

Future Problem Solving Program International

2009-10 Catalog

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Action-based Problem Solving Teacher's Manual

Action-based Problem Solving (AbPS) is designed specifically for the regular classroom. AbPS introduces the classroom teacher and students to creative problem solving, higher-level thinking, and action skills in a hands-on, nonthreatening manner.

Primary - Grades K-3

Item #FPSAB01 \$30

Junior - Grades 3-6

Item #FPSAB02 \$30

Middle - Grades 6-9

Item #FPSAB03 \$30

Coach's Handbook

A comprehensive overview of FPS Global Issues Problem Solving. Includes the FPS six-step model, tips on teaching, and exercises for improving team performance. 2008 Edition.

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Student Guide Workbook

For use with the **Coach's Handbook**. This student workbook introduces generating and focusing tools and guides students through the six-step problem solving model. Each section contains explanations and examples. 6th Edition.

Item #FPS01S \$5

Problem Solving Across the Curriculum

Contains multiple future scenes. Shows how to write problem situations for curriculum topics. Includes examples of problems used by teachers in the classroom. Employs FPS six-step model, while focusing on curriculum topics. 2007 Edition.

Item #FPS11 \$32

COMBO #1 - Coach's Handbook, Four (4) Student Guides, and Problem Solving Across the Curriculum

Save 7%

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Evaluation Primer

A terrific tool for FPS coaches and evaluators. This how-to manual guides the novice and experienced coaches and evaluators through Global Issues Problem Solving evaluation. Provides scoring criteria, evaluation exercises, and examples. 2008 Edition.

Item #FPS106 \$25

FPSPI: Past, Present, and Future

An interesting, comprehensive book highlighting the history/goals of FPSPI and its common heritage with creative problem solving. 2009 Edition.

Item #FPS184 \$12

Materials to Enhance Students' Thinking Skills and Problem Solving Abilities

Future Thinking, Future Studies Techniques for Future Problem Solving

As a thinking skill, thinking futuristically enhances an individual's ability to solve future oriented problems. This guide provides specific future study techniques to help students improve their problem solving. Full of charts and graphs, this guide will help your students think about the future. 2007 Edition.

Item #FPS05 \$22

TIPPS - Terrific Ideas of Practices & Procedures for Success in FPSPI

Great tips from winning FPS coaches in the following areas: Establishing & Maintaining an FPS Program, Strengthening Teams, Research Skills, the Problem Solving Process, Critical/Creative/Futuristic Thinking, and integrating FPS into the Curriculum. 2008 Edition.

Item #FPS04 \$35

2009-10 Readings, Research, and Resources (RR&R)

Summaries of hundreds of articles which look at the topics from multiple viewpoints. Includes questions for discussion, terms, definitions, and a list of resources. A **must-have** in preparing for this year's topics.

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2009-10 Questions and Answers For Readings, Research, and Resources (Q&A)

Almost 1,000 questions and answers from information in the **Readings, Research, and Resources** book. On card stock, suitable for cutting into flashcards or leaving intact. An invaluable supplement to RR&R.

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Comprehensive coverage current topics: Sensory Overload, Invasive Species, Orphaned Children, and Food Distribution. Each unit provides lessons focusing on the FPS model, research, thinking tools, a simulation, and a practice future scene.

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2009 Global Issues Problem Solving Team and Individual IC Champions

First place team and individual Global Issues Problem Solving and evaluations. Includes evaluator scores and comments. An ideal model for students, teachers, and coaches. See what champion booklets look like along with evaluator scores and comments.

Item #FPS09TE \$18

2009 International Conference CmPS Champions

Community Problem Solving Grand Champions and first place teams from each category in each division. Reproductions of each project's addendum included in CD.

Item #FPS09CC \$28

Community Problem Solving (CmPS) Handbook

Great reference for exploring all areas of starting service learning or a community project and how to achieve successful results. Includes terrific tips and ideas. 1998 Edition.

Item #FPS19 \$20

2009 Scenario Writing Champions

The top five scenarios from each division in the Future Problem Solving Program International's 2009 Scenario Writing Competition. Read the best of the scenarios from around the world and see what makes them champions.

Item #FPS09SW \$15

Scenario Writing Guide

Indispensable manual designed to help teachers effectively guide students in writing scenarios. Explanations of scenario writing techniques, classroom activities, and award-winning student work. 2005 Edition.

Item #FPS07 \$20

COMBO #5 - Scenario Writing Guide and the 2009 Scenario Writing Champions

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FPSPI = A Program for Students of the 21st Century DVD

Students explain how FPSPI affects their lives and promotes positive growth in the 21st century

Item #FPS171 \$15

Six-Step Process DVD

Learn the creative problem solving process and how FPSPI fits into your classroom or group.

Item #FPS155 \$15

FPSPI Overview DVD

Learn why FPSPI is the program to provide 21st Century skills for all students.

Item #FPS131 \$10

GmPS Promotional DVD

Discover CmPS through examples of projects and the creative problem solving process utilized.

Item #FPS154 \$15

Supplemental Materials

An Intro to Problem Solving Style View

Problem-solving styles are consistent individual differences in the ways people prefer to deal with new ideas, manage change, and respond effectively to complex, open-ended opportunities and challenges. Explains the important and unique personal characteristics and implications, benefits, and risks of each style. 2007 Edition.

Item #CLC01 \$12

Brainteasers

Select from a stimulating collection of mind-provoking 5 to 15 minute activities ready for instant use. Activities help students develop thinking, reasoning, and memory skills. 1994 Edition.

Item #Z01 (Grades 1-6) \$30

Create-A-Drama

Activities develop students' abilities in observing, concluding, recalling, applying, analyzing, synthesizing, and evaluating to help build divergent and convergent thinking skills. Topics covered include: introduction to drama, writing a script, dramatic activities, and presenting dramas. Grades 5-10.

Item #EI03 (Grades 5 and up) \$13.95

Creative Drama

Students are introduced to a range of activity types including building dialogues; quick improvisations; improvisations with individuals, pairs, and groups; building characters and situations; and movement and mime. Grades 5 and up.

Item #EI04 (Grades 5 and up) \$11.95

Creative Drama Set: Create-A-Drama & Creative Drama **Save \$2**

Item #EI06 (Grades 5 and up) \$23.95

Creative Problem Solving Kit

Great for the whole group or independent use. A hands-on approach to teaching the Creative Problem Solving process to kids and adults. With a Leader's Guide informational book, Actionbook, and individual color-coded cards detailing each step of the process, this kit has it all! 2006 Edition.

Item #PP09 \$79.95

Creative Problem Solving - An Introduction

Introduction to and overview of Creative Problem Solving based on extensive research, development and field experience in education, business, and many other organizations. 2006 4th Edition.

Item #PP04 (Grades K-12)..... \$24.95

CPS For Kids & CPS For Teens

Guide children to new heights with the Creative Problem Solving methods outlined in CPS for Kids and CPS for Teens. These books teach exciting and powerful problem-solving method from start to finish. Exercises encourage both creative and critical thinking. Both books provide a set of suggestions for teachers and then present reproducible classroom activities each of which can be completed in 30 - 40 minutes!

Item #PP12 (Kids - Grades 2-6) ... \$14.95

Item #PP13 (Teens - Grades 6-12) \$14.95

Creative Problem Solving For Young People

Teach creative problem solving concepts to primary students at a level which best suits their abilities, needs, and stage of development. Beginning chapters discuss research and background information while the rest of the book contains actual lessons to use in the classroom!

Item #EI02 (Grades K-2) \$13.95

Doggy Dung Disaster

Thirty true stories profile kids who used their heads, their hearts, their courage, and sometimes their stubbornness to help others and do extraordinary things. As young readers meet these boys and girls from around the world, they may wonder, "What kind of hero lives inside of me?"

Item #FS13 (Grades 4 - 7) \$9.95

The Kids from Nowhere

An Arctic Educational Miracle. They were children of whale and walrus hunters. Previous teachers had labeled them "ineducable." They came from a blizzard-swept Bering Sea island. Their troubled school was threatened with closure. They had no computers and almost no books. Most had poor reading and writing skills. They spoke English as a second language. They had little world knowledge. They became national academic champions! Read the story behind the miracle. 2006 Edition

Item #GG01 \$16.95

The Kids Guide to Service Projects

A helpful guide to over 500 ideas for student community service activities.

Item #FS11 (Grades 3-5) \$12.95

The Kids Guide to Social Action

Provides service project ideas, from simple to large-scale commitments involving whole communities. Includes chapters on how-to's; instructions for creating flyers, petitions, press releases and public service announcements; ideas for fund raising.

Item #FS12 (Grades 4-12) \$18.95

Practice Problems for Creative Problem Solving

Featuring 50 brief situations that present interesting opportunities and open-ended challenges to engage students in Creative Problem Solving. Providing motivating starting points for practicing CPS with groups of many sizes and ages.

Item #PP15 (Grades 3-8) \$19.95

Service Learning Journals

This is the most widely used Service-Learning book in the country, helping students to raise the bar for learning and personal growth. This interactive resource is currently guiding and inspiring students to enhance their community while improving their thinking, writing, research, collaborative, and communication skills.

Item #SGJ-1 Elementary \$6.95

Item #SGJ-2 Middle/High School \$6.95

Spurs to Creative Thinking

Spurs are prompts to stimulate student thinking - both critically and creatively. Themes in the 18 lessons and 54 activities include finding the problem, producing alternatives, and elaborating. 2002 Edition.

Item #CLC0274 (Grades 5-12) \$19.95

Tanglers

Enable students to develop their problem-solving skills while developing their ability to work cooperatively. Tanglers teach students to rely on their own abilities and understandings as well as those of their classmates.

Item #Z03 \$17.95

Tanglers, Too!

Students develop problem-solving skills while developing their ability to work cooperatively. In addition to enhancing reading comprehension, Tanglers help reduce teacher-dependent behavior by teaching students to rely on their own abilities and understandings as well as those of their classmates.

Item #Z04 \$17.95

Tanglers Set: Tanglers & Tanglers, Too! **Save \$6**

Item #Z05 \$30

Team Challenges

Group Activities to Build Cooperation, Communication, and Creativity is filled with hands-on tasks that group leaders, parents, and teachers can present to help children learn to work cooperatively with others, improve their problem solving skills, and expand their imagination. 2005 Edition.

Item #Z02 \$19.95

Thinkathon 1

Challenge your students' higher-level thinking skills! This book can be implemented within one classroom or several schools! Thinkathon 1 covers brainstorming skills, memory skills, I.Q. Testers, analogies, and language skills.

Item #EI05 (Grades 2-5) \$14.95

What If

Provides service project ideas, from simple to large-scale commitments involving whole communities. Includes chapters on how-to's; instructions for creating flyers, petitions, press releases, and public service announcements; ideas for fund raising.

Item #EI01 (Grades 4-12) \$13.95

2009-10 Readings, Research, and Resources available on CD ROM, see page 1.

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