



# Activity Brainstorming Worksheet

## **RATIONALE:**

The purpose of this worksheet is to help you brainstorm activity ideas for your SEAS program. It supports more focused thinking about specific activities that can help you reach your program goals. Use this worksheet to get started with program planning.

## **INSTRUCTIONS:**

Brainstorm potential activities. Activity brainstorming can be done on your own or in a group. If possible, work with a group, as it can help to spark creativity when you can bounce ideas around and bring different experiences and perspectives into play. If working with a group is not possible, look for opportunities to talk to people one-on-one and build in their ideas.

1. Begin by printing out or photocopying enough worksheets so that you have a worksheet for each program goal. Alternatively, you can complete the worksheet directly on your computer by opening this document in Word.
2. Write your goals at the top of each worksheet – one goal per worksheet. If you are doing this activity as a group, invite someone to be the notetaker.
3. Pick a worksheet and start by thinking about why this goal was determined to be important in the first place. What issues or challenges is it trying to address? You can write your thoughts down under Underlying Issues and Concerns.
4. Once you've completed Step 3, try to think of some activities that will help you make progress on the issues and challenges you just identified. As you come up with different ideas, write them down in the space provided under Activity Ideas.
5. Next, flip the page over and use the space under Potential Resources to spend a few minutes thinking about whether there are any local resources that you could draw on to make your activity ideas even better. Remember, a resource is just something or someone that you can make use of in some way to support SEAS programming. Examples of common SEAS resources include:
  - Elders and community knowledge holders;
  - Visiting researchers;
  - Local organizations and programs (e.g., the Guardian Watchmen);
  - Anyone working for your community's resource management department;
  - Other people working in your territory (e.g., BC Parks staff);
  - A boat that's not being used;
  - A local business or facility that would offer youth a great learning opportunity (e.g., a hatchery or an ecotourism operation).
6. You may find that as you think through potential resources, you come up with new ideas. Write these down too!
7. Repeat steps 1-6 for each worksheet. When you're done, move on to Tool 3C, the Activity Prioritization Worksheet.

**GOAL:**

**UNDERLYING ISSUES AND CONCERNS:**

Ask yourself why this goal was identified as a priority area of focus for your SEAS program in the first place. What are the underlying issues and concerns that led to this goal? Use the space below to write down some ideas.

**ACTIVITY IDEAS:**

What are some activities you could organize for SEAS youth that would help you make progress in this goal area?

**POTENTIAL RESOURCES:**

As you're coming up with activity ideas, take some time to also think about whether there are any local resources that you can draw on to make these activities great!




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### BRAINSTORM SOME ACTIVITY IDEAS

Once you have a good understanding of your community's goals for your program, the next step is to come up with some activity ideas that will help you make progress in these key areas. There are lots of things to consider as you start to sketch out some possible ideas. For example, you'll need to think about:


- What you're hoping to achieve (i.e., what outcomes you want to see);
- What youth will find fun and interesting; and
- What's doable within the constraints you're working with (e.g., curriculum, logistics, time, budget).

If you're not sure where to start, use the **Activity Brainstorming Worksheet** (Tool 4A) to help you get going. We've also created a list of activity ideas from other programs that you can use for inspiration as you begin to plan out your program (Tool 4B, the **Activity Inspiration List**). Keep in mind that you can adapt the ideas in the **Activity Inspiration List** to suit your community's own unique context.




Coming up with activity ideas for your program shouldn't be a solo exercise. Talking to people with different backgrounds and areas of expertise can help you to identify opportunities or ideas that you might otherwise not have known about or thought of.

Finally, be creative! Use your imagination when you're coming up with activity ideas, and if you have an idea that you're not sure about, talk to someone who can help you think it through. You may even find that the people you talk to will be interested in your ideas and excited to help you turn them into reality.



If you're just getting started, start small! Come up with a few ideas, try them out, and go from there. You don't have to build a comprehensive program all at once.



Sometimes, the best ideas are the ones that your delivery partners are excited about. For example, if you are planning out school program activities, try collaborating with the teachers you'll be working with to come up with activity ideas that will support and complement the learning that students will be doing in the classroom. This will help you design relevant activities that teachers see value in, which will strengthen your program.

Alternatively, if you *are* a teacher, and you're trying to come up with ideas about how to integrate on-the-land programming with your curriculum, try connecting with some community knowledge holders to brainstorm some ideas.