

# Georgia Future Problem Solving Program

## Teaching HOW to think, not WHAT to think



FPS supports development of 21<sup>st</sup> Century Skills: The 4 C's

“Opening Doors to the Future”

**C**reativity and Innovation - Problem solving situations are set in the future to encourage inventive thinking. Students learn to look at situations from a variety of perspectives. They must use creativity to generate challenges and develop multiple ideas for solutions to pressing problems.

**C**ritical Thinking and Problem Solving - Students use analysis to gain an understanding of issues in today's world, and to understand the significant aspects of complex situations set in the future. They apply problem solving skills to work through to solutions and action plans for those situations. True Problem-based Learning.

**C**ommunication and **C**ollaboration - Students collaborate in teams while learning about the issues and while applying their problem solving skills. They must produce clear and articulate communication, oral or written, while working with a team.

Future Problem Solving is an academic competition for students in grades 4 through 12 with three grade level divisions (4-6, 7-9, and 10-12) using a **six-step creative problem solving process to prepare for the future:**

1. Identify challenges
2. Determine an underlying problem
3. Produce solution ideas
4. Develop criteria
5. Apply criteria to determine the best solution
6. Develop an action plan

**Diverse Components** address the need for problem solving within the curriculum – can be integrated into all curriculum areas, especially language arts, science, and social studies.

- **Global Issues Problem Solving – (GIPS)** Teams of up to 4 students, or individuals, produce a written booklet in response to a short scenario based on a given topic set in the future using the 6-step process.

- **Scenario options** with a problem solving focus based on one of the topics.

**Writing** – Individual student writes a future scenario of up to 1,500 words

**Performance-** tell a 4 – 5-minute future story

- **Community Problem Solving – (CmPS)**

Teams of any size, or individuals, attack a local, national, or world problem of their own choosing, produce a proposal, a report, and supporting materials tracking progress, accomplishments, and obstacles.

- **Action-based Problem Solving/Novice** – Introduces CPS skills to students in grades K - 9. Non-competitive, curricular group work.



Coach training in any component available virtually. For information/questions:

GA FPSP Affiliate Director  
[argenhicks@gmail.com](mailto:argenhicks@gmail.com)

GA website: [www.georgiafpssp.org](http://www.georgiafpssp.org)  
International website – [www.fpspi.org](http://www.fpspi.org)

**Delivery options:** integration into school content areas or gifted resource class, extracurricular competition, class enrichment activity - very flexible!

**Engaging topics** for GIPS and Scenario from social/political, science/technology, business/economic strands, such as: Water Supply, Tourism, Insects, Mining, Autonomous Transportation, Neurotechnology, Antarctica.

**Promote teamwork, analytical and creative thinking, and communication skills!**

## Georgia Future Problem Solving Program



**Online at:** [www.georgiafppsp.org](http://www.georgiafppsp.org).

-- By August you can find registration forms for all components, as well as deadlines, topics, and costs. Learn about materials and tips for coaching.

-- Browse the online catalog for materials to help train your students. [http://www.fpspimart.org/](http://www.fpspimart.org) Recommended: Readings, Research & Resources- topic article summaries; Topic Activity Units to teach FPS steps using topic-specific activities; and The Coach's Handbook.

-- Ask questions and get answers from experienced coaches.

GA FPSP gives guidance to you, the facilitator. Feedback from evaluators helps students become better problem solvers. Contact Georgia Affiliate Director: [argenhicks@gmail.com](mailto:argenhicks@gmail.com)

## **FPS Inspires and Prepares for the future**

<b>FPS Global Issues Problem Solving Competitions: timeline &amp; costs</b>				
Early October	Early December	Early February	Mid-March	Early June
<b>Practice Problem 1</b> First Topic	<b>Practice Problem 2</b> Second Topic	<b>Qualifying Problem</b> Third Topic	<b>State Bowl</b> Fourth Topic	<b>Int'l Conference</b> Topic: announced March 1
(optional) <b>DUE - NOT</b> timed. Complete at own team's pace as you learn and apply instruction. Can be whole class or # teams registered. (Evaluation and feedback provided for any registered booklet submitted.)	(optional) <b>DUE- NOT</b> timed. Complete at own team's pace as you learn and apply instruction. Can be whole class or # teams registered.	(required) <b>DUE- Feb</b> due date in order to be eligible for invitation to State Bowl. <b>Time limit of 3 hours</b> following set rules. School may hold elimination to send in only best booklet for each registration.	By invitation -Teams and individuals with best scores on QP are invited to submit a booklet completed in 2 hours in mid-March. Teams present a skit about their Step 6 Action Plan for bowl competition (live or recorded). Three additional students may help with skit.	State first place winners in all competitive components are invited. Location usually rotated every two years at major college campuses in the U.S. Examples: <b>2022</b> – University of Massachusetts-Amherst; <b>2024</b> Indiana University, Bloomington
<b>COST: Team- \$115, Individuals- \$75</b> (due when 1 <sup>st</sup> booklet submitted) Covers evaluation of PP1, PP2, Qualifying Problem, and coach support. Team participation can be any size group on PP1 & 2 but limited to a team of no more than 4 for each registration for the QP. Schools may register any number of teams with membership decided by school for each problem. Invitations to State Bowl will consider booklet quality and representation from around the state.			<b>COST: \$30 - \$60</b> depending on whether Bowl is on-site or virtual	<b>COST:</b> approx. \$775 per participant, for registration, meals, events, housing. Transportation not included.
<b>Community Problem Solving</b> – Cost \$90. Project Proposal & \$25 due mid-December. Project report, portfolio, promotional video, and rest of fee due by late March. Topic: any problem related to local, national, or world community.				
<b>Scenario Writing</b> – Cost \$35. Due mid-January. Topic: any of the 4 GIPS topics for the year.				
<b>Scenario Performance</b> – Cost \$35. Video due mid-January. Topic: any of the 4 GIPS topics for the year.				
<b>Action-based/Novice</b> – Cost \$40 for two evaluations; negotiated due dates- suggest 1 in fall, 1 in spring.				