

TWO-HOUR SESSION

BOOKLET TIME FRAME

0 - 30 (Possibly 45) Minutes: Analyze the Future Scene

(as a group)

Brainstorm Challenge Ideas

Develop and Write the U.P.

Brainstorm Solution Ideas

30 - 120 Minutes:

Write the challenges clearly and completely.

*** 2 writers**

Write the solutions elaborately.

*** 2 writers**

Check over the work of others for additions and/or corrections.

At the 75 Minute Mark: Brainstorm criteria (two people).

Criteria is completed (challenge writer)

Grid is completed (solution writer).

At the 90 Minute Mark: Brainstorm ideas for the Action Plan.

(two people for the brainstorming)

Write the Action Plan elaborately.

(Preferably the writer of the solution within Step 3)

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Reminders

1. Set up the room to the team's best advantage (arrange furniture and a seating arrangement).
2. Restroom visits before the session begins. At least know where the bathroom is located before the monitor leaves your problem solving room.
3. Check the packet's contents--being courteous to the monitor.
4. Watches need to be synchronized. 30-45 minutes for the future scene and 30 minutes for the action plan of the best solution.
5. Each team member's goal is 8 problems or 8 solutions. Share the load. **Work for excellence as you give your best efforts.**
6. After the monitor has begun your two-hour time, check your watches and set the times for finishing various steps of the process.
7. Write your team's acronym for the brainstorming of challenges and later, solution ideas for the U.P.
8. **Future Scene Work:**
 - A. Read the last paragraph (or two) first for the focus of your problem solving before reading the scenario from top to bottom. As you read the future scene, write phrases and ideas for challenges, U.P.'s, and solutions in the margins. Underline important information (future scene parameters), but use your lines sparingly.
 - B. Draw a picture to represent the action(s) within the future scene, if necessary.
 - C. Discuss the future scene thoroughly, paragraph by paragraph (but again, begin with the last paragraph).
 - D. Be mentally aggressive and focused -- lean forward toward your teammates while discussing the future scene.
9. **Challenges:**
 - A. Use your acronym and the future scene to brainstorm possible challenges, problems, or concerns that are from or of the future scene. The challenges will either be causing the future scene or will be resulting from the future scene.
 - B. Connect each challenge idea to the future scene by including parameters or phrases contained within the scenario. Support the challenge idea with research, whenever possible.
 - C. Write one or two sentences (possibly three in some situations) to answer the questions of What is the challenge?, Why is this idea a challenge?, and How does this challenge fit the future scene?. **Try not to use pronouns** in your writing.

10. Underlying Problem:

- A. Attempt to use one of your sixteen challenge ideas for the Conditions of your U.P.
- B. Attack what is **causing** the greatest concern for the target group of people in the future scene, unless the last paragraph directs you to solve a challenge that results from the conditions of the future scene.
- C. The Purpose should be a logical outcome of the Key Verb Phrase and related to the last paragraph (or two) of the scenario. Most times, the Purpose should be generated first, then the Key Verb Phrase.
- D. Connect your U.P. directly to the Future Scene by including the time, place, topic (or a part of the topic), and a particular group of people.

11. Generating Solution Ideas:

- A. Use the U.P. and the acronym to brainstorm potential solution ideas.
- B. Freewheel, have fun, while brainstorming.
- C. Concentrate on flexibility while brainstorming and be careful of using two ideas that are similar in concept (try to combine the ideas, if possible).
- D. When writing the solutions elaborately, connect each solution to the future scene by using the place, people, and other relevant information contained in the future scene. Use several sentences to describe your ideas for the solution (3-5 sentences).
- E. Always state how each solution will satisfy **both** parts of the U.P.; KVP and Purpose (... because...).
- F. Who? (job title or small group of people), What?, Why?, and How? are the questions that need to be answered for each solution idea.
- G. Ask yourself the question, "How can I make this idea work for our team's U.P.?", instead of sometimes thinking or saying, "This won't work!" (Force-fitting).
- H. If you need to finish your solution on the back of the paper (if permitted), remember to write "Over→" or "On the back →" at the bottom of the solution's box on the right side, and then write the solution's number beside the finished solution on the back of the paper. If extra pages are provided, remember to write "On another page→" at the bottom of the solution's box on the right side, and then write the solution's number at the beginning of the solution's concluding description on the extra sheet of paper that has been provided.
- I. Use a thesaurus to find synonyms for the words of the U.P., so you don't overuse those words when relating why each solution idea will be implemented.

12. Criteria:

- A. Each criterion is to be connected to the U.P. and the future scene by using parameters (place, topic, and people) that pertain to the scenario.
- B. Two of the criteria should come from your U.P. (KVP and Purpose). A third criterion may come from your condition phrase.

13. Grid:

- A. Check your grid's numbers in each column and then add the numbers in each row using a calculator (without any weighting of a criterion, 180 should be the sum of the totals for the eight solution ideas listed on the grid; with a weighted criterion, the sum would be 216).
- B. Have another person check over the addition of each row on the grid.
- C. Weight one of the criteria (2x)

14. Developing an Action Plan:

- A. Brainstorm ideas with a partner that would enhance the best solution.
- B. Write five complete paragraphs for your Action Plan. The first is an overview of the plan's steps and stages of implementation (Who? and What?); the second elaborately describes why and how the plan solves the Underlying Problem, complete with reasons; the third paragraph describes the obstacles or challenges this solution may experience and offer methods of overcoming those obstacles (if possible), the fourth paragraph depicts the strengths of this solution idea in detail, utilize the criteria to assist your description and the fifth explains the possible impacts on the future scene, other than the area chosen for the Underlying Problem and how this solution will actively benefit the lives of various groups of people (humaneness) within the future scene.
- C. Describe how your Action Plan will overcome various sources of resistance. Point out the strengths of your best solution idea. If some weaknesses are realized, then adapt or alter the idea so that shortfall is no longer a deficit for the solution.
- D. Make sure your plan demonstrates clear connections to the Future Scene and a potential for success. In particular, tell why your solution will be good for society.
- E. The Action Plan must describe the "same" solution idea contained earlier in Step 3 of the booklet, but with more elaboration.
- F. You may add new facets to your Best Solution as long as each addition represents a subpart of your Best Solution, but combining two or more solutions is not recommended.
- G. Vary your sentence structure and vocabulary to make the Action Plan interesting to read.
- H. Put yourself in the position of a salesperson. You will need to use your skills in writing to convince the evaluator that your Action Plan is the best course of action to take for your team's U.P. and the future scene.
- I. Your goal is to fill the front (and back of that last sheet for Step 6, if permitted) of page eleven and another sheet (an extra sheet that has been provided).

15. Wrap-up:

- A. Take time to keep your papers organized during the session.
- B. Patiently collect and organize your booklet pages that are to be placed back inside the envelope for evaluation after your time for problem solving has expired. [State Bowl]: Stay with your team until the Underlying Problem and the Action Plan have been rewritten for the Skit Presentations.]