



Utah Future Problem Solving Directors

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www.utahfps.org



2022-2023 Utah Future Problem Solving

Future Problem Solving is a fun and futuristic program that teaches **creativity, critical thinking, teamwork, and communication skills** to students in grades 4-12. Work with your students in creative writing or to solve global and community problems using our **powerful 6-step problem-solving process** in competitive and non-competitive divisions.

FPS New Coach Training

New Coaches who want further information, please contact us for in-school or after-school assistance. Training is available on request.

Global Issues Training:

Tammy Wright: tammyswright@q.com
New coaches training Sept. 12, 2022
Refresher training Sept. 19, 2022

Community Problem Solving Training:

Patti White: patti.white@uw.org

Scenario Writing and Scenario Performance Training:

Jennifer Flitton: jenflitton@msn.com

The Future Problem Solving 6-Step Process

1. Identify problems.
2. Choose a significant problem to solve.
3. Brainstorm solutions to the chosen problem.
4. Develop criteria to evaluate solution ideas.
5. Apply the criteria to identify the best solution.
6. Develop an action plan for making the best solution happen.

More information...

www.fpspi.org
www.utahfps.org

Like us on Facebook at

Utah Future Problem Solving

Prepare students for the future today!

FPS Registration

[CLICK HERE](#)

or go to

<https://forms.gle/kGiJorzU1yE5dNL76>

Registration due Oct. 31, 2022

(late fee \$10 per entry)

Idaho students are invited to participate in Utah FPS in all categories. For competitive divisions, Idaho students may compete against Utah students and may qualify separately for the International Competition. Please use Utah registration link.

Register for the 2022-2023 Future Problem Solving Program



As exciting as ever!

FPS Competitive Divisions

Participate in the full program—with potential to compete at the State Bowl and Internationals!

Global Issues Problem Solving (Team). \$100.00 per team

In Global Issues Problem Solving (GIPS) students in grades 4-12 compete in teams of four to research and problem-solve topics of current relevance in the world. Teams complete two practice problems (optional), which are evaluated and returned with feedback. They then submit a third problem to try to qualify for the competitive State Bowl. Qualifying teams are invited to compete at State for the opportunity to represent Utah at the annual International FPS competition in June.

See: <https://www.youtube.com/watch?v=0NB5CxAUNow&sns=em> (fast forward to 2:42)

Global Issues Problem Solving (Individual). \$40.00 per student

Individual Global Issues Problem Solving is designed to give self-motivated, confident students the opportunity to compete, using the same format as the Team Division but completing shorter booklets independently. This is an ideal option for coaches who have a few extra students who won't fit evenly onto teams. Individuals complete two practice problems (optional), which are evaluated and returned with feedback, and then submit a third problem to qualify for the competitive State Bowl. Qualifying individuals are invited to compete at State for the opportunity to represent Utah at the annual International FPS competition in June.

Community Problem Solving (Team or Individual) . . \$70.00 per team or \$60 per individual

In Community Problem Solving (CmPS), teams in grades 4-12 use the FPS process to identify and solve current problems in their own communities. This experience builds hands-on problem solving skills, strengthens analytical skills and leadership ability, and offers many different types of communication opportunities—all while actively involving students in giving back to the community in which they live. Teams spend the year working on the problem they chose, and compete for an invitation to the State Bowl and the International competition. Because teams may include 15 or more students, this is an excellent experience for whole classrooms. Individuals are also welcome in Community Problems Solving and will be evaluated separately.

See: https://www.youtube.com/watch?v=n1_QL169aY0&sns=em

Scenario Writing (Individual). \$45.00 per entry

Scenario Writing gives students in grades 4-12 who are interested in creative writing the opportunity to research any of the year's topics and compose a creative, dramatic, and futuristic scenario. Length of entry is a maximum of 1,500 words. Winning scenarios are chosen to compete at the International competition.

See: <https://www.youtube.com/watch?v=WSQePNTiBhl&sns=em> (please make sure to use this year's topics – shown on pages 3-4)

Scenario Performance (Individual). \$45.00 per entry

Scenario Performance (ScP) is for students who enjoy telling stories. Students in grades 4-12 are challenged to create a story that is between 4-5 minute duration, set at least 20 years in the future, and arises from any one of the topics set for Scenario Writing in the FPS year. Submission will take the form of a video file of the student delivering an oral telling of their story, undertaken in one take without any edits.

See: <https://www.youtube.com/watch?v=SDpv84hwdzU&sns=em>

International Competition

Teams, individuals, scenario writers, and community problem solvers who qualify for the State Bowl compete for the opportunity to represent Utah at the International Conference, which will be held in June 2023. At least one team/individual from each level of Global Issues, Community Problem Solving, Scenario Writing, and Scenario Performance will move on to compete at the International Conference. This is an exciting opportunity that students will not want to miss, if selected. Utah students will be among 2,500 students from around the world participating in the competition. For more information about the FPS International Competition, visit www.fpspi.org.

FPS Non-Competitive Curricular Divisions

*Learn problem solving methods
without the pressure of competition*

Action-based Problem Solving (K-9) (Individual or Team) \$35.00 per class

This year-long, non-competitive component (AbPS) is designed for use in the regular classroom and introduces students to the skills of global issues problem solving in a hands-on, non-threatening manner. Students are encouraged to work on two topics, one per semester. Three divisions are offered: Primary (grades K-3), Junior (grades 3-6) and Middle (grades 6-9).

Community Problem Solving (4-12) (Individual or Team). \$35.00 per entry

Similar to the competitive CmPS, but in a non-competitive format.

Topics for Global Issues and Scenario Writing

Topic

Global Issues Submission Date

Practice Problem #1 – E-Waste

October 20, 2022

Electronic devices are often replaced with the latest version at an alarmingly fast pace. These constant upgrades add to e-waste, significantly impacting the environment and reducing natural resources while consumer demand is being met. Tens of millions of tons of such materials are discarded every year worldwide. Electronic products are full of hazardous substances such as toxic materials and heavy metals that can threaten humans, plants, animals. One method of disposal often employed by developed states is to offload e-waste to low-income countries for resale or demolition. This offloading places developing nations at greater risk of exposure to toxic chemicals and materials. Meanwhile the high rate of device upgrades in developed countries has significant consequences for both people and the environment. What impact does planned disposal have on the amount of e-waste? What incentives can be developed to promote software upgrades for existing devices? As the appetite for ever-increasing technological devices continues, what are the implications for how we dispose of these devices? How can more effective and ethical responses to recycling and disposal policies be encouraged to protect human life and the global environment in the future?

Practice Problem #2 – Digital Realities**December 8, 2022**

Technologically, virtual reality is widespread and expanding its application through augmented, enhanced, mixed, and other forms of digital realities. The options and opportunities for its application appear boundless through the integration of 3-D images, gaming, computer-assisted instruction, equipment simulators, and entertainment platforms. The imposition of holographic images over real-world views have applications ranging from education, archaeology, and engineering, to sports training, video games, and artistic expression. The utilization of augmented reality technology is already making significant changes to the manufacturing industry. What other industries will it revolutionize? The inclusion of haptic, visual, and auditory overlays can be both constructive and destructive to users. New opportunities are provided to individuals with disabilities. New treatments are made available to the ill. How will enhanced reality impact human interactions? Digital reality is constantly evolving with advantages for all fields. How will we deal with the fiscal, educational, and psycho-social issues that might arise?

State Qualifying Problem – Robotic Workforce**February 2, 2023**

Machines were developed to assist with dangerous and difficult jobs. At present, unskilled human labor is being replaced with robotics more quickly than at any time in history. Advancements of such machines move technology closer and closer to lights-out manufacturing. In countries with robust national safety nets, these changes are viewed as inevitable, and they have begun to explore new human employment concepts. Robotic workers often provide for human safety as in the case of bomb disposal. Laborers are fearful of how these looming employment changes and uncertain of how their work life will proceed. A robotic workforce's effects go beyond manufacturing as university-trained individuals such as lawyers and accountants are already being impacted by automation. What will the human workforce of the future look like? Will specialized training and education be needed for a combined human and robotic workforce? What will our future workforce look like? How will our future economy be impacted by robotics in the workforce?

State Bowl – Throw Away Society**Problem due March 9, 2023
Presentations March 16, 2023**

Consumerism has promoted a 'throw-away' society – one in which people do not keep things for very long, preferring single-use and disposable items. This societal approach leads to overconsumption of short term items instead of durable goods that can be repaired. Widespread social influencing often encourages people to focus on the consumption, ownership, and display of material possessions to mark an individual's social status, identity, and standing. This impacts the environment, lifestyles, and distribution of wealth. Consumerism stretches the world's limited natural resources. Production is dictated by consumer demand, and businesses try to provide consumers with a growing number of options, including branded goods, to stay afloat. Many products are often fads or are adapted and modified regularly to entice consumers to buy the upgrades despite already having durable ones. Constant upgrades are sought in an effort to achieve greater social standing through material possession instead of meaningful acts. How can societies value all of their members while allowing for - and encouraging - individual perspectives and desires? What are the appropriate balances between local values and global aspirations for consumers?

State Championship Awards – Location TBA
International Competition – TBA

March 22, 2023
June 2023

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Other Dates:

Registration due for all competitions (late registration accepted until Feb. 1)

October, 31, 2022

Scenarios due (Scenario Writing)

February 2, 2023

Scenario Performance due

February 9, 2023

CmPS Proposal due

November 3, 2022

CmPS Intent due

December 15, 2022

CmPS due (competitive entries)

March 13, 2023

What? A free team? How???

- **Evaluate** at least two of PP1, PP2, the Qualifying Problem, and State Bowl packets this year. Please contact Jill Powlick (jpowlick@gmail.com) for more information, or
- **Recruit** a new coach with no previous FPS experience who registers at least one team for this school year.
- **Granite Schools:** GSD pays registration for up to two entries per teacher.

[CLICK HERE TO REGISTER](#)

or go to

<https://forms.gle/kGiJorzU1yE5dNL76>

Get Involved in Utah Future Problem Solving!!!

Utah FPS needs people willing to help! If you are interested in helping out, please contact one of the members of the board listed below:

Utah FPS Board Members:

Tamera Wright, Board President/Affiliate Co-Director

tammyswright@q.com

Jill Powlick, Affiliate Co-Director/
GIPS Evaluation Coordinator

jpowlick@gmail.com

Tina Romney, Treasurer

tromney0782@msn.com

Patti White, CmPS & Problem/Project-Based
Learning Co-coordinator

patti.white@uw.org

Jennifer Flitton, Scenario Coordinator

jenflitton@msn.com

Sheri Sohm, Awards Program

sls@xmission.com

Jennifer Shields, Parent Outreach Coordinator

jzshields@gmail.com

For more information on FPS, please visit fpspi.org or watch this overview:

https://www.youtube.com/watch?v=OsKH0B_rlg&sns=em