TEXAS FUTURE PROBLEM SOLVING EXTENDING CRITICAL SOLVING THINKING THROUGH

An Inside look at the

COMPONENTS



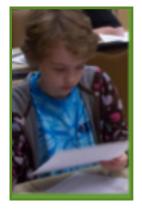
Global Issues Problem Solving (GIPS)

- · Begins with an imagined Future Scene
- Students research the topic and its relevance to the future
- Students analyze the Future Scene and employ the six-step problem solving process in a 2-hour timed competition period
- Can be completed by a 4-man Team or an individual
- Meets a variety of ELAR, Humanities, and STEM objectives found in both national curriculum standards and STAAR
- Develops critical thinking and creative thinking skills

Community Problem Solving (CmPS)

- Teams (of any number) and individuals apply their Future
 Problem Solving skills to real problems in an identified community
- Students move from hypothetical issues to real-world authentic concerns and implement their innovative ideas to solve the challenges faced by their identified community
- Students utilize technology, communication, collaboration, and creativity through the documentation of their projects
- CmPS projects have established better living conditions for the homeless in homeless shelters, built handicapped accessible playgrounds, and beautified their school campuses for the betterment of the learning environment





Scenario Writing (SW)

- Encourages student authors to develop futuristic scenarios in their own vision of the future centered around one of the five annual topics
- Scenario Writing enhances creative writing skills, grammar, analytical thinking skills through writing and research
- Students are challenged with utilizing the FPS model to create a 1500 word scenario that is written at least twenty years in the future

Scenario Performance (ScP)

- Students prepare an original scenario based on one of the current year's topics
- Rather than submitting a written scenario, students TELL the scenario orally in story-telling fashion
- The oral presentation is based on oral and facial expressions, no props, make-up, costumes, or acting is allowed
- Scenario Performances are limited to 5 minutes in length.

