

# FPSPI GIPS - Team

**Problem:**

**Evaluator #:**

**Division:**

**Team:**

Step 1 Scoring Guidelines									
<b>Fluency</b> - A Yes challenge is a logical cause or effect of the situations in the Future Scene. <b>Score</b>	Fluency is determined by totaling the number of Yes challenges and using the following scale: Number of Yes challenges:    1    2    3    4    5-6    7-8    9-10    11-12    13-14    15-16 Number of points awarded = <b>1    2    3    4    5    6    7    8    9    10</b>								
<b>Flexibility</b> - Measures the number of different categories in Yes challenges <b>Score</b>	Flexibility is determined by totaling the number of different categories identified. Number of distinct categories:    1    2    3    4    5    6    7    8    9    10 Number of points awarded = <b>1    2    3    4    5    6    7    8    9    10</b>								
<b>Clarity</b> - Tells what the concern is, why it is a concern, and relates it to the Future Scene <b>Score</b>	<table border="1"> <tr> <td>Hard to determine what challenge is; cause-effect reasoning may be absent or incorrect</td> <td><b>1 2 3</b></td> <td>Most convey basic idea, but lack detail; cause-effect reasoning vague or takes leaps</td> <td><b>4 5 6</b></td> <td>Clear explanations; some detail; most cause-effect relationships make sense</td> <td><b>7 8</b></td> <td>Well written; clear descriptions with detail; logical cause-effect relationships</td> <td><b>9 10</b></td> </tr> </table>	Hard to determine what challenge is; cause-effect reasoning may be absent or incorrect	<b>1 2 3</b>	Most convey basic idea, but lack detail; cause-effect reasoning vague or takes leaps	<b>4 5 6</b>	Clear explanations; some detail; most cause-effect relationships make sense	<b>7 8</b>	Well written; clear descriptions with detail; logical cause-effect relationships	<b>9 10</b>
Hard to determine what challenge is; cause-effect reasoning may be absent or incorrect	<b>1 2 3</b>	Most convey basic idea, but lack detail; cause-effect reasoning vague or takes leaps	<b>4 5 6</b>	Clear explanations; some detail; most cause-effect relationships make sense	<b>7 8</b>	Well written; clear descriptions with detail; logical cause-effect relationships	<b>9 10</b>		
<b>Originality</b> - Three bonus points may be awarded to any Yes challenge that shows unique creativity or insight into the Future Scene.									

	Y	Category	O	P, W, S, D	Feedback on Step 1 Challenges
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
					<b>Step 1 Comments:</b>

- Yes** - challenge has a chance of occurring
- Perhaps** - meaning is ambiguous
- Why** - challenge does not relate to future scene
- Solution**- statement is a solution to a challenge
- Duplicate** - challenge too similar to another 'Yes' challenge

Category List	
1. Arts & Aesthetics	10. Government & Politics
2. Basic Needs	11. Law & Justice
3. Business & Commerce	12. Miscellaneous
4. Communication	13. Physical Health
5. Defense	14. Psychological Health
6. Economics	15. Recreation
7. Education	16. Social Relationships
8. Environment	17. Technology
9. Ethics & Religion	18. Transportation

Step 1 Scores	
Fluency	1 - 10
Flexibility	1 - 10
Clarity	1 - 10
Originality	3 x ____
<b>Step 1 Total Points</b>	

Step 2 Scoring Guidelines				
<b>Condition Phrase (CP)</b>	Condition phrase not present <b>0</b>	Does not use accurate information or does not relate to KVP <b>1</b>	CP present, uses accurate information from Future Scene, and related to KVP <b>2</b>	
<b>Stem &amp; Key Verb Phrase (KVP)</b>	Key Verb Phrase not present <b>0</b>	Present but multiple verb phrases <b>1</b>	Present but multiple objects or modifiers <b>2</b>	Present and contains a single active verb or verb phrase <b>3</b>
<b>Purpose (P)</b>	Not present <b>0</b>	Present but more than one or repeats KVP <b>1</b>	Present but no clear relationship to KVP <b>2</b>	Present and singular with logical relation to KVP <b>3</b>
<b>Future Scene Parameters</b>	0 or 1 Parameter present <b>0</b>	2 parameters present <b>1</b>	Topic, place, and time present <b>2</b>	
<b>Focus of Underlying Problem</b>	Restates, broadens, or ignores FS <b>1</b> No purpose or not connected to KVP; Purpose repeats the KVP and/or CP <b>1 2 3</b>	Too broad or too narrow KVP with stated purpose; UP not clearly worded; multiple KVP or purpose <b>4 5 6</b>	UP contains a good KVP, the goal or purpose is evident and addresses Future Scene charge <b>7 8</b>	Excellent KVP that ties directly into a well defined, clearly written purpose and addresses Future Scene charge <b>9 10</b>
<b>Adequacy/Importance of Underlying Problem</b>	Restates, broadens, or ignores FS <b>1</b> No purpose or not connected to KVP; Purpose repeats the KVP and/or CP <b>1 2 3</b>	Identifies minor issue from the Future Scene <b>4 5 6</b>	Identifies an appropriate issue from the Future Scene <b>7 8</b>	Identifies a major, important issue from the Future Scene <b>9 10</b>

Condition Phrase: \_\_\_\_\_  
 Stem (circle): "How might we" or "In what ways might we"  
 Key Verb Phrase (KVP): \_\_\_\_\_  
 Purpose: \_\_\_\_\_  
 Parameters: Topic \_\_\_\_\_ Place \_\_\_\_\_ Time \_\_\_\_\_

Step 2 Scores	
Condition Phrase	0 - 2
Stem & KVP	0 - 3
Purpose	0 - 3
Parameters	0 - 2
Focus	1 - 10
Adequacy	1 - 10
<b>Step 2 Total Points</b>	

**Step 2 Comments:**

Step 3 Scoring Guidelines	
<b>Fluency</b> - A relevant solution idea addresses the KVP and supports the purpose. <b>Score</b>	Fluency is determined by totaling the number of relevant solution ideas and using the following scale: Number of relevant solution ideas: 1 2 3 4 5-6 7-8 9-10 11-12 13-14 15-16 Number of points awarded = <b>1 2 3 4 5 6 7 8 9 10</b>
<b>Elaboration</b> - Any relevant solution idea that includes at least three of the who, what, why, how, where, and when elements <b>Score</b>	Elaboration is determined by totaling the number of elaborated solutions in relevant solution ideas: Number of elaborated solution ideas: 1 2 3 4 5-6 7-8 9-10 11-12 13-14 15-16 Number of points awarded = <b>1 2 3 4 5 6 7 8 9 10</b>
<b>Flexibility</b> - Measures the number of different categories in relevant solution ideas <b>Score</b>	Flexibility is determined by totaling the number of different categories identified. Number of distinct categories: 1 2 3 4 5 6 7 8 9 10 Number of points awarded = <b>1 2 3 4 5 6 7 8 9 10</b>
<b>Originality</b> - Three bonus points may be awarded to any relevant solution idea that shows unique creativity or insight	

	R	E	Categories	O	P, W, or D	Feedback on Step 3 Solution Ideas
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

**Relevant** - solution idea answers the KVP and supports the purpose, connection to purpose is obvious or easily inferred  
**Elaboration** - solution idea explains at least three of the who, what, why, and how elements  
**Perhaps** - relationship to KVP and purpose is unclear  
**Why** - not related to UP  
**Duplicate** - solution idea is too similar to another relevant solution

Category List	
1. Arts & Aesthetics	10. Government & Politics
2. Basic Needs	11. Law & Justice
3. Business & Commerce	12. Miscellaneous
4. Communication	13. Physical Health
5. Defense	14. Psychological Health
6. Economics	15. Recreation
7. Education	16. Social Relationships
8. Environment	17. Technology
9. Ethics & Religion	18. Transportation

Step 3 Scores	
Fluency	1 - 10
Elaboration	1 - 10
Flexibility	1 - 10
Originality	3 x _____
<b>Step 3 Total Points</b>	

**Step 3 Comments:**

Steps 4-5 Scoring Guidelines	
<b>Correctly Written (CW)</b> Measure of degree, single dimension, worded in desired direction <b>Score</b>	One point is awarded for each correctly written criterion. A correctly written criterion <b>MUST</b> include all three: a superlative - 'st' word, focus on a single dimension, and indicates the desired direction. Number of correctly written criteria = <b>0 1 2 3 4 5</b>
<b>Relevance to the UP</b> <b>Score</b>	Total Relevancy Points from the table below = <b>0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15</b>
<b>Correctly Used</b> <b>Score</b>	Grid has 3 or more errors; top solution is not used in Step 6 <b>1 2</b> Grid contains 2 errors <b>3</b> Grid contains 1 error <b>4</b> Grid contains no errors <b>5</b>
CW (✓)	A = Advanced 3 points M = Modified 2 points G = Generic 1 point D = Duplicate 0 points NR = Not Relevant 0 points
A / M / G / D / NR	Rel Pts
<b>Steps 4-5 Comments:</b>	
<b>Steps 4-5 Scores</b>	
Correctly Written	0 - 5
Relevance	0 - 15
Correctly Used	1 - 5
<b>Steps 4-5 Total Points</b>	
<b>Total</b>	

<b>Step 6 Scoring Guidelines</b>				
<b>Relevance</b> - Measures the Action Plan's relationship to the Underlying Problem <b>Score</b>	Action Plan does not address the UP <b>1</b>	Action Plan has some relation to the UP; another solution might be better <b>2 3</b>	Action Plan does a good job of addressing the UP <b>4</b>	Action Plan has an excellent relationship to the UP <b>5</b>
<b>Effectiveness</b> - measures the potential ability of the Action Plan to successfully solve the Underlying Problem <b>Score</b>	Action Plan does little to solve the UP <b>1</b>	Action Plan solves some aspects of UP <b>2 3</b>	Action Plan adequately solves UP <b>4</b>	Action Plan completely solves UP <b>5</b>
<b>Impact</b> - measures the positive effect of the Action Plan on the Future Scene <b>Score</b>	Action Plan has no effect on Future Scene; UP scored very low in adequacy <b>1</b>	Effect on the Future Scene is not strong; UP low in adequacy <b>2 3</b>	Action Plan has effect on future scene; UP of average adequacy <b>4</b>	Plan has strong impact on Future Scene; UP high in adequacy <b>5</b>
<b>Humaneness</b> - measures the productive, positive potential of the Action Plan <b>Score</b>	Negative or destructive Action Plan <b>1 2</b>	Action Plan is neutral - neither constructive nor destructive <b>3</b>	Constructive potential evident <b>4</b>	Action Plan is positive and constructive <b>5</b>
<b>Development of Action Plan</b> - The degree to which the team explains its plan <b>Score</b>	Minimal description of plan; team rewrites Step 3 solution idea <b>1 2 3</b>	Plan provides some elaboration; more support of ideas is needed <b>4 5 6</b>	Plan explains the who, what, why, and how elements in detail <b>7 8</b>	Plan structured and well elaborated detailing more than the basic W-W-W-H elements <b>9 10</b>

**Step 6 Comments:**

<b>Step 6 Scores</b>	
Relevance	1 - 5
Effectiveness	1 - 5
Impact	1 - 5
Humaneness	1 - 5
Dev. of Action Plan	1 - 10
<b>Step 6 Total Points</b>	

<b>Overall Scoring Guidelines</b>				
<b>Research Applied</b> - Relevant terms and ideas <b>Score</b>	Minimal evidence of research terms, concepts, issues, trends <b>1 2 3</b>	Average evidence of research terms, concepts, trends for age group <b>4 5 6</b>	Noticeable evidence of research terms, concepts, trends <b>7 8</b>	Evidence of research and thorough knowledge of topic readily apparent <b>9 10</b>
<b>Creative Strength</b> - Original, productive thinking <b>Score</b>	Minimal evidence of creative thinking <b>1 2 3</b>	Some attempt at creative thinking evident in parts of booklet <b>4 5 6</b>	Innovative thinking, insightful ideas; parts of booklet go beyond the ordinary <b>7 8</b>	Strong display of inventive, ingenious ideas throughout the booklet <b>9 10</b>
<b>Futuristic Thinking</b> - Relevant trends and technologies projected into the future <b>Score</b>	Minimal evidence of futuristic trends or technologies <b>1 2 3</b>	Average futuristic ideas for age group <b>4 5 6</b>	Futuristic concepts present throughout booklet <b>7 8</b>	Excellent futuristic concepts that indicate how ideas impact future society <b>9 10</b>

<b>Total Score</b>	
<b>Team #</b> _____	
<b>Total Points</b> _____	<b>Rank in sample</b> _____

**Overall Comments:**

<b>Overall Scores</b>	
Research Applied	1 - 10
Creative Strength	1 - 10
Futuristic Thinking	1 - 10
<b>Overall Total Points</b>	