



## WHAT IF scenarios

Present students with hypothetical scenarios and ask them to brainstorm possible outcomes or solutions.



## A DESERTED ISLAND decision

Provide a list of people and objects. The group has to decide who and what they would take with them and why.

