

# 1

# Identifying Challenges Fact Sheet

## Required Elements

- Link to the future scene (how the challenge logically relates to the future scene)
- The challenge itself
- Why the challenge is a challenge

## Recommended Procedures

- Begin brainstorming alone, generating the ideas that occur to you immediately.
- Write down your ideas in two or three words on color sticky notes.
- After a few minutes, assemble as a team and briefly describe your ideas in round-robin style.
- Jot down ideas that occur to you as you hear the ideas of others (hitchhike).
- Continue brainstorming, saying your ideas aloud as you go.
- Analyze every line, moving away from holistic points of view.
- Use the category list to improve flexibility.
- Stop at a given point even if you haven't reached a pre-selected goal.
- Consolidate similar ideas to avoid duplication.
- Select the best 16 ideas to write in the booklet. (The person who contributed most to the idea should probably write the idea in the booklet.)
- Use the process that works best for your team.

## Scoring Scales

- Fluency** - number of likely challenges (1 - 10 points)
  - (Y) Yes (only score to receive credit)
  - (P) Perhaps
  - (S) Solution
  - (D) Duplicate
  - (W) Why

**Flexibility** - number of identified categories (1 - 10 points)

**Clarity** - quality of the written expression (1 - 10 points)

**Originality Bonus** - rare and insightful (3 points)

## Reminders

- Must come from information in the future scene
- May be either a consequence or a cause
- May be a problem (positive) or a goal (negative)
- Must be stated in terms of possibilities (may, might, could)
- Challenges are cause and effect relationships from the future scene.

## What NOT To Do

- Don't keep writing until you lose your point. Be concise and stick to the point.
- Don't identify the most extreme consequence possible for each challenge. Be practical and only identify *likely* consequences.
- Don't repeat the same idea simply changing the settings. Duplicate scores in Future Problem Solving don't mean identical; they mean "similar in context."
- Don't worry about a few blank entries. You will receive credit for everything you do, and time pressure may force you to move on to the next step without writing all 16 challenges.

## Rules for brainstorming

- Quantity over quality
- Defer judgement (no criticism)
- Hitchhike (piggyback)
- Freewheel

## 2010-11 Topics

- Healthy Living
- Air Transport
- Genetic Testing
- Water Quality
- Emergency Planning

## Power Strategy

- Write the categories list on a color sheet of paper after the session timing begins. Using a color sheet makes it easy to find when needed.

## Booklet Writing Protocols

- Never write on the back side of any page in the booklet.

- It is best to write with a #2 pencil. It copies well and allows for erasure.

- Be sure to make clear copies of the booklet and keep one copy for the team. The booklet mailed for evaluation will not be returned.

- Become familiar with every provision of the 2010-11 Rules of the Competition.