



## Description Of NYFPS Components

In each of the components described below, students in grades 4 through 12 – under the guidance of a teacher/coach – are encouraged to use the FPSP six-step model to explore challenges and propose action plans for complex societal problems. The six steps are:

1. Identify Challenges.
2. Select an Underlying Problem.
3. Produce Solution Ideas.
4. Generate & Select Criteria.
5. Apply Criteria.
6. Develop an Action Plan.

Teams can compete in three age-group divisions:

- **Junior:** Grades 4 - 6
- **Middle:** Grades 7 - 9
- **Senior:** Grades 10 - 12

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

### Global Issues Problem Solving (GIPS) Teams

Teams of four students complete two practice problems, one qualifying problem, and one affiliate bowl problem throughout the school year. For each problem, teams presented with a “future scene” – a problematic scenario based on the topic for a specific problem that is set 25 to 50 years in the future – and are asked to identify and describe challenges and solutions based on the future. Please see attached topic descriptors for this year. Except in the practice problems, students must read and respond to the future scene all in two hours.

After each problem, trained Evaluators score student work and return it with feedback including suggestions for improvement. The top scoring teams on the qualifying problem are invited to participate in the State Bowl. The winners of the State Bowl advance to the FPSPI International Conference.

### Global Issues Problem Solving (GIPS) Individual

In Individual GIPS, individual students complete the same six-step process in response to the same future scenes, and within the same time limits, as students in the Team GIPS competition. The only difference is that individual participants are asked to generate fewer challenges and solutions (8 challenges and 8 solutions per



problem, as opposed to 16 challenges and 16 solutions per problems for GIPS Teams.) This competition is designed for students who work better on their own, or as an additional competition for GIPS alternates or CmPS Team Members and Scenario Writers. State Bowl winners are invited to the FPSPI International Conference.

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

Teams of up to fifteen students apply their FPS skills to real problems in their community. A community problem is a problem that exists within the school, local community, region, state or nation. A formal presentation and implementation of an action plan are included in this component. Teams move from hypothetical issues to real world, authentic concerns. The top Community Problem Solving Team projects are invited to the New York State Bowl. CmPS teams complete preliminary reports about their problem solving and their action plans in the fall, final reports on their work in the winter, and present their work in person at the State Bowl each year. The top CmPS team is invited to the FPSPI International Conference.

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

Students may choose to work on and complete CmPS projects individually rather than as members of a team. These individual CmPS participants compete against each other, rather than against CmPS Team, and winners are also invited to the FPSPI International Conference.

### **Scenario Writing**

Students compose futuristic short stories (1,500 words or less) related to one of the current year's GIPS' topics. The top three writers in each division are invited to the State Bowl and the first place winner in each division is invited to the FPSPI International Conference.

**\*\*Training for coaches and student groups is available! Please contact Sarah Fiess ([sarah.fiess@nyfps.org](mailto:sarah.fiess@nyfps.org)) to schedule your on-site training.**