

# SCOUTS YLT

## Adventure Idea Scramble

## RED COAT TRAIL

### Leadership: Problem Solving



#### The Adventure:

What is brainstorming? How do you like to brainstorm? What do you need to know to be able to make a decision (what are the practical constraints, like cost and time for preparation)? Break up into Patrol-sized groups and brainstorm a list of adventures you'd like to go on. With your list of ideas, decide on which one you'd most like to do.

#### Safety Note:

Respect others' ideas, and invite everyone to participate equally.

#### Online Resources:

**Brainstorming: Is Your Mind Wild Enough to Make a Conceptual Leap?**



#### Plan:

- What do you need to make your idea scramble a success?
- How are you going to make sure everyone participates?
- How are you going to capture everyone's ideas?

#### Do:

- This isn't the only adventure you'll ever go on, so it doesn't have to be perfect, or the most awesome adventure ever. It just has to be decided on. Points for efficiency.
- Be creative, be cooperative and have fun!

#### Review:

- What do you know now that you did not know before?
- How long did it take you to get in the groove and get the ideas flowing?
- What would you do differently if you had to do it again?
- How quickly did you come up with a decision?
- How unanimously did you make the decision, and how much compromise was there?
- How much did you care about the decision?
- If you cared more or less, how could that change your ability to compromise, and come to a decision as a group (the less you care, the faster you can go). What would you have done if you someone really wanted to do something different from the rest of the Patrol?

