



# #1: Brainstorming

## Lessons 1-5

*Use the “one-pager” on the other side of this page to review the Brainstorming strategy and its steps.*

Brainstorming is a great way to start learning CBSS because it is incredibly useful, and fun, to know how to use the computer to “inspire” lots of ideas into a visual format which can then be used to organize and elaborate on the ideas.

**CBSS in 15 Easy Lessons** presumes the use of Inspiration® software (although most of the strategies can be done using the outline feature of any word processing program) so it is helpful to begin the process by developing skill and comfort with Inspiration®.

The first five lessons introduce various aspects of Inspiration®, so that by the end of the fifth lesson, the learner has used almost all of the basic features of the program, and has a good start on being able to use the program “without thinking.”

In order to make the computer a real study tool, it is essential that students be able to produce and organize ideas, take notes, gather information, make templates, map out relationships, etc. etc. without having to struggle to find the various commands. They need to be able to “automatically” input text, arrange and re-arrange, make it bigger, etc.

Of course, it takes a little time and practice to get to this point of using a piece of software automatically. The time spent in acquiring Inspiration® skills is very well-spent; because the program does such a good job of mimicking our actual cognitive processes; so it can truly function as a “cognitive partner.” The purpose of Lessons 1-5, then, is not only to teach Brainstorming, but to teach Inspiration®.

The first five lessons are also an opportunity to establish important routines for using technology. Notice that the beginning lessons cue students to save their work and to name it meaningfully. Review and use the tips listed in the Introduction to get the Lessons off to a great start!!