

FPSPI Global Issues Problem Solving Team

Problem:

Evaluator #:

Division:

Booklet #:

Step 1 Scoring Guidelines						
Fluency - A Yes challenge is a logical cause or effect of the situations in the Future Scene. Score	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					
Flexibility - Measures the number of different categories in Yes challenges Score	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					
Clarity - Tells what the concern is, why it is a concern, and relates it to the Future Scene Score	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						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
Yes - challenge has a chance of occurring Perhaps - meaning is ambiguous Why - challenge does not relate to Future Scene Solution- statement is a solution to a challenge Duplicate - challenge too similar to another 'Yes' challenge						
Category List 1. Arts & Aesthetics 11. Law & Justice 2. Basic Needs 12. Miscellaneous 3. Business & Commerce 13. Physical Health 4. Communication Health 5. Defense 15. Recreation 6. Economics 16. Social Relationships 7. Education 17. Technology 8. Environment 18. Transportation 9. Ethics & Religion 10. Government & Politics						
Step 1 Scores		Fluency (1-10)	Flexibility (1-10)	Clarity (1-10)	Originality (x3)	Total

Step 2 Scoring Guidelines							
Condition Phrase Score	Not present 0	Inaccurate information or unrelated to KVP 1	Present, accurate, and related to Future Scene 2				
Stem and KVP Score	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			
Purpose (P) Score	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			
Future Scene Parameters Score	0 or 1 Parameter present 0	2 Parameters present 1	Topic, place, and time present 2				
Focus of Underlying Problem Score	Restates, broadens, or ignores FS 1 No purpose or not connected to KVP; Purpose repeats KVP and/or CP 1 2 3	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			
Adequacy/Importance of Underlying Problem Score	Restates, broadens, or ignores FS 1 No purpose or not connected to KVP; Purpose repeats KVP and/or CP 1 2 3	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				
Research Applied Score	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
Creative Strength Score	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
Futuristic Thinking Score	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											
Fluency - A relevant solution idea addresses the KVP and supports the purpose Score	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										
Elaboration - Any relevant solution idea that includes at least 3 who, what, why, how, where and when elements Score	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										
Flexibility - Measures the number of different categories in relevant solution ideas Score	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										
Originality - 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													
						Step 3 Scores	Fluency (1-10)	Elaboration (1-10)	Flexibility (1-8)	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																			
Correctly Written (CW) Measure of degree, single dimension, worded in desired direction Score	One point is awarded for each correctly written criterion. A correctly written criterion MUST include all three: a superlative - 'st' word, focus on a single dimension, and phrased in the desired direction. Number of correctly written criteria = 0 1 2 3 4 5																		
Relevance to the UP Score	Total Relevancy Points from the table below																		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15			
Correctly Used Score	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	3	4	5	4	5											
Step 4-5 Scores		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				
Total				

Steps 4-5 Comments:

Step 6 Scoring Guidelines							
Relevance - Measures the plan's relationship to the Underlying Problem Score	Action Plan does not address the UP	Action Plan has some relation to the UP; another solution might be better	Action Plan does a good job of addressing the UP	Action Plan has an excellent relationship to the UP			
	1	2 3	4	5			
Effectiveness - Measures the potential ability of the Action Plan to successfully solve the UP Score	Action Plan does little to solve the UP	Action Plan solves some aspects of UP	Action Plan adequately solves UP	Action Plan completely solves UP			
	1	2 3	4	5			
Impact - Measures the positive effect of the Action Plan on the Future Scene Score	Action Plan has no effect; UP scored low in adequacy	Effect on the Future Scene is not strong; UP low in adequacy	Action Plan has effect on Future Scene; UP of average adequacy	Plan has strong impact on Future Scene; UP high in adequacy			
	1	2 3	4	5			
Humaneness - Measures the productive, positive potential of the Action Plan Score	Negative or destructive Action Plan	Action Plan is neutral - neither positive nor negative	Constructive potential evident	Action Plan is positive and constructive			
	1 2	3	4	5			
Development of Action Plan - The degree to which the team explains its plan Score	Minimal description of plan; rewrite of Step 3 solution idea	Plan provides some elaboration; more support of ideas needed	Plan explains the who, what, why, and how in detail	Plan structured and well elaborated detailing more than the basic W-W-W-H elements			
	1 2 3	4 5 6	7 8	9 10			
Step 6 Scores		Relevance (1-5)	Effectiveness (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 _____