What is Global Issues Problem Solving?

Global Issues Problem Solving (GIPS) is a competitive component of the Future Problem Solving Program International (FPSPI). It is a team or individual activity in which participants research a series of global topics and learn a six-step creative problem solving process. In competition, participants apply their knowledge and the problem solving process to address a Future Scene, an imagined situation set in the future. Topics for the Future Scenes include global issues in the areas of business & economics, science & technology, and social & political areas. Each year five topics are addressed: two practice problems, a qualifying problem, an Affiliate Bowl/Final problem, and the problem at the International Conference. Check out full descriptions of the current topics on our website.

Why Global Issues Problem Solving?

Future Problem Solving Program International provides the tools and strategies students need to face the challenges of today and the future. What better way to prepare students than by guiding them to learn in depth about topics of global importance, to systematically address related complex situations, and to evaluate multiple solutions in order to best address the situation through an Action Plan? Those involved in Global Issues Problem Solving practice powerful problem solving skills using critical and creative thinking. Participants improve their communication skills through collaboration and learning to write concisely with a specific focus in mind. The non-fiction/informational text reading skills, writing skills, and team collaboration skills address many academic standards identified as critical skills by Common Core, STEAM, 21st Century Skills, and NAGC (Nat’l Association for Gifted Children). The 4Cs – collaboration, communication, critical thinking, and creative thinking are infused into FPS and strengthened with membership in Partnership for 21st Century Learning (P21) www.p21.org.

Does FPS have to be done in the classroom?

FPS participants come in as many varieties as you can imagine. Many coaches utilize classroom time for FPS, while others use it in an after-school enrichment setting. Still, other groups participate as non-school affiliated clubs in their community. Parents, teachers, administrators, retirees – if you are interested in helping students to achieve their goals, and become better prepared for the future, then you can be a coach.

Whom is Global Issues Problem Solving for?

Students may participate in competitive Global Issues Problem Solving in multiple divisions equivalent to grade levels of the USA: Junior (grades 4-6), Middle (grades 7-9), and Senior (grades 10-12), and an Adult division for team participation. Many Affiliates also offer options for non-competitive participation as young as kindergarten, including Action-based Problem Solving, curricular and/or novice problem solving, and other Affiliate created options. Check with your Affiliate Program for more information.
Who can compete in GIPS?
Teams of four, or fewer, and individuals participate in Global Issues Problem Solving. The composition of the team does not have to be the same for each practice problem, as this is when the dynamics of a good team are being determined; however, rules apply to team composition from the qualifying problem through the international level. Students may compete in a division higher than their grade level, but not in a lower division. Coaches may work with multiple teams and individuals.

How can I get started with my students?
Training in the problem solving process is essential for Global Issues Problem Solving coaches. Affiliate Programs often schedule workshops in the problem solving process – check your Affiliate Program's website for specifics. If you are not able to attend a workshop, you can find many valuable resources at fpspimart.org. “GIPS Essential Offerings” highlights information focused on Global Issues Problem Solving.

How do I register for Global Issues Problem Solving?
Each Affiliate Program determines its own processes, fees, and due dates for registration and entries. Your Affiliate can provide you with registration and submission materials and may be able to put you in touch with experienced GIPS coaches. If you need contact information for your Affiliate, you can find it at our website.

How are GIPS booklets evaluated?
GIPS booklets are scored by trained evaluators who carefully read and assess the written booklets. Scoring is completed using a rubric-based score sheet, and feedback is provided with suggestions for improvement. Some Affiliate Programs require that all coaches receive evaluation training and participate as evaluators. If yours does not, serving as an evaluator is highly recommended and always improves coaching skills!

Quality teams from the qualifying competition move on to the Affiliate Bowl/National Competition where champion teams and individuals in each division earn invitations to the International Conference competition.

Recent Global Citizenship Topics
- Climate Change
- Criminal Justice Systems
- Cultural Prejudice
- Environmental Law
- Food Loss & Waste
- Freedom of Speech
- Orphaned Children

Recent Social/Emotional Topics
- Coping with Stress
- Healthy Living
- The Global Workplace
- The Impact of Social Media
- Rage and Bullying
- Sensory Overload
- Social Isolation

2019-20 Topics
- International Travel
- Sleep Patterns
- Gamification
- Living in Poverty
- IC Topic Announced March 1st
The Creative Problem Solving Process

Global Issues Problem Solving (GIPS) is based on the Creative Problem Solving (CPS) process, a powerful process that can be applied to many complex situations in education, business, community, and personal settings.

1. **Identify Challenges** (16/team; 8/individual)
   - Generate issues, concerns, and problems, applying background knowledge to the Future Scene.
   - Consider major issues and categories of problems in order to think of more challenges.
   - Select the sixteen best challenges.
   - Write the sixteen challenges clearly and concisely, showing cause and effect and tying directly to the Future Scene.

2. **Select an Underlying Problem (UP)**
   - Consider the major issues in the sixteen challenges.
   - Select an issue, one that will have a major impact on the Future Scene, for the focus of the Underlying Problem.
   - Be forward-looking and proactive, not regressive and reactive, in developing the UP.
   - Write the Underlying Problem in correct format, beginning with the Future Scene conditions that are the basis or rationale for the idea.
   - Indicate a desired action to be taken, a purpose for the desired action, and parameters tying the problem to the Future Scene.

3. **Produce Solution Ideas** (16/team; 8/individual)
   - Generate multiple solutions to the Underlying Problem.
   - Think futuristically and consider the use of technological advances.
   - Focus in on the 16 best solution ideas, checking that each idea addresses the UP.
   - Write the 16 solutions clearly.
   - Elaborate by telling who will implement the solution, what action will be taken, and how or why the action will be taken.

4. **Generate & Select Criteria**
   - Considering the UP and the Future Scene, generate criteria that could be used to evaluate the solutions.
   - Select five important criteria to be written in question format.
   - Write criteria using the superlative form, one dimension, and the desired direction.

5. **Apply Criteria** (8/team; 5/individual)
   - Select the eight most promising solutions and enter in the grid.
   - Rank the solutions based on each of the criteria separately.
   - Identify the best solution (highest number of total points).

6. **Develop an Action Plan**
   - Plan how the best solution can be implemented.
   - Describe the actions and steps of the plan.
   - Clearly state how the plan will address the Underlying Problem and impact the Future Scene.
For each topic, individuals or teams conduct research and then complete a problem solving booklet based on the provided Future Scene. Evaluators assess the booklets and provide feedback focused on the rubric score sheet to improve writing and thinking skills. See your Affiliate Calendar for submission due dates.

**Non-Competitive Problems**

The first two problems of the season may be completed in non-competitive settings. This offers students and coaches the opportunity to practice the process in a collaborative setting. No time limit is enforced, and coach guidance/modeling is encouraged, especially for young or beginning students. Students may reference notes to promote understanding of the process. Even incomplete booklets should be submitted for feedback and strategies for improvement.

*Practice Problem 1*

**International Travel**

For newer students it is recommended to focus on only the first 3 steps of the process. Working conditions, time limits, and submission requirements are flexible, as they are based on the educational needs and prior experience of the students.

*Practice Problem 2*

**Sleep Patterns**

Based on the educational needs of the students, coach guidance should be more limited, and all 6 steps should be attempted. Efforts to prepare students for the 2 hour competition requirements are encouraged.

**Competitive Problems**

The remaining problems of the season must be completed in competitive settings. This includes a two hour time limit from the time the Future Scene is provided, no access to notes and references, and no coach involvement. Only registered students may submit work for evaluation. Performance in these rounds of competition determines advancement.

*Qualifying Problem*

**Gamification**

Top booklets advance to Affiliate Bowl competition.

*Affiliate Bowl*

**Living in Poverty**

Top booklets advance to the International Conference.

*International Conference*

Topic announced March 1st
Your students’ problem solving skills can be developed in a variety of ways through FPS, whether or not they are going to be competing. Consider the following non-competitive opportunities for introducing the skills to young students, an entire classroom, or for those not yet ready to embark in the competitive options.

**Action-based Problem Solving (AbPS)**

Action-based Problem Solving is designed for use in the classroom and introduces students to the skills of creative problem solving in a hands-on, non-threatening manner while delivering the same rich content and methodologies as the competitive components.

- The [Action-based Problem Solving Manual](#) is available in two skill levels – primary (K-3) and Junior/middle (grades 3-9). The manual provides instructional materials and lesson plans for initial learning of the problem solving process using easy children's stories or nursery rhymes.
- AbPS teaches a simplified version of the problem solving process, providing guidance in the writing of ideas. The materials may be used with a few students or with an entire class; either the teacher or the students may record the ideas that are generated; the work may be completed with teacher guidance or independently in small groups.
- Some Affiliates offer AbPS as a non-competitive component and provide additional problem solving situations based on the annual topics, allowing for real-world based discussion and decision-making. This registration entitles students’ work to be submitted for feedback.

**Problem Solving Curriculum**

The [Problem Solving Experience: Classroom Curriculum](#) is a complete curriculum targeted at grades 5-8, designed to promote 21st-century problem solving.

- Included activities provide direct instruction for the Creative Problem Solving process, applying it in a variety of contexts for student enrichment and engagement. The curriculum can be implemented as a full semester course or separated into sections.
- Complete lesson plans and resource materials are provided for implementing the curriculum.

**STEAM Units**

FPSPI offers [STEAM units of study](#) that serve as a stand-alone curriculum. The cross-curricular integration of themes and concepts allows students to excel in contextual learning, meaningful engagement, and the synthesis of knowledge. It also provides for diversification of teaching methods and empowers the educator to serve as a facilitator to adaptable learners.
2019-20 GIPS Resources

Check out all the resources at www.fpspimart.org.

GIPS Coach’s Handbook
Comprehensive look at FPS Global Issues Problem Solving (GIPS), FPS six-step model, tips on coaching, and exercises for improving team performance. $45

New Coach Combo $140
The latest GIPS Coach’s Handbook.
Complete with tips, tools, and an in-depth look at the 6-step problem solving process.

Process Pointers
Videos accompany the Process Pointers student workbook to enhance student understanding of the six-step problem solving process. $15

2019-20 Topic Unit
Your choice of one full topic unit including: Readings, Research, and Resources, Topic Activity Unit, and Questions & Answers.

Readings, Research, and Resources + Questions & Answers
Research articles, terms, themes, and discussion questions for each topic. Includes online interactive questions and answers. $86 for all 4 topics

Topic Activity Units
Activities designed to teach the topic and the FPS problem solving process. $65 for all 4 topics

Topic Resource Bundles
Includes the RRR, TAU, and Q&A. $35 per topic $135 for all 4 topics

International Travel ★ Sleep Patterns ★ Gamification ★ Living in Poverty

International Travel Topic Set

2019-20 Practice Problem #2

Living in Poverty Topic Set
2019-20 AB

Other combinations of these products are available at fpspimart.org
FPS STEAM UNIT

FPS STEAM curricula allows for a diversification of teaching methods and individual learning styles that encourages the educator to serve as a facilitator to learners. FPS STEAM units empower educators to meet guidelines in a variety of unique and engaging ways. Cross-curricular activities allow students to engage a subject and meaningfully employ concepts and vocabulary on topics exploring science, technology, engineering, art and mathematics.

$25

Check out the 2019 International Conference Champion publications for a firsthand look at excellence!

- PDF Publications include Future Scene, student work, and score sheets (including evaluator feedback)
- Team and individual champions included
- Available by division (Junior, Middle, Senior)

$10 each

Check back throughout the year for the latest resources!

www.fpspimart.org
Future Scenes: Every Future Scene contains the following warning: *Do not post on any website until 2023.* This means that Future Scenes should not be posted on any unsecured site, anywhere at any time, until that date.

Additionally, Presentations of Action Plan recordings and/or press releases/social media posts with specifics from the Future Scene MUST not be circulated.

The main reason for this policy is to make sure the confidentiality of Future Scenes is maintained for all Affiliate Programs.
- Different Affiliates have different calendars and may be using a Future Scene at a different date.
- Affiliate Programs are free to change the order of topics. For example, the Future Scene identified for Practice Problem 2 could conceivably be used as the Qualifying Problem by another Affiliate; therefore, practice problems must also be kept confidential.

Videos/Images: “Do Not Post” also applies to any videos, such as Presentation of Action Plan or images that might include details from Future Scenes.

Evaluation Notes: Evaluation Notes from any topic may not be posted on any publicly accessible site as they provide specific details of the Future Scene.

FP SPI Publications: A purchase of any publication entitles that person to use the content only with his/her students. Such publications should be posted only on secure sites to which only his/her students have access.

Those found to have violated this policy will be charged $500 per incident, plus additional costs incurred by the International Office and other Affiliate Programs and Mentored Regions.

Thank you in advance for complying with this policy!
Category List

Arts & Aesthetics
Basic Needs
Business & Commerce
Communication
Defense
Economics
Education
Environment
Ethics & Religion
Government & Politics
Law & Justice
Miscellaneous
Physical Health
Psychological Health
Recreation
Social Relationships
Technology
Transportation

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