



Voting and evaluating

You now have a list of objects that could be designed. The last part of the brainstorm process is evaluating a manageable number of ideas for further development. Here are two possible methods.

Voting (approximately 5 to 10 minutes)

Voting is most appropriate for selecting ideas if you don't need to consider their feasibility. Each person in the group should have an opportunity to vote for their three favourite ideas. This is easier than voting for just one. Choose a mechanism that allows students to cast only three votes; pupils could use three Post-It notes or sticky labels each. To avoid peer pressure influencing the vote, don't allow students to spend too much time examining the ideas.

Evaluating (approximately 15 minutes)

To avoid completely unfeasible ideas being chosen for further development, the brainstorm leader may need to select a manageable number of ideas for evaluation. These should be ideas that look to be viable within the timescale and budget the school has available. Then, in discussion with the group, list the advantages for each idea, the challenges and how they might be overcome. Use a matrix, drawn on the board to lead the discussion. Label the four columns 'Ideas', 'Advantages', 'Challenges' and 'How to overcome them'.

It is important to be realistic yet positive during the evaluation. For example, if a challenge is the group's lack of knowledge on how to implement an idea, the suggestion to overcome this might be to research the technology.

ideas	advantages	challenges	how to overcome them



Next steps

Developing the activity for a Design Make Assignment

- Conduct any research deemed as necessary from the 'Evaluating' matrix
- Produce drawings or models of product designs
- List materials needed to make designs
- Make prototypes
- Present ideas to the group
- Manufacture
- Final presentation and evaluation