

Quick Thinking

This activity will allow members to:

- Brainstorm and problem-solve.
- Practice working together successfully.
- Reflect on how their club will make a difference.

Materials needed:

- Flip-chart paper
- Markers
- Stopwatch



How to lead this activity:

Your club has successfully chosen an organization and service project. Now you need to decide how to accomplish results.

1. Write the following questions on flip-chart paper, with one question per page:
 - a. What can we do to help this service need in the short term?
 - b. What can we do to help this service need in the long term?
 - c. If we need money for our service project, what fundraiser could we plan?
 - d. How can we bring awareness to this service project? How can we get more people involved?
2. Place these flip-chart papers around the room, leaving plenty of space between each one.
3. Review the previous meeting, noting the chosen organization and service project.
4. Using Parliamentary Procedure (find it online at buildersclub.org/IDEA), ask the club to make this service project official by taking an official vote.
5. Let the club know that everyone must think fast and get creative in today's fun activity!
6. Divide the club into four groups. Ask each group to stand by a separate flip-chart paper.
7. When a club officer says "Go," each group will have four minutes to come up with as many ideas as possible for its particular question.
8. Ask one person in each group to write all answers on the flip chart.
9. After four minutes, each group moves to the next question. Repeat until each group has answered all questions.

10. Explain that the point of this fast-moving activity is to come up with as many ideas as possible. Write everything down: There are no wrong answers.
11. When the activity ends, club officers should lead a discussion about each station's answers. Use the following questions:
 - a. Which of these answers could our club accomplish by the end of the school year?
 - b. Which of these do we like best?
 - c. What is the best solution to this question?
12. With help from the advisor, the club should choose a few different options for completing the service project.
13. Ask members to vote on their favorite service project idea, either by a show of hands or another round of sticker voting.
14. After the vote, tell members they now need to determine if the winning project qualifies as a high-impact service project.
15. After the meeting, club officers, with help from advisors, should inform the selected organization about the club's decision and ask for any suggestions, deadlines or policies that the club needs to know before planning the service project.

