

Washington FPS

FROM THE AD'S DESK
SEPTEMBER 2020



Here is a video to help your students start to think about our first topic: Competitive Sports

Hello,

I hope that you are excited to get started with your students and to tackle this year's topics. They are relevant and should allow your students the opportunity to discuss how the world might be affected in the coming decades.

The first topic, *Youth in Competitive Sports*, could potentially impact both elementary students as well as high school students. The lack of competitive sports for many students this fall may give additional insight into how important participation in sports is for many students. This summer, one of the few sports that has seen a resurgence in interest has been golf as it allows for competition and social distancing while wearing a mask.

This year, WA FPS hopes that coaches and students will be able to complete all GIPS competition booklets digitally. With many students accessing online learning on a daily basis, this should be an extension of their learning utilizing the tools that they regularly use.

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PACKING SLIP WHEN SUBMITTING STUDENT WORK

We'd like to know what each coach is submitting in the Dropbox, so that if anything goes missing or just doesn't upload, we'll know what you intended to upload. Excel is perfect, but if Excel isn't your friend, you can send the info in a Word doc instead. Here is what is needed (nothing fancy)—see below. Once you have created it in Excel (or Word), don't forget to SAVE (preferably somewhere you can find it when you want to upload to the Dropbox at the same time that you upload your student work). Please, please submit some form of packing slip each time you submit student work. Evaluation Director Ann Foreyt thanks you!

Team/Ind number

Coach name

School (optional, honestly)

Notes (anything that might otherwise raise questions from the evaluator -- missing pages, blank pages, etc.)

Team Number	Coach	School	Notes
J123	Trelawney	Hogwarts	
J234	Trelawney	Hogwarts	Solutions 4-6 are blank
M456	Trelawney	Hogwarts	
M567	Trelawney	Hogwarts	team cast a vanishing spell on their AP -- did not submit

QUICK GUIDE TOPIC DESCRIPTORS FOR 2020-21

Practice Problem I - Youth in Competitive Sports

Millions of children around the world participate in competitive youth sports every year. Involvement in organized sports teaches many essential life skills – teamwork, confidence, the value of hard work, and discipline. While some competitive sports promote activity and a healthy lifestyle, others build skills such as mental agility. The hyper-competitiveness of youth sports raises concerns that children are pushed too hard to win and succeed. The sports options for youth are also evolving, as competitive e-sports emerge. Competitive sports can heighten aggression, pressure to win, and put children – who are still growing and developing – at risk for injuries. In many places, increasing costs of club sport-memberships and insurance exclude those who need social interaction and fitness the most. The costs of maintaining and running facilities can also limit the accessibility for youth. How much should we push young people to participate in competitive sports? Do the benefits of structured competition outweigh the costs of over-competitive behavior and possible injury? How does participation in sports impact the well being of youth and their families?

Only the first three steps are submitted for feedback and evaluation.

Practice Problem II - Wearable Technology

Traditionally, clothing and accessories have all been developed to fill basic needs. They provide warmth, protection from the elements or injury, and even serve to attract attention. Recently, the industry for wearable technology has transformed the way we think about clothing and accessories. Wearables have rapidly expanded to include heating elements, internet connections, watches, body monitors, and more. As more people grow accustomed to wearables in their daily lives, the possibilities for what the technologies can do are

QUICK GUIDE TOPIC DESCRIPTORS *(CONTINUED)*

virtually limitless. They already monitor vital signs, send information to medical professionals, and even give individuals the ability to soar like a bird in personal flight suits. Smart sports uniforms can now reduce and identify injuries by regulating body temperature, supporting muscles and tendons, and gauging the force of impact. Attire with virtual reality functions is currently being developed to push this sector even further. How will wearable technology enhance or jeopardize real-life experiences and connections with others? Where in the world could wearable technologies allow humans to survive? What advantages or disadvantages are inherent in the inclusion of technology in our clothing and on our bodies?

All six steps are submitted for feedback and evaluation.

Qualifying Problem - Human Environmental Impact

Humans have always impacted the environment. Over time, the effects have increased as industrialization, urbanization, deforestation, processing of natural resources, the burning of fossil fuels and more technologies have developed. Examples of human's impact on the environment are everywhere.

Feeding the world's growing population has adverse environmental effects such as overgrazing, deforestation, and agriculture-induced soil erosion. Water pollution from pesticides and fertilizers impacts the quality of water available for specific populations. Clearing of land and overfishing result in loss of biodiversity and disturbances to ecosystems. Industrialization and urbanization cause the release of toxic solid, liquid, or gaseous waste materials and are the catalyst for serious environmental hazards. Water pollution as a result of poor disposal of sewage wastes, solid wastes, and other industrial wastes, may spread diseases and create an unfit environment for human activities. Industrialization has also increased consumption of natural resources for the production of goods, leading to a significant loss of nonrenewable resources and excessive waste. Activities like mining and dam construction cause habitat destruction. Trends like "fast fashion" contribute to why the fashion industry is the second-leading cause of pollution in the environment. What are our challenges moving forward to create a balance between basic human needs and our need to preserve or create an environment that is fit for continued quality human existence and growth?

All six steps are submitted for feedback and evaluation. Qualifying teams will advance to the State Bowl.

State Bowl - Personalized Medicine

What if your doctor could diagnose you before you experience symptoms? Using information from an individual's genetic and molecular profile, researchers have begun to create patient-specific treatments with a level of precision never before seen. Personalized Medicine enables healthcare providers to use a patient's cells to combat precisely identified diseases at an unprecedented pace.

Researchers at universities, biotech companies, laboratories, and pharmaceutical companies are continually making discoveries. Doctors and other healthcare professionals continue to explore how these discoveries can help patients and increase our knowledge about diseases. The pharmaceutical industry is developing medications that tailored to an individual patient's genetic makeup. The costs of genetic tests are decreasing as their availability increases. Even with better affordability, how accessible will individualized advanced treatments be? Will insurance companies cover them? The increasing specificity of personal health information raises many concerns about the protection of personal data. How will Personalized Medicine account for the impact of external/environmental factors on an individual's health?

2020-21 REGISTRATION FEES

Take advantage of **early registration fees** for 2020-2021 by registering before September 30.

GIPS Teams \$160 (prior to September 30: \$150)

GIPS Individual \$110 (prior to September 30: \$100)

Scenario Writing \$50 (prior to September 30: \$45)

Scenario Performance \$50 (prior to September 30: \$45)

CmPS Individual \$120

CmPS Team \$120 for a two-person team, and \$10 for each additional team member over the first two students.

Continuation of a CmPS Project from prior year \$25

Register online at wafps.org.

Important Dates

Sept. 30: Last day for Early Registration

Oct. 21: PPI Due Date, Topic: Youth in Competitive Sports

Nov. 25: Last day to register & be evaluated for PPII

Dec. 1: PPII Due Date, Topic: Wearable Technology

Jan. 11: CmPS Progress Report Due

Jan. 18: Scenario Writing Due Date

Jan. 29: QP Due Date, Topic: Human Environmental Impact

Feb. 5: Scenario Performance Due Date

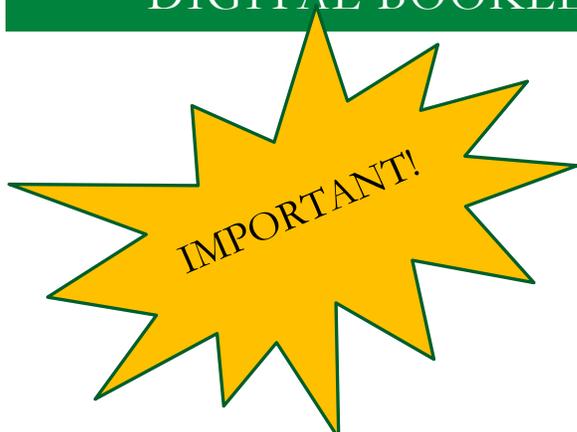
Feb. 19: CmPS Projects Due

March 10: State Bowl Registration Due

March 24-26: State Bowl, Warm Beach, Topic: Personalized Medicine

June 3-7: 2021 International Conference, Topic tba

DIGITAL BOOKLETS FOR GIPS COMPETITIONS



This year, GIPS competitors will be asked to utilize the digital booklets for all topics.

These booklets can be accessed via the website under Resources for Coaches.

Any coaches with concerns about this change should contact me directly at jbuissinkwafps@gmail.com.



FINAL WORDS FROM THE AD'S DESK

Please call/text (509) 386-6297 or email me (jbuissinkwafps@gmail.com) any time you have questions.

Next Up in October: **GIPS timeline & more.**

“Strive not to be a success, but rather to be of value.” – Albert Einstein