

Open Your Class With This Tomorrow

Think Again: The Power of Knowing What You Don't Know

Introduction: In *Think Again: The Power of Knowing What You Don't Know*, Adam Grant suggests that thinking and rethinking what we believe we know will provide us with the best potential outcome. Being open to listening to input from others and recommendations should improve our own work and help us to see new ways of thinking. The following activity is on the importance of feedback and how feedback can improve a final product regardless of what that product is. This activity was inspired by Rob Berger, now the chief academic officer at EL Education.

Directions: Break students into small groups and ask each student to create a scientifically accurate drawing of an insect (e.g., butterfly, dragonfly, bumblebee, ladybug, etc.). Each student should be assigned or select one insect to draw. The draft should not take long but should be as accurate as possible. Once the first draft is complete, the picture is handed to the other members of the group who will provide feedback (verbal or written). Those providing feedback may look online for images to provide more accurate feedback. Each student will then go on to create the next version of their drawings and repeat this process until they reach their final draft.

Drawings

First Draft	Second Draft	Third Draft	Final Draft

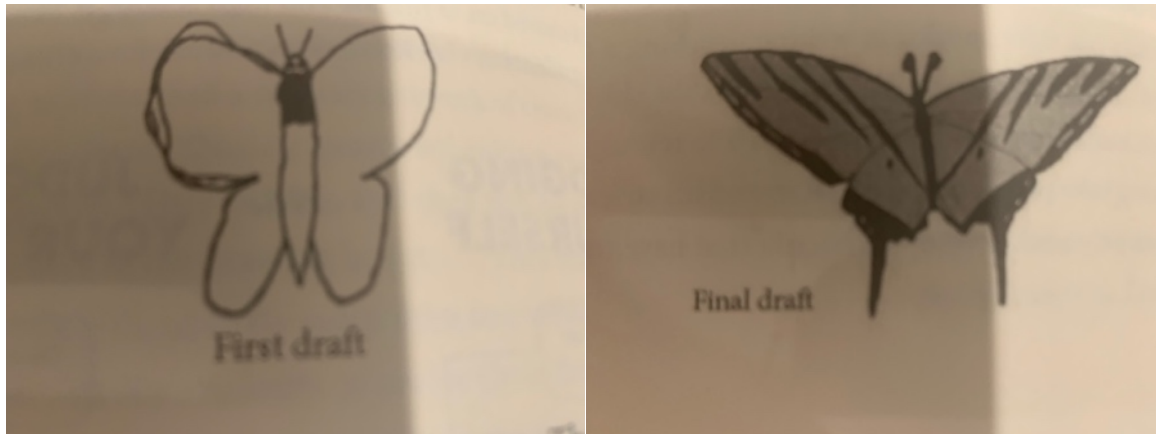
Feedback

First Round	
Second Round	
Third Round	

Summary: After the final round is complete, students can do a gallery walk to see the difference between the drafts and specifically, the difference between the first and final drafts.

Feedback improves any type of project and the input of others can be transformational in improving a product or one's thinking.

Example of a first and final draft from *Think Again: The Power of Knowing What You Don't Know*



Reference for pictures:

Grant, A. (2021). *Think again: The power of knowing what you don't know*. Viking, Penguin Random House; New York, New York.