



YOU PART

Engage. Connect. Empower

6-3-5 BRAINWRITING: CITIZENS' SOLUTIONS BRAINSTORM

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6-3-5 BRAINWRITING

FACTS

Age of participants: minimum 18 years old

Number of participants: from 6 to 12 people

Duration: 120 – 240 minutes

GOALS

The 6-3-5 brainwriting aims to:

- generate a great number of ideas in a short period of time.
- encourage collaboration and teamwork among participants.
- stimulate participants' creativity and the exploration of innovative ideas.

TOPICS

The activity could be a powerful method to engage individuals in active civic participation in their communities while promoting problem-solving and critical thinking. It considers a team of 6 people who should write 3 ideas in 5 minutes each. The activity consists of 6 rounds, resulting in 108 ideas in total upon its completion.

By participating in this activity, individuals could generate ideas related to social issues, challenges, or suggestions on improving policies and decision-making processes fostering a sense of civic participation.

ADDITIONAL INFORMATIONS FOR THE FACILITATOR

Citizenship education aims to equip individuals with the necessary skills, knowledge, and values required to become active and responsible citizens. Moreover, key aspects of citizenship education are collaboration and democratic values. In this context, the 6-3-5 Brainwriting is a very useful activity that can encourage active participation and engagement of the participants, as through its implementation they can generate ideas based on problem-solving skills, critical thinking, and collaboration. By integrating this activity into citizenship education facilitators can promote the development of active, responsible, and democratic citizens.

MATERIALS

Worksheets or A4 sheets, pens, laptops or tablets,
stable Wi-Fi connection (only in case of transferring the activity online)

PREPARATIONS

To be prepared for a 6-3-5 brainwriting activity, the facilitator should consider the following steps:

1. Familiarize yourself with the activity and its objectives
2. Get informed about the concepts of citizenship education and active participation
3. Be prepared for the topic and find relevant resources that would help the participants expand their knowledge about it
4. Explore the templates/tools provided for the activity
5. Prepare the physical/online space of the activity with all the necessary materials/tools


INSTRUCTIONS

Step 1 - Introduction (~10')

The first step is to welcome the participants and introduce them to the purpose of the activity.

Step 2 – Problem Statement (~20')

The second step is to set a question or raise an issue and discuss it with the participants. It is important to ensure that the participants are well-informed about the topic. It is suggested that during the discussion about it with the group, the problem identification, and the definition of the aim are needed to be pursued.

 To state the problem, you can use either the “How Might We” questions, which is used to help focus on the opportunities derived by a problem or a challenge, or to make the problem statement.

For example, the question could be: "How might we encourage youth involvement in local government decision-making?". A discussion on the topic will ensure that the participants will be well-informed about it.

6-3-5 BRAINWRITING



Round 1

Round 2

Round 3

Round 4

Round 5

Round 6

Step 3 – Introduction to Brainwriting (~30')

Provide the participants with the brainwriting worksheet. Each participant should think quietly to suggest 3 ideas, which will either write them down or sketch them. Five (5) minutes are given to each participant to express their ideas at this moment. After completing this task, they should pass the worksheet to another participant to fill it out too.

👉 The worksheet is designed in a format of 6 rows and three columns. A template (see above) is available for this reason. If you are going to transfer the activity online, you can use the [6-3-5 Brainwriting tool](#).

Step 4 – Brainwriting (~120')

Repeat Step 3 for six rounds, encouraging the participants to express their ideas. In case of a lower number of participants and/or limited time availability, this activity can be implemented in fewer rounds.

In the case of the topic of youth's active participation, the participants could suggest ideas on how to motivate young people in their local community.

Step 5 – Evaluation (~10')

Evaluate the suggested ideas and remove any duplicates.

Step 6 – Voting session (~10')

The final step is to hold a voting process. The facilitator will instruct each team member to choose 3 ideas that are considered the most important ones by marking them using a "+" sign on the worksheet.





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PROJECT PARTNERS



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