I W W M W – – – (In What Ways Might We----)
HOM: Creativity (DoL 5)

Purpose: To generate creative solutions to a problem.

One of the best times to use I WWMW is when teams or groups (of adults or students) are trying to come up with some creative ways to solve a problem.

An example for teachers is I WWMW--help our students be more responsible for their own learning?

A student example would be with a unit on ecology--I WWMW reduce the amount of garbage disposed of at our school?

A list of many possible suggestions will result which may then be assessed according to designated criteria.

Steps:
• **Brainstorm** as described in 4 S Brainstorming. Allow brainstoring to occur for a designated length of time (several minutes).

• Stop the brainstorming. Ask the groups/teams to count the total number of ideas and share that number with the total group.

• Engage the participants in **Cross Pollination.**   This occurs by asking each group/team to share one idea out loud to the total group. The goal is to stimulate additional ideas by building off of the shared ideas.

• Resume the brainstorming, for a specific period of time (several more minutes). Encourage the teams to generate as many ideas as they can.

• Stop the brainstorming. Engage the participants in **Thinking In Reverse.** The leader/teacher restates the charge "in reverse"--In What Ways Might We--make the situation the worst possible (or cause the most undesired result to occur). For our examples, thinking in reverse would be, I WWMW cause our students to be totally *unresponsible* for their own learning? and I WWMW greatly increase the amount of garbage at our school? Resume the brainstorming by thinking in reverse. Have the recorders list these ideas separately from the other positive ideas.

Reference: Richard Villa, Consultant on Inclusion.