Washington FPS

FROM THE AD'S DESK
SEPTEMBER 2019

Dutch Hill Elementary School students at 2019 State Bowl ready for GIPS competition

Shuksan Middle School students at 2019 State Bowl ready for the GIPS competition

Hello Coaches,

For those of you who are just about to welcome another group of students into your classroom, I wish you a successful year. For those who have been in school for a couple of weeks already, I hope the start of your year went smoothly and for those of you who are still enjoying the last few days of your summer vacation, I hope that you are refreshed and ready for another great year.

This year I would like to welcome two new coaches, Jennifer Wilson and Michelle Starkel, who will be coaching two elementary teams from Spokane. It is great to see new schools participating from the east side of the State.

New this year is the ability to earn clock hours. Coaches may sign up for three clock hours for each of this year's FPS topics. Upon completion of the required assignments, up to twelve clock hours may be earned. Registration and payment for these clock hours will be done on the WAFPS website. See page 4 for more information.

This year, at the Affiliate Directors Board Meeting before the International Conference, it was decided that there will be no changes to any of the competition components this year. It is always a pleasant surprise not to have to deal with new rules and regulations once in a while. There is, however, a new form for the Publication Release and Statement of Authenticity, which includes Competitor Rules and Regulations (see page 4 for additional information).

If you have considered becoming an evaluator this year or if you know of any students who participated in FPS and are now in college and you think they might be good candidates for evaluators, please give contact information to the evaluation director, Ann Foreyt (ann.foreyt@gmail.com).

Please note that the deadline for early registration is earlier this year, September 20.

John Buissink
Affiliate Director

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QUICK GUIDE TOPIC DESCRIPTORS FOR 2019-2020

PPI - International Travel

Most people dream of visiting new and exciting places to experience culture, cuisine, and local entertainment through travel. Transportation technology makes it easier and faster than ever before to get from one country to another although travel can be very expensive and time-consuming for many people. Heightened safety concerns often mean changing security requirements and government screening processes for crossing borders.

Some experts believe that technology may begin to replace in-person travel. VR-AR-MR (Virtual Reality / Augmented Reality / Mixed Reality), are immediate, involving, engaging and immersive types of entertainment that can accessed anywhere in the world. This could cause travel to boom if people, having used these technologies, want to experience the world "for real." People may be increasingly comfortable in both worlds: the physical real world, and the digital world that is constructed instantly and repeatedly to fit what each person wants and chooses, using immediately responsive networks.

How will the time, technology, and expense associated with travel impact the future of international travel and tourism?

PPII – Sleep Patterns

Approximately one-third of our lives is spent sleeping. For nearly a century, scientists have been able to record brain activity and see the dynamic changes during sleep. Lack of sleep can affect brain function, especially memory, language, and emotional balance. Physical effects include fatigue, stress and health problems including heart disease and obesity. Today, technology on our wrists can measure sleep habits and movements.

Globally, businesses developing sleep aids are witnessing significant growth due to the rising incidence of sleep disorders. This has been exacerbated by the growing senior population. It is manifest in increasing demand for sleeping pills due to stressful modern lifestyles and increasing numbers of initiatives by various health organizations to increase awareness about sleep disorders. Sleep medications often have undesirable side effects and patents of major sleep drugs expire. Wakefulness aids, stimulants and prescription drugs such as coffee, energy drinks, benzodiazepines and even illegal drugs are gaining in popularity as a perceived solution to the need to perform effectively despite sleep deprivation.

How might our over-scheduled lives and increased digital presence disrupt natural circadian and sleep patterns? Can the benefits of sleep be replicated? What new technologies might be available to help people monitor and adjust brain wave activity during sleep? Will scientists discover more about the genes that enable functionality with less sleep?

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QP – Gamification

Gamification isn't just about leisure time digital or other games. Gamification applies the theories of game development that make games so alluring and creates sustained attention. Players and teams win points and rewards by completing designated tasks. Minecraft, for example, has been used by teachers for everything from computer science to social sciences to creative writing. Fitbit and tracking apps on the iWatch are increasingly popular and encourage competition – with yourself or with a group.

Gamification helps users focus on tasks that might normally be boring, and the process might be applied to fields such as customer loyalty, education, health, recreation, job training, self-improvement, household chores, fundraising, and activism. Gamification is being used by corporations to make marketing interactive, but it's also being used to benefit individual health and well-being.

Is there a relationship between gamification and tech addiction? How might gamification impact education and learning, inside and outside formal schools, or even in the workplace? What are some of the ethical implications, particularly around user privacy? What role will companies have in the creation of tech products to "hook" their users or the use of gamification as an educational tool? Can gamification enhance human interactions?

State Bowl – Living in Poverty

Nearly half of the world's population (more than 3.5 billion people) live in poverty. Of those 3.5 billion people, 1.4 live in extreme poverty, surviving on less than $US1.25 per day.

Across the globe, many people struggle to have and sustain basic needs such as food, clean water, basic medical supplies, and adequate shelter. Some people are forced to leave their homes to travel to other places or countries to find menial work to send money home to support their families. Due to poverty, many people are unable to access education. Some adults deliberately suffer from malnutrition so that their children can have the food that is available. Children in severe poverty are often orphaned or they have been sent away because their parents cannot afford to care for them. Healthy food can be very difficult to come by for the poor due to lack of financial and monetary resources, meaning that they depend on cheap, unhealthy foods to sustain their lives.

What can be done globally to assist those suffering from extreme poverty? How can we reverse this trend in order to decrease the adverse impact of poverty on future generations?

CLOCK HOURS OPPORTUNITY

Collaborative Coaching WAFPS 19-02
WAFPS Clock Hours for 2019-20

Cost $5 per clock hour

To qualify for these clock hours, you must first register at least one team or individual in one FPS component (GIPS, CmPS, Scenario Performance, Scenario Writing)

a. Register and pay for 3-12 clock hours at wafps.org.
b. Complete and submit clock hour registration form, provided by WAFPS.
c. Read articles for one or more of the 2019-20 FPS Topics: I, II, the QP or State Bowl
d. Summarize how you prepared your students for the topic you chose for one of the competition components
e. Write a brief summary of how you and your students used the articles
f. Either describe one Topic Activity Unit that you used with your students or describe one activity that you or your students completed while preparing them for the topic
g. Submit by email a clock hour evaluation form and your responses to parts c-f* above to John Buissink at jbuissinkwafps@gmail.org

3 clock hours per topic
(maximum 12 clock hours)

Deadline to register: Thursday, November 21

Registration and payment should be submitted on the WAFPS website. Go to **REGISTER AND SHOP**.

All work for additional clock hours must be completed and submitted to jbuissinkwafps@gmail.com by April 1, 2020.

*Submitted work may be used by WAFPS for promotional purposes.

NEW THIS YEAR

A new publication release/statement of authenticity and competitor rules and regulations form has been released from FPSPI. Please discard all previous versions of this form. The new form can be downloaded from wafps.org, under Coaches/Resources for Coaches.

2019-2020 TOPICS

PPI: International Travel

PPII: Sleep Patterns

QP: Gamification

SB: Living in Poverty

IC: To be announced in early Spring

PLEASE CONSIDER SUPPORTING WAFPS AT THESE ORGANIZATIONS

FredMeyer community rewards
Where shopping & giving unite

Fred Meyer
Non-Profit #RC754

Support Washington Future Problem Solving.
When you shop at smile.amazon.com, Amazon donates.
Go to smile.amazon.com
amazonsmile

AmazonSmile
Washington FPS

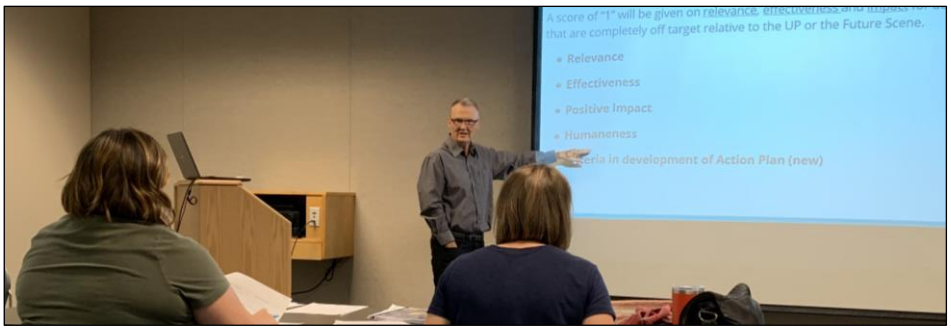
FEES 2019-20

Take advantage of early registration fees for 2019-2020 by *registering before* ***September 20***.

GIPS Teams $130 (after September 20: $140)
GIPS Individuals $100 (after September 20: $110)
CmPS Teams or Individuals $115 (after September 20: $130)
CmPS 2nd or 3rd year continuation $25
Scenario Writing $40 (after September 20: $45)
Scenario Performance $40 (after September 20: $45)

Register online at wafps.org.
Have a question? Text/call John @ 509-386-6297

FALL TRAINING-SPOKANE



We are excited to welcome Spokane coaches to Future Problem Solving, and to welcome back, Jennifer Wilson, who is a Mead District FPS alumnus!

Fall training was held at the Spokane South Hill Library in August.

Important Dates

9/20: Early Registration ends

10/11: PPI due

11/13: Last day to register and have PPII evaluated

11/18: PPII due

12/31: Final day to register for any component

1/9: CmPS progress reports due

1/14: QP due

1/23: Scenario Writing due

1/23: Scenario Performance due

2/20: CmPS projects due

2/28: Advancing Scenario Writing Cover Sheets due to IO

3/3: State Bowl registration deadline

3/9: Advancing Scenario Writing due to IO

3/18-20: State Bowl at Warm Beach

4/3: Advancing CmPS Cover Sheet due to IO

4/14: Advancing CmPS projects due to IO

6/3-7: 2020 International Conference, Amherst, Massachusetts

Final Words from the AD's Desk

International travel may have been something you experienced recently and world news constantly reminds us that there are many fascinating places around the world that deserve to be explored. If you are considering traveling abroad, you may be aware of the disruption you might experience in your sleep patterns as your body adjusts to different time zones. So, the first two topics can be linked and some of your students may be able to relate to feeling overly tired when simply traveling by air across the USA.

How do you think that international travel will change in the next 20 years?

Please call/text (509) 386-6297 or email me (jbuissinkwafps@gmail.com) any time you have questions.

Next Month: **Topic Activity Unit Preview; Possible Timeline for GIPS**

"You're braver than you believe, stronger than you seem and smarter than you think."
– A.A. Milne, Pooh, Winnie-The-Pooh