

# FPSPI Global Issues Problem Solving Team

Problem:

Evaluator #:

Division:

Booklet #:

Step 1 Scoring Guidelines	
<b>Fluency</b> - A Yes challenge is a logical cause or effect of the situations in the Future Scene. <b>Score</b>	Fluency is determined by totaling the number of Yes challenges and using the following scale: Number of Yes challenges: 1 2 3 4 5-6 7-8 9-10 11-12 13-14 15-16 Number of points awarded = 1 2 3 4 5 6 7 8 9 10
<b>Flexibility</b> - Measures the number of different categories in Yes challenges <b>Score</b>	Flexibility is determined by totaling the number of different categories identified. Number of distinct categories: 1 2 3 4 5 6 7 8 9 10 Number of points awarded = 1 2 3 4 5 6 7 8 9 10
<b>Clarity</b> - Tells what the concern is, why it is a concern, and relates it to the Future Scene <b>Score</b>	Hard to determine what challenge is; cause-effect reasoning may be absent or incorrect 1 2 3   Most convey basic idea; lacks detail; cause-effect reasoning is vague or takes leaps 4 5 6   Clear explanations; some detail; most cause-effect relationships make sense 7 8   Well written; clear descriptions with detail; logical cause-effect relationships 9 10

Originality - Three bonus points may be awarded to any Yes challenge that shows unique creativity or insight into the future scene.

#	Y	Category #	O	P, W, S, D	Feedback on Step 1 Challenges	
1						<b>Yes -</b> challenge has a chance of occurring <b>Perhaps -</b> meaning is ambiguous <b>Why -</b> challenge does not relate to Future Scene <b>Solution-</b> statement is a solution to a challenge <b>Duplicate -</b> challenge too similar to another 'Yes' challenge  <b>Category List</b> 1. Arts & Aesthetics 11. Law & Justice 2. Basic Needs 12. Miscellaneous 3. Business & Commerce 13. Physical Health 4. Communication 14. Psychological Health 5. Defense 15. Recreation 6. Economics 16. Social Relationships 7. Education 17. Technology 8. Environment 18. Transportation 9. Ethics & Religion 10. Government & Politics
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

Step 1 Scores	Fluency (1-10)	Flexibility (1-10)	Clarity (1-10)	Originality (x3)	Total

Step 2 Scoring Guidelines	
<b>Condition Phrase</b> <b>Score</b>	Not present 0   Inaccurate information or unrelated to KVP 1   Present, accurate, and related to Future Scene 2
<b>Stem and KVP</b> <b>Score</b>	Key Verb Phrase not present 0   Present but multiple verb phrases 1   Present but multiple objects or modifiers 2   Present and contains a single active verb phrase 3
<b>Purpose (P)</b> <b>Score</b>	Not present 0   Present but more than one or repeats KVP 1   Present but no clear relationship to KVP 2   Present and singular with logical relation to KVP 3
<b>Future Scene Parameters</b> <b>Score</b>	0 or 1 Parameter present 0   2 Parameters present 1   Topic, place, and time present 2
<b>Focus of Underlying Problem</b> <b>Score</b>	Restates, broadens, or ignores FS 1   Too broad or too narrow KVP with stated purpose; UP not clearly worded; multiple KVP or purpose 4 5 6   UP contains a good KVP, the goal or purpose is evident and addresses Future Scene charge 7 8   Excellent KVP that ties directly into a well defined, clearly written purpose and addresses Future Scene charge 9 10
<b>Adequacy/Importance of Underlying Problem</b> <b>Score</b>	Restates, broadens, or ignores FS 1   Identifies minor issue from the Future Scene 4 5 6   Identifies an appropriate issue from the Future Scene 7 8   Identifies a major, important issue from the Future Scene 9 10

Step 2 Scores	Condition (0 - 2)	Stem/KVP (0 - 3)	Purpose (0 - 3)	FSP (0 - 2)	Focus (1-10)	Adequacy (1-10)	Total

Condition Phrase: \_\_\_\_\_

Stem (circle): "How might we" or "In what ways might we" \_\_\_\_\_

Key Verb Phrase (KVP): \_\_\_\_\_

Purpose: \_\_\_\_\_

Future Scene Parameters: Topic \_\_\_\_\_ Place \_\_\_\_\_ Time \_\_\_\_\_

Comments: \_\_\_\_\_

Overall Scoring Guidelines	
<b>Research Applied</b> <b>Score</b>	Minimal evidence of research terms, concepts, issues, trends 1 2 3   Average evidence of research terms, concepts, trends for age group 4 5 6   Noticeable evidence of research terms, concepts, trends 7 8   Evidence of research and thorough knowledge of topic readily apparent 9 10
<b>Creative Strength</b> <b>Score</b>	Minimal evidence of creative thinking 1 2 3   Some attempt at creative thinking evident in parts of booklet 4 5 6   Innovative thinking, insightful ideas; parts of booklet go beyond the ordinary 7 8   Strong display of inventive, ingenious ideas throughout the booklet 9 10
<b>Futuristic Thinking</b> <b>Score</b>	Minimal evidence of futuristic trends or technologies 1 2 3   Average futuristic ideas for age group 4 5 6   Futuristic concepts present throughout booklet 7 8   Excellent futuristic concepts that indicate how ideas impact future society 9 10

Overall Scores	Research Applied (1-10)	Creative Strength (1-10)	Futuristic Thinking (1-10)	Total

Overall Comments:

Step 3 Scoring Guidelines											
<b>Fluency</b> - A relevant solution idea addresses the KVP and supports the purpose <b>Score</b>	Fluency is determined by totaling the number of relevant solution ideas and using the following scale: Number of relevant solution ideas: 1 2 3 4 5-6 7-8 9-10 11-12 13-14 15-16 Number of points awarded: 1 2 3 4 5 6 7 8 9 10										
<b>Elaboration</b> - Any relevant solution idea that includes at least 3 who, what, why, how, where and when elements <b>Score</b>	Elaboration is determined by totaling the number of elaborated solutions in relevant solution ideas: Number of elaborated solution ideas: 1 2 3 4 5-6 7-8 9-10 11-12 13-14 15-16 Number of points awarded = 1 2 3 4 5 6 7 8 9 10										
<b>Flexibility</b> - Measures the number of different categories in relevant solution ideas <b>Score</b>	Flexibility is determined by totaling the number of different categories identified. Number of categories: 1 2 3 4 5 6 7 8 9 10 Number of points awarded = 1 2 3 4 5 6 7 8 9 10										
<b>Originality</b> - Three bonus points may be awarded to any relevant solution idea that shows unique creativity or insight											

#	R	E	Category #	O	P, W, or D	Feedback on Step 3 solution ideas					
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											
16											
						<b>Step 3 Scores</b>	Fluency (1-10)	Elaboration (1-10)	Flexibility (1-10)	Originality (x3)	Total

**Comments:**

**Relevant:** solution idea answers the KVP and supports the purpose, connection to purpose is obvious or easily inferred  
**Elaboration:** solution idea explains at least three of the who, what, why, and how elements  
**Perhaps:** relationship to KVP and purpose is unclear  
**Why:** not related to UP  
**Duplicate:** solution idea is too similar to another relevant solution

**Category List**

- |                           |                          |
|---------------------------|--------------------------|
| 1. Arts & Aesthetics      | 11. Law & Justice        |
| 2. Basic Needs            | 12. Miscellaneous        |
| 3. Business & Commerce    | 13. Physical Health      |
| 4. Communication          | 14. Psychological Health |
| 5. Defense                | 15. Recreation           |
| 6. Economics              | 16. Social Relationships |
| 7. Education              | 17. Technology           |
| 8. Environment            | 18. Transportation       |
| 9. Ethics & Religion      |                          |
| 10. Government & Politics |                          |

Steps 4-5 Scoring Guidelines																
<b>Correctly Written (CW)</b> The structure of each criterion <b>Score</b>	One point is awarded for each correctly written criterion. A correctly written criterion <b>MUST</b> fulfill all four: a superlative - 'st' word, focus on a single standard, indicate a desired direction, and be recognizable as a question. Number of correctly written criteria = 0 1 2 3 4 5															
<b>Relevance to the UP</b> <b>Score</b>	Total Relevancy Points from the table below															
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
<b>Correctly Used</b> <b>Score</b>	Grid has 3 or more errors; top solution not used in Step 6			Grid contains 2 errors			Grid contains 1 error			Grid contains no errors						
	1	2	3			4			5							
<b>Step 4-5 Scores</b>		Correctly Written (0-5)	Relevance (0-15)					Correctly Used (1-5)	Total Points							

	CW (✓)	A = Advanced 3 points M = Modified 2 points G = Generic 1 point D = Duplicate 0 points NR = Not Relevant 0 points	A / M / G / D / NR	Rel Pts
1				
2				
3				
4				
5				
<b>Total</b>				

Steps 4-5 Comments:

Step 6 Scoring Guidelines								
<b>Relevance</b> - Measures the plan's relationship to the Underlying Problem <b>Score</b>	Action Plan does not address the UP 1	Action Plan has some relation to the UP; another solution might be better 2 3	Action Plan does a good job of addressing the UP 4	Action Plan has an excellent relationship to the UP 5				
<b>Effectiveness</b> - Measures the potential ability of the Action Plan to successfully solve the UP <b>Score</b>	Action Plan does little to solve the UP 1	Action Plan solves some aspects of UP 2 3	Action Plan adequately solves UP 4	Action Plan completely solves UP 5				
<b>Criteria in Development of Action Plan</b> - the degree to which criteria are addressed in Action Plan <b>Score</b>	Action Plan does not address the criteria 1	Action Plan's connection to criteria is minimal or unclear 2 3	Action Plan makes some valid connections to criteria 4	Action Plan addresses criteria in a convincing manner 5				
<b>Impact</b> - Measures the positive effect of the Action Plan on the Future Scene <b>Score</b>	Action Plan has no effect; UP scored low in adequacy 1	Effect on the Future Scene is not strong; UP low in adequacy 2 3	Action Plan has effect on Future Scene; UP of average adequacy 4	Plan has strong impact on Future Scene; UP high in adequacy 5				
<b>Humaneness</b> - Measures the productive, positive potential of the Action Plan <b>Score</b>	Negative or destructive Action Plan 1 2	Action Plan is neutral - neither positive nor negative 3	Constructive potential evident 4	Action Plan is positive and constructive 5				
<b>Development of Action Plan</b> - The degree to which the team explains its plan <b>Score</b>	Minimal description of plan; rewrite of Step 3 solution idea 1 2 3	Plan provides some elaboration; more support of ideas needed 4 5 6	Plan explains the who, what, why, and how in detail 7 8	Plan structured and well elaborated detailing more than the basic W-W-W-H				
<b>Step 6 Scores</b>		Relevance (1-5)	Effectiveness (1-5)	Criteria (1-5)	Impact (1-5)	Humaneness (1-5)	Dev. Action Plan (1-10)	Total

Steps 6 Comments:

Total Score	
Team # _____	
Total Points _____	Rank in sample _____