

Course Title: Leadership Skills Development – SGA 1/CMPS (edits)			
Course Number: 2400300			
NGSSS Benchmark	Content Focus	Number of Questions	Suggested Cognitive Complexity (per CPALMS)
<i>Reporting Category 1: Decision Making/ Goal Setting</i>			
HE.912.B.5.4	Assess whether individual or collaborative decision making is needed to make a healthy decision.	3	3 Level 2
PE.912.M.1.5	Apply strategies for self improvement based on individual strengths and needs.	6	6 Level 2
Reporting category total		9	
<i>Reporting Category 2: Communication</i>			
HE.912.P.2.2	Utilize current, accurate data/information to formulate a health-enhancing message.	8	8 Level 2
HE.912.P.2.4	Adapt health messages and communication techniques to a specific target audience.	8 6	3 Level 2 3 Level 1
Reporting category total		14	
<i>Reporting Category 3: Public Relations</i>			
SS.912.C.2.13	Analyze various forms of political communication and evaluate for bias, factual accuracy, omission, and emotional appeal.	3	3 Level 2
SS.912.C.2.12	Explain the changing roles of television, radio, press, and Internet in political communication.	2	2 Level 2
Reporting category total		5	

Overall Percentage for Written Test: 30%

Overall Percentage for Performance Tasks: 70%

Course Name: Leadership Skills Development (SGA 1 & Community Problem Solvers 1)
Course Number: 2400300

Overall Percentage for Performance Tasks 70%

Performance Task #1	Conduct a service project to further the public good.
Weighting Percent for this Task	70%
Standard	SS.912.C.2.5 - Conduct a service project to further the public good
Exemplar (If applicable)	This is one project from a category that a student wishes to showcase. A two-page application must be completed with up to five pages of documentation to support the written documentation.
Additional Information	Projects to be done throughout the school year. Students, in groups of 1-5, will select their best project and be allowed 5 days to complete the portfolio. Portfolios will follow the guidelines of the FASC Project of the Year Competition.
Suggested Assessment Team	Current SGA and CMPS advisors from each high school.

Rubric:

See attached rubrics for students conducting Community Problem Solving Projects and/or Creative Problem Solving writing through the Future Problem Solving Program. Teacher will determine which rubric is appropriate for the student (s).

CmPS Affiliate Scoresheet

Future Problem Solving Program

Team _____

Individual _____

Division _____ Category _____ Evaluator _____ Project # _____ Project Name _____

I - Project Overview (explanation of problem solving process)			
A. Area of Concern			
Significance (1-10)	Completeness (1-10)	Clarity (1-10)	Total (Max 30)
B. Challenges Identified			
Flexibility (1-10)	Insight (1-10)	Clarity (1-10)	Total (Max 30)
C. Underlying Problem			
Relevance to Area of Concern (1-10)	Focus (1-10)	Clarity of Desired Outcomes (1-10)	Total (Max 30)
D. Alternative Solution Ideas			
Relevance to UP (1-10)	Flexibility (1-10)	Clarity (1-10)	Total (Max 30)
E. Plan of Action			
Relevance to Underlying Problem (1-10)	Potential Impact on Area of Concern (1-10)	Completeness (Working Timeline) (1-10)	Total (Max 30)
I - Subtotal			

Comments:

II - Implementation of Plan (description of actions taken)			
A. Actions and Outcomes to Date			
Progress Made (1-10)	Successful Implementation/ Adaptation of Plan (1-10)	Evidence of Effort (1-10)	Total (Max 30)
B. Organization			
Clarity (1-10)	Systematic Approach to Tasks (1-10)	Involvement of Participant(s) (1-10)	Total (Max 30)
C. Resource Identification and Utilization			
Thoroughness (1-10)	Flexibility (1-10)	Evidence of Outreach (1-10)	Total (Max 30)
II - Subtotal			

III - Addendum			
Clarity (1-15)	Completeness (1-15)	Creativity (1-15)	Total (Max 45)
III - Subtotal			

07/08

Step 2 - Scoring Guidelines		Step 2 - Evaluator			
Condition Phrase (CP) Score 0 to 2	Condition Phrase not present 0	Does not use accurate info. or reasonable assumptions, or does not relate to KVP - 1	Relates to KVP & uses accurate information from FS/research 2		
Stem & Key Verb Phrase (KVP) Score 0 to 3	Key Verb Phrase not present 0	Present with two verb phrases/Does not contain accurate information 1	Present but has two objects or two modifiers 2	Present and contains a single active verb or verb phrase 3	
Purpose (P) Score 0 to 3	Purpose not present 0	Present with two purposes/Does not contain accurate information 1	Present but does not have a clear relationship to KVP 2	Present: single purpose with logical relation to KVP 3	
Future Scene Parameters (FSP) Score 0 to 2	0 or 1 parameter present 0	2 parameters present 1	Topic, place and time all present 2		
Focus of Underlying Problem Score 1 to 10	Restates, broadens, or ignores FS - 1 Purpose repeats KVP and/or CP (circled) - 2 No purpose or not connected to KVP - 3	Too broad or too narrow KVP with stated purpose; UP not clearly worded; Multiple KVP or purpose 4 5 6	UP contains a good KVP; the goal or purpose is evident and addresses future scene charge 7 8	Excellent KVP that ties directly into a well defined, clearly-written purpose and addresses future scene charge 9 10	
Adequacy/Importance of Underlying Problem Score 1 to 10	Restates, broadens, or ignores FS - 1 Purpose repeats KVP and/or CP (circled) - 2 No purpose or not connected to KVP - 3	Identifies a minor issue from the future scene 4 5 6	Identifies an appropriate issue from the future scene 7 8	Identifies a major, important issue from the future scene 9 10	

Condition Phrase: _____ Future Scene Parameters (✓) if present: _____
 _____ Topic _____
 _____ Place _____
 _____ Time _____

Key Verb Phrase: _____

Purpose: _____

Step 2 Scores	
Condition Phrase	0-2
Stem & KVP	0-3
Purpose	0-3
Parameters	0, 1, or 2
Focus	1-10
Adequacy	1-10
Step 2 Total Points	

Step 3 - Scoring Guidelines		Step 3 - Evaluator									
Fluency - A relevant solution idea addresses the condition phrase, KVP and purpose Score 1-10	Fluency - Award points for each relevant solution idea. (Use 4 and 6 pts for substantial challenges)										
	Number of Relevant: 1 2 3 4 5 6 7 8										
	Number of points awarded: 1 2 3-4 5-6 7 8 9 10										
Elaboration - Any relevant solution idea that includes at least three of the who, what, why, how, where, and when elements Score 1-10	Elaboration - Award points for each elaborated relevant solution. (Use 4 and 6 pts for substantial challenges)										
	Number of Elaborates: 1 2 3 4 5 6 7 8										
	Number of points awarded: 1 2 3-4 5-6 7 8 9 10										
Flexibility - Measures the number of categories (ideas) in relevant solution ideas Score 1-8	Flexibility is determined by awarding 1 point for each different category used in a Relevant solution.										
	1 2 3 4 5 6 7 8										
Originality - 3 bonus points may be awarded to any relevant solution idea that shows unique creativity or insight into the future scene											

R(✓)	E	Categories	Feedback on Step 3 Solution Ideas
1			
2			
3			
4			
5			
6			
7			
8			

- Relevant - solution idea is relevant to the KVP and condition phrase and makes a connection to the purpose
- ✓ - substantial
 - Irrelevant - solution idea is irrelevant to UP
 - Purpose - Purpose not addressed
 - Unclear - solution idea is unclear or uses faulty logic
 - Duplicate - statement is a duplicate of another relevant solution idea
- Category List**
- | | |
|---------------------------|--------------------------|
| 1. Arts & Aesthetics | 12. Miscellaneous |
| 2. Basic Needs | 13. Organization |
| 3. Business & Commerce | 14. Physical Health |
| 4. Communication | 15. Pride |
| 5. Defense | 16. Psychological Health |
| 6. Economics | 17. Recreation |
| 7. Education | 18. Safety |
| 8. Environment | 19. Social Relationships |
| 9. Ethics & Religion | 20. Technology |
| 10. Government & Politics | 21. Time |
| 11. Law & Justice | 22. Transportation |

Step 3 Scores	
Fluency	1 - 10
Elaboration	1 - 10
Flexibility	1 - 8
Originality	3 x _____
Step 3 Total Points	

Do OVERALL below

STEP 3 - OVERALL - Circle to Score each 1 - 10*
 * See OVERALL SCORING Guidelines below Step 6.

- Research Applied - Topic terms and concepts; Many ideas 1 + 2 + 3 + 4 + 5 + 6 + 7 + 8 + 9 + 10
- Creative Strength - Flexibility; Fluency; Originality; Unconventional thoughts 1 + 2 + 3 + 4 + 5 + 6 + 7 + 8 + 9 + 10
- Futuristic Thinking - Stays within futuristic aspects of future scene; Futuristic ideas, concepts 1 + 2 + 3 + 4 + 5 + 6 + 7 + 8 + 9 + 10

Step 4 - Scoring Guidelines		Step 4 - Evaluator					Step 5 - Evaluator													
Correctly Written - Measure of degree, single dimension, worded in desired direction Score 0 to 5	One point is awarded for each correctly written criterion. A correctly written criterion must include a superlative ('st' word), focus on a single dimension, and be phrased in the desired direction.					Number of correctly written criteria = 0 1 2 3 4 5														
Applicability and Relevance to the Underlying Problem Score 0 to 15	Total App/Rel points from the table below = 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15																			
Correctly Used Score 1 to 5	Grid has 3 or more errors; top solution is not used in Step 6.					Grid has 2 errors.					Grid has 1 error.					No errors				

Correctly Written (✓)	A = Advanced 3 points	M = Modified 2 points	G = Generic 1 point	NR = Not Relevant 0 points	AM/GNR	App/Rel points	Step 4 Comments:					Step 5 Comments:					Steps 4/5 Scores				
1							Always use the superlative degree!					9's in grid must be from 1-5 in each column					Correctly Written 0 - 5				
2							Only address 1 area within each criterion					Check your addition					Applic./Relevance 0 - 15				
3							Target your UP (KVP or Purpose).					You must use the highest scoring solution as your best solution.					Correctly Used 1 - 5				
4							Grid form					Good job on grid!					Steps 4/5 Total Points				
5							You really targeted in on your UP &/or Purpose!					You went beyond the norm!									
							Total														

Step 6 - Scoring Guidelines		Step 6 - Evaluator		
Relevance - The plan's relation to the Underlying Problem Score 1 - 5	Action plan does not address the UP. 1	Action plan has some relation to the UP; another solution might be better. 2 3	Action plan does a good job of addressing the UP. 4	Action plan has an excellent relationship to the UP. 5
Effectiveness - The plan's effectiveness in solving the UP (KVP & Purpose) Score 1 - 5	Action plan does little to solve the UP. 1	Action plan solves some aspects of UP; plan is weak. 2 3	Action plan adequately solves UP; plan is sufficient. 4	Action plan creatively solves UP and is well explained. 5
Impact - The plan's impact on the Future Scene Score 1 - 5	Action plan has little effect; UP scored low in focus and/or adequacy. 1	Effect on the future scene is not strong; UP scored low in focus and/or adequacy. 2 3	Action plan has effect on future scene; UP of average adequacy. 4	Plan has strong impact on future scene; UP high in adequacy. 5
Humaneness - Measures the productive, positive potential of the action plan Score 1 - 5	Negative or destructive action plan. 1 2	Action plan is neutral - neither positive nor negative. 3	Positive <i>potential</i> exists in the action plan. 4	Action plan is practical, positive, and constructive. 5
Development of Action Plan - The degree to which the team explains its plan Score 1 - 10	Minimal description of plan; team rewrites step 3 solution idea. 1 2 3	Plan provides some elaboration; more support of ideas is needed. 4 5 6	Plan explains basic elements of the who, what, why, and how in detail. 7 8	Plan is structured and well elaborated detailing more than the basic elements. 9 10

Step 6 Comments:

- Show how this solution will affect the future scene situation.
- Provide better explanation - you must show how your solution will work to solve UP.
- You went away from your UP! Be careful!
- How will humanity be affected by your plan?
- Proofread while looking at your UP.
- Good format &/or explanation of your plan!
- Good writing!
- Very creative ideas! and well stated!
- You covered all areas and gave complete coverage!

STEP 6 - OVERALL - Circle to Score each 1 - 10*
 * See **OVERALL SCORING Guidelines below Step 6.**
 1. **Research Applied** - Topic, terms and concepts; Many ideas. 1+2+3+4+5+6+7+8+9+10
 2. **Creative Strength** - Flexibility; Fluency; Originality; Unconventional thoughts. 1+2+3+4+5+6+7+8+9+10
 3. **Futuristic Thinking** - Stays within futuristic aspects of future scene; Futuristic ideas, concepts. 1+2+3+4+5+6+7+8+9+10

Step 6 Scores	
Relevance	1 - 5
Effectiveness	1 - 5
Impact	1 - 5
Humaneness	1 - 5
Dev. of Action Plan	1 - 10
Step 6 Total Points	Do OVERALL

Overall Scoring Guidelines FOR STEPS 1, 3, and 6

Research Applied - Evidence of research in booklet Score:	Minimal demonstration of research, terms, etc. 1 2 3	Shows limited knowledge of topic; more research possible. 4 5 6	Research noticeable in challenges, solutions, and action plan. 7 8	Research readily apparent in challenges, solutions, and action plan. 9 10
Creative Strength - Creativity of booklet (not dependent on originality scores) Score:	Booklet has traditional ideas rather than innovative ideas. 1 2 3	Evidence of innovative thinking. 4 5 6	Creative thinking, fresh insights; booklet goes beyond the ordinary. 7 8	Strong display of inventive, ingenious ideas. 9 10
Futuristic Thinking - Futuristic ideas contained in the booklet Score:	Booklet shows little understanding of how ideas impact the future. 1 2 3	Booklet shows basic understanding of how ideas impact the future. 4 5 6	Individual shows good understanding of how ideas impact the future. 7 8	Booklet does excellent job of tying ideas to futuristic concepts. 9 10

Overall Comments:

OVERALL SCORE - AVERAGES

Research Applied: Step 1 ____ Step 3 ____ Step 6 ____ AVG. ____
 Creative Strength: Step 1 ____ Step 3 ____ Step 6 ____ AVG. ____
 Futuristic Thinking: Step 1 ____ Step 3 ____ Step 6 ____ AVG. ____
TOTAL OVERALL POINTS _____

TOTAL POINTS:

Step 1 _____
 Step 2 _____
 Step 3 _____
 Step 4/5 _____
 Step 6 _____
 Overall _____

FINAL SCORE

Indiv. # _____
Total Points _____

Florida Future Problem Solving Program Problem: _____ Division: _____ Individual: _____

Step 1 Scoring Guidelines Step 1 - Evaluator

Fluency - A "Yes" challenge tells what the concern is and how it relates to the future scene ✓ - substantial Score 1 - 10	Fluency - Award points for each Yes challenge. (Use 4 and 6 pts for substantial challenges) Number of Yes Challenges: 1 2 3 4 5 6 7 8 Number of points awarded: 1 2 3-4 5-6 7 8 9 10			
Clarity - Tells what the concern is, why it is a concern (relates to the future scene) Score 1 - 10	Booklet does not tie challenges to future scene; Ws and Ds outnumber Ys and Ps. 1 2 3	Statements convey basic idea, but lack description; Ps and Ws outnumber Ys. Not stated as possibilities (may, might, could not used = 5) 4 5 6	Clear explanation of "Yeses" and ties in most challenges 7 8	Challenges well written; clear descriptions with details. 9 10
Flexibility - Measures the number of different ideas (categories) in "Yes" challenges Score 1 - 8	Flexibility is determined by awarding 1 point for each different category used in a "Yes" challenge. 1 2 3 4 5 6 7 8			
Originality - Shows extraordinary creativity and insight into the future scene	😊 Award 3 bonus points to any "Yes" challenge that shows unique creativity or insight into the future scene			

Y(✓)	Clarity	Category	Orig.	Feedback on Step 1 Challenges
1				
2				
3				
4				
5				
6				
7				
8				

Y = Yes - challenge has a strong chance of occurring
 ✓ = substantial
 P = Perhaps - challenge might have some possibility of occurring, but is poorly worded or ambiguous
 W = Why - challenge has no explanation and/or does not relate to future scene
 S = Solution - statement is a solution to a challenge
 D = Duplicate - statement is a duplicate of another "Yes" challenge
 O = Original - challenge shows extraordinary insight into the future scene.

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

Step 1 Comments:

- Work on clarity.
- Show tie to future scene.
- Proofread your work.
- State terms, ideas from research.
- Research will give you more ideas.
- Must use "may, might, could".
- Don't write solutions.
- Well written!
- Good Thinking!
- Good tie to future scene!
- Good use of categories!
- Creative ideas!
- Stayed with future scene-futuristic thinking!
- Good display of research!
- No "substantial" ✓'s given

STEP 1 - OVERALL - Circle to Score each 1 - 10*
 * See **OVERALL SCORING Guidelines below Step 6.**
 1. **Research Applied** - Topic, terms and concepts; Many ideas. 1+2+3+4+5+6+7+8+9+10
 2. **Creative Strength** - Flexibility; Fluency; Originality; Unconventional thoughts. 1+2+3+4+5+6+7+8+9+10
 3. **Futuristic Thinking** - Stays within futuristic aspects of future scene; Futuristic ideas, concepts. 1+2+3+4+5+6+7+8+9+10

Step 1 Scores	
Fluency	1 - 10
Clarity	1 - 10
Flexibility	1 - 8
Originality	3 x _____
Step 1 Total Points	Do OVERALL

Explanation of Project of the Year Awards

What is the Project of the Year?

This is one project from a category that you wish to showcase. A two page application must be completed with up to five pages of documentation to support the written documentation.

PROJECT OF THE YEAR REQUIREMENTS

1. The written description and task sheet may extend in page length as necessary. However, the written project and task sheet must be single sided.
2. Reports may be accompanied by no more than five (5) single-sided pages of support data (photographs, etc). Publications should count as 1 piece of supporting documentation. Ex: a brochure is a tri-fold double-sided piece of paper counts as 1.
3. Support pages may include written information including, but NOT limited to agendas, invitations, programs, tickets, etc. Photos may also be used to document the project. Captions may be included for the photographs, but are NOT required.
4. Each single project must be submitted in a presentation folder, which can be a 3-ring clear cover binder not to exceed 1/2 inch. The front cover must contain the following information: school name, project name, and the project category, and FHSAA basketball classification. The front cover sheet must be able to fit in the front plastic cover sleeve.
5. There are ten (10) project areas: Citizenship Development, Community Service, Environmental Concerns, Faculty/Staff Relations, Fundraising, Health and Safety, Membership Motivation, School Service, School Spirit and State Project. The project must fit within one of these categories.

PROJECT OF THE YEAR CATEGORIES

- Citizenship Development – Projects intended to foster better behavior, patriotism, or the acceptance of citizenship responsibilities. Projects designed to reduce absenteeism and improve multi-cultural understanding, and voter's registration drives are just a few examples in this category.
- Community Service – Any project, the intent of which is to benefit the community outside of the school. Projects that benefit hospitals, humane societies, or homes for abused children are just a few examples in this category.
- Environmental Concerns – Projects emphasizing awareness education in recycling, anti-liter, responsible demonstrations, etc.
- Faculty-Staff Relations – Those projects intended to raise faculty morale or improve relations between the faculty and staff and the student council.
- Fundraising – Projects that the intent of which is to add funds to the council treasury. This could also include projects intended to raise funds for a charity. (Monies raised should not affect the quality of the project.)
- Health and Safety – Projects that deal with any number of health problems which are particularly destructive to high school students. Included but not limited to tobacco, alcohol and/or drug use, eating disorders, AIDS and other sexually transmitted diseases, acts of violence and automobile safety.
- Membership Motivation – Any project intended to motivate the members of the council or increase participation in the council. Lock-ins, workshops, speakers, individualized slide shows are just a few examples.
- School Service – Those projects intended to be of direct benefit to the school or student body. School clean-up or beautification, tutoring, orientation and new student buddy programs are examples.
- School Spirit – Projects intended to raise school pride or increase involvement in school activities.
- The State Project – Each year the FASC President suggests and the FASC Executive Board adopts a state project. The state project is usually general and may fit into another category just as well. For example, a state project could be combating illiteracy or AIDS Awareness.

PROJECT OF THE YEAR REPORT FORM

This form may be computer generated for your convenience.

CATEGORY: _____

PROJECT NAME: _____

PROJECT DATE(S): _____

MAIN GOAL(S) OF THIS PROJECT (give specific goals):

PROJECT DESCRIPTION (50-250 words):

EVALUATION (Were your goals met? What changes would you make?)

Continue on page 2

PROJECT PLANNING (Project of the Year-Page 2)

Please list in bullet format steps taken to complete this project with due dates.

TASK

DUE DATE

VERIFICATION:

We, the representatives of _____ High/Middle School, verify that this project being submitted to the Florida Association of Student Councils as part of the Project of the Year competition was completed as stated by our student council from state convention to state convention.

Student Council President

Student Council Advisor

PROJECT OF THE YEAR JUDGING SHEET

School Name _____

Category _____

Project Name _____

FHSAA Basketball Classification _____

A. Logistics 10 points _____
(2pts deduction for each cover violation)
(Cover: School name, project category, project name,
FHSAA basketball classification, 3-ring; 1/2 in binder)

B. Completeness – Is all the information present.
Does documentation support the project?
Are the books signed by advisor / president?
(2 pt deduction per missing signature)
Does the project fit the category? 20 points _____

*Deduct 10 pts if support pages are in excess of 5 pgs. Deduct 0 pts
in less than 5 pgs. Written descr. and task sheet may extend as necessary.*

C. Project Planning (Task Sheet) – Does it depict
Efficient Planning? 20 points _____

D. Originality – Is this project unique, uncommon,
Or a new twist? 10 points _____

E. Narrative – How well written is the report?
Spelling/Grammar 5 points _____

Goals (meet description) 10 points _____

Description 10 points _____

Evaluation 10 points _____

F. Judge's Discretionary Points 5 points _____

(Emphasis on quality of project, not artistic
presentation)

TOTAL POINTS (100 points possible) _____

Judge's Comment Area: