NAME OF THE ACTIVITY: 100 USES

Activity 2 / Applying creativity techniques

| Content | Skills | Competencies |
| :---: | :---: | :--- |
| 100 uses creative technique | - Use of "100 uses" techniques | - Think outside the box <br> - Being creative |

## Activity General Description and material

| 100 USES |  |
| :---: | :---: |
| Activity Overview | This activity focuses on the use of the "100 uses" technique, which main purpose is to help you clarify your thoughts, generate new ideas and find solutions to specific questions. <br> In this activity, people are divided into groups of four and work together. Each team is given a blank sheet of paper and is asked to think of 100 answers/solutions to just one question/problem. 100 may sound like quite a big number but "it's exactly this exaggeration that makes the technique powerful." The first 30 ideas are the most logical and straightforward ones, the next 40 are where the team starts to escape the usual pattern with new ways of thinking, and the last 30 are where the team allows their subconscious to express themself freely and generate the most fruitful ideas. |
| Material | Sheets, pen/pencil |
| Duration | The activity should take approximately 30 min . |
| Feasibility | The activity can be both individual or in groups of two. |

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## Activity

Divide in groups of 4 people. Try to be as original and as creative as possible. In 10min, each group should create a list after brainstorming ideas about the 100 uses of:
$\checkmark$ old newspapers
$\checkmark$ unused pizza boxes
$\checkmark$ outdated computer materials
$\checkmark$ a simple brick

When the time is up, the teams can discuss their ideas.

