

HOT

Choosing a feasible idea

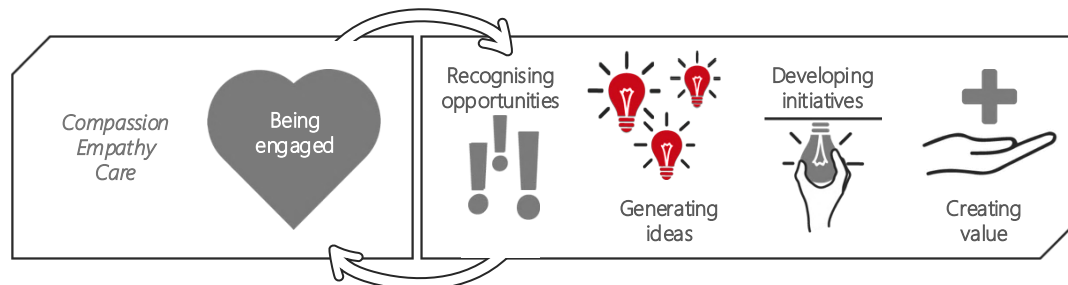
age 4 - 6

age 7 - 9

age 10 - 12



30 min



SUITABLE

- If there are several ideas.
- To arrive at a feasible idea based on criteria.
- To arrive at an idea with a long-term effect.

TIPS

- In the event of a tie, look at the highest score for the feasibility criterion.
- Also value rejected ideas, e.g. by giving them a place in a project book.

MATERIALS

Paper, pens

STEP 1

Have the children present their group's best idea to the class.

STEP 2

Have the other groups score the idea according to the HOT criteria:

- H: feasibility, e.g. the time available, the budget available, etc.
- O: Environmentally oriented, e.g. tailored to the target group, relevant to people who experience the problem, etc.
- T: long term, e.g. no quick fix, lasting effect, etc.

1 point = less than satisfactory, 2 points = good, 3 points = excellent

STEP 3

Add up the points for each idea.

The idea that scores the most points on the three criteria is the initiative that will be developed.

Example HOT

Context

During morning circle time, a child brings in an article from the local media. It was reported that an elderly woman from the neighbourhood had fallen and had been calling for help for two days before anyone found her. The ensuing discussion reveals that many children do not really know their neighbours. The teacher takes this opportunity to have the children explore the neighbourhood. They find out that there is little connection in the neighbourhood, no 'life' on the streets, neighbours do not know each other, some people regularly feel lonely, etc. The children then come up with ideas to create more connection in the neighbourhood.

Idea from group 1: shelter animals

	Group 1	Group 2	Group 3	Group 4
H		1	1	1
O		2	2	2
T		2	2	3

Score: 16

STEP 1

- Group 1: offer shelter animals to people in the neighbourhood so that they feel less lonely and go outside more often (e.g. to walk their dog), etc.
- Group 2: make the neighbourhood greener so that people come together outside more often, e.g. benches under trees, chess area in the green space, etc.
- Group 3: organise a neighbourhood party with activities that bring people together and help them get to know each other.
- Group 4: ...

STEP 2

Idea from group 2: greening the neighbourhood

	group 1	group 2	group 3	group 4
H	3		2	3
O	2		2	2
T	3		3	3

Score: 23

Idea from group 3: neighbourhood party

	group 1	group 2	group 3	group 4
H	3	2		3
O	3	3		3
T	1	2		1

Score: 21

STEP 3

Greening the neighbourhood scores highest on the criteria and is the initiative that will be developed.