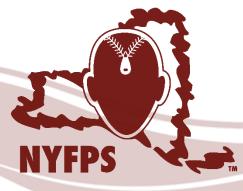
# **NYFPS Components**

**Competitive Components Descriptions** 





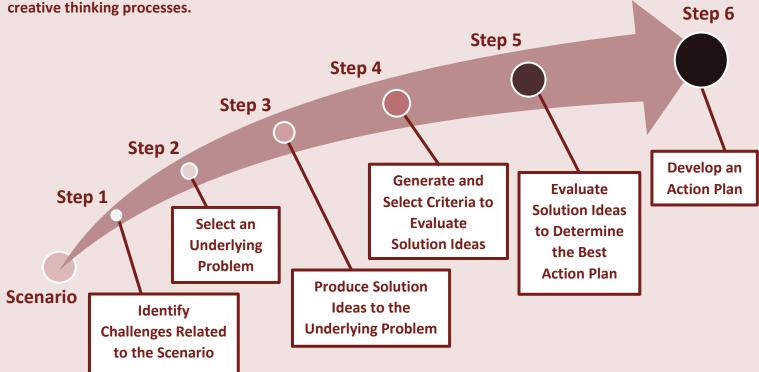
New York Future Problem Solving Program, Inc.

### SIX STEP PROCESS

Teaching students how to think, not what to think

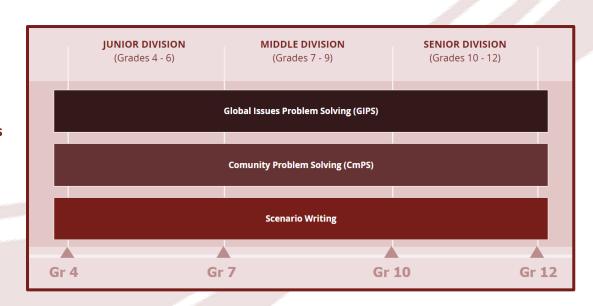
### **Problem Solving Framework**

FPS is based on a creative problem solving six-step model. The six-step approach serves as a dynamic framework for creative thinking processes.



### **Divisions**

The top scoring teams or individuals for each component are invited to New York's State Conference. State winners of each component will advance to the International Conference.



## **Global Issues Problem Solving (GIPS)**

Team or Individual

Global Issues Problem Solving (GIPS) participants research a series of annual global topics and apply the six step creative problem solving process. Participants apply their researched knowledge and the six steps to address an imagined situation set 25-50 years in the future, called a "Future Scene". Participants complete a "booklet" addressing, critically analyzing, and solving a major issue identified in the Future Scene in two hours. Trained evaluators score student work and return it with feedback including suggestions for improvement.



#### **Annual Competition Timeline**

Practice Problem 1 Practice Problem 2

Non-competitive Submissions Qualifying Problem

State Conference →

Competitive Submissions

International Conference



Teams will also perform skits at the State and International Conference which serve as creative ways to present their Action Plans (STEP 6). These performances allow students to practice presentation and creative performance skills. Performances are evaluated and winners are announced for each division in a separate award. Skit Performance awards do not determine qualifications for invitations to the International Conference.

## **Community Problem Solving (CmPS)**

Team or Individual



Teams of up to fifteen or individual students apply the FPS six-step model to address problems in the community. Participants move from hypothetical issues to real world, authentic concerns. Students complete a Written Report (following a six steps framework), Addendum/Mini-Scapbook of supporting documentation, Presentation media (a tri-fold board showcase), and other material related to the project.

#### **Project & Competition Stages**

Project Idea Generation Executing The Project Documenting And Reporting Project State Conference

International Conference

Project Execution
Process

Competitive **Submission** 

**Case Study: Project Kind Kids** 

A team of 15 students from a Long Island school worked together to address the real world issue of "unkindness". The team trained and implemented a Peer Mediation Program to take place during lunch periods at their school. They wrote a script for a film to teach the school about their program and how it can help resolve conflicts. Additionally, they debuted a rap music video to promote kindness during a "Kindness" school assembly. The assembly also featured a guest speaker from Lady Gaga's Born This Way Foundation, who discussed the impact of kindness on their lives.

The team was the New York Junior Division champions for 2018-19 and went on to win second place at the International Conference.



# **Scenario Writing**

Individual

The story (1500 words or less) is set at least 20 years in the future and is an imagined, but logical, outcome of actions or events taking place in the world. The submission will be based on one of the annual global topics announced at the start of the school year. Participants write one essay for submission into the State Conference. Top 3 Winners in their divisions at the State Conference will be entered into the International Scenario Writing Competition.



This is an amazing opportunity for students to stimulate their creativity and improve their writing skills. Submissions will be evaluated to provide feedback.

## **Our Mission**

We are dedicated to enriching young people's lives by providing them with the necessary framework and skills for creative problem solving.





- Dr. E. Paul Torrance, FPS Founder

