WHAT'S IN AN . . .

Think Differently | Don't Accept the First

Directions

Mrs. Cullen will give you a word. Your team must sketch out different icons which connect to that word. You will have eight minutes to complete your sketches. The first seven minutes you will sketch one at a time and the last minute will be a free for all.

Goals:

1. First idea isn't always the best or only idea
2. Sketch and think fast, don't accept the first idea
3. Think Differently