

Creative Problem Solving

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Dress Code	Official HOSA uniform or business professional attire					
SLC Orientation	Event explained to the competitors and individual timecards handed out. Students					
	will return to the event room at least 5 minutes before their allotted time.					
Team Numbers	Teams will consist of 2-6 people					
Round # 1 Online Competitors will take an online test during the testing window. Com						
Test	scores will be used to qualify into Round 2 of the competition. Advisors will be					
	informed of which competitors have moved on from Round 1 to qualify to					
	participate in Round 2 at SLC.					
Round # 2	- The Event Manager will hand out secret topics at 20 minute intervals					
	- Each team will be given an appointment time written on an index card. Students					
	need to stay in vicinity of room.					
	- There will be 30 minutes to prepare presentations per team (secret topics will be					
	handed out to each group at different times)					
	- Presentation to judges will be max 8 minutes					
Scoring	Scores from Round One will be combined with Round Two rubric scores for a					
	combined final score.					

Event Summary

Creative Problem Solving provides members with the opportunity to analyze the problem solving process and to work as a team to apply their problem solving skills in creating a solution to a hypothetical health or HOSA-related problem. This competitive event consists of 2 rounds and each team consists of 2-6 people. Round One will consist of a written test and the score will be used to qualify the team for Round Two. In Round Two teams will be given a potential problem related to HOSA, the health community, or a specific health issue and have 30 minutes to analyze the problem. At the end of the preparation time, teams will have eight (8) minutes to present their solution to a panel of judges. This event aims to inspire members to be proactive future health professionals and utilize higher-order thinking to solve complex challenges.

Official References

All official references are used in the development of the written test.

- Adair, John. <u>Decision Making & Problem Solving: Break Through Barriers and Banish</u> Uncertainty at Work (Creating Success, 8). Kogan Page. Latest edition.
- Sternad, Dietmar. <u>Solve It!</u> Econcise Publishing. Latest edition.
- Thinknetic. Critical Thinking & Logic Mastery 3 Books in 1. Latest edition.

ROUND ONE: The Test

Test Instructions: There will be a maximum of 60 minutes to complete the 50 item multiple choice test during the online testing window.

Written Test Plan

•	Critical& EffectiveThinking	26%
	Problem Solving Strategies &Skills	
	 Clarification of Problems and Generating Ideas 	10%
	 Examining Constraints/Developing Alternatives 	
	Components of Logic	

ROUND TWO: The Problem and Presentation

- The problem is a secret topic. Each team will be asked to solve the same problem. Professional ethics
 demand that competitors <u>DO NOT discuss</u> or reveal the secret topic until after the event has
 concluded.
- Resources about the secret topic may be provided to teams for use during their 30 minute preparation time (such as data, supporting research, etc.).

Materials allowed in preparation room:

- HOSA will provide index cards for taking notes.
- HOSA will provide flip chart paper and markers for preparing solution materials.
- Competitors may NOT bring anything, except pencils, into the preparation room.
- The section leader will announce when teams have five (5) minutes and one (1) minute remaining in the preparation room. At the one minute mark section leader will announce, "You have one minute remaining. Please conclude your preparation, gather your materials, and prepare to be escorted to the presentation room."
- At the conclusion of the 30 minute preparation time, teams will be escorted to another room for their oral presentation.

Materials allowed in the oral presentation room:

- Index cards the team prepared as notes in the preparation room.
- Flip Chart paper the team prepared to support their solution in the preparation room.
- Extra paper, markers, or any other materials will NOT be allowed in the presentation room.
- Teams will be allowed a maximum of eight (8) minutes for their oral presentation of a solution to the
 secret problem. The timekeeper shall present a flash card advising the competitors when there is one
 (1) minute remaining. Time will be stopped at the end of eight (8) minutes. Judges will have two
 additional minutes to complete the rating sheet.
- All team members must take an active role in the presentation.

Competitor Must Provide					
	#2 pencils with eraser for test, evaluations & notetaking (Rd 2)				
	Watch with second hand (optional-Round Two only)				
	* *				

CREATIVE PROBLEM SOLVING

ROUND TWO: Judge's Rating Sheet

Section #	Judge's Sign	ature	
Team #	_Division:	SS	PS/C

A. Presentation	Excellent	Good	Average	Fair	Poor	JUDGE
Content	15 points	12 points	9 points	6 points	0 points	SCORE
			- p 3	- 1- 3-1-10		
1. Understanding of problem/health issue	Demonstrates clear evidence of a deep, insightful understanding of the problem or health issue.	Shows a solid grasp or understanding of the problem or health issue.	Demonstrates an average understanding of the problem or health issue. Judges left with a few questions	Shows a basic understanding of the problem or health issue. Judges left with more questions than answers.	Team is not able to demonstrate an understanding of the problem or health issue.	
2. An imaginative and	The team provided	The solution was	The solution to the	Solutions provided	No evidence of	
innovative approach is used to solve the problem	creative, imaginative solution(s) that were highly innovative and thoughtful.	unique and offered a fresh approach to solving the problem. Missing the "wow" factor though.	problem was adequately imaginative. Would like to see more innovation in the solution.	were unoriginal and little imagination was included in the presentation.	imagination was used to solve the problem.	
3. Explanation of solution	Clear and concise explanation of the solution in a logical, well- constructed presentation.	The explanation of the solution was mostly clear and logical.	An average explanation of the solution was provided. Some aspects seem to be presented out of sequence.	The explanation of the solution did not flow and was hard to follow.	The explanation did not provide a logical solution and was fragmented.	
4. Applies previous knowledge and experience to current problem	Clear, thorough connection to prior knowledge and experiences were used to enhance the solution to the current problem.	Good examples of previous knowledge and experiences were applied to the solution of the current problem.	Some demonstration of prior knowledge and experiences were applied to the solution of the current problem.	Prior knowledge and experiences were not clearly demonstrated in correlation to the current problem.	No prior knowledge or experiences were connected to the current problem.	
	Excellent 10 points	Good 8 points	Average 6 points	Fair 4 points	Poor 0 points	JUDGE SCORE
5. Explanation of solution is financially sound	The solution is realistic and financially sound. The resources required to fund this solution are thoughtful and concise.	The solution appears to be financially sound. Slight questions arise on the feasibility of the budget and ability to complete the task in a fiscally responsible manner.	The solution may require resources that are outside the budget constraints of this project. Careful consideration must be made to move forward with this project.	The solution provides questionable budget requirements and would require further attention to detail.	The solution is outside of budget constraints and is not recommended to move forward as presented.	
6. Use of the information provided in the secret topic.	effective use of the	The information on the secret topic was mostly effective in the presentation but could have been clearer.	average use of the	The presentation used a small amount of the information provided to teams on the secret topic.	provided on the secret	
B. Presentation Delivery	Excellent 10 points	Good 8 points	Average 6 points	Fair 4 points	Poor 0 points	JUDGE SCORE

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1. Voice	Each competitor's	Each competitor	Each competitor		The competitor's voice	
Pitch, tempo,	voice was loud	spoke loudly and	could be heard	hearing	is too low or	
volume, quality	enough to hear.	clearly enough to	most of the time.	/understanding much		
	The competitors	be understood. The	The competitors	of the speech due to	struggled to stay	
	varied rate &	speakers varied	attempted to use	little variety in rate or	focused during the	
	volume to enhance		some variety in	volume.	majority of	
	the speech.	enhance the	vocal quality, but		presentation.	
	Appropriate	speech. Pauses	not always			
	pausing was	were attempted.	successfully.			
	employed.					
2. Stage Presence	Movements &	The speakers	Stiff or unnatural	Most of the	No attempt was made	
Poise, posture, eye	gestures were	maintained	use of nonverbal	speaker's posture,	to use body	
contact, and	purposeful and	adequate posture	behaviors. Body	body language, and	movement or gestures	
enthusiasm	enhanced the	and non-distracting	language reflects	facial expressions	to enhance the	
011111010100111	delivery of the	movement during	some discomfort	indicated a lack of	message. No interest	
	speech and did not		interacting with	enthusiasm for the	or enthusiasm for the	
	distract. Body	gestures were	audience. Limited	topic. Movements	topic came through in	
	language reflects	used. Facial	use of gestures to	were distracting.	presentation.	
	comfort interacting	expressions and	reinforce verbal	word diddidding.	procentation.	
	with audience.	body language	message. Facial			
	Facial expressions	sometimes	expressions and			
	and body language	generated an	body language are			
	consistently	interest and	used to try to			
			•			
	generated a strong		generate			
	interest and	topic.	enthusiasm but			
	enthusiasm for the		seem somewhat			
	topic.	5	forced.	-		
3. Diction*,	Delivery	Delivery helps to	Delivery adequate.	Delivery quality	Many distracting	
Pronunciation**	emphasizes and	enhance message.	Enunciation and	- C	errors in pronunciation	
& Grammar	enhances	Clear enunciation	pronunciation	verbal fillers (ex:	and/or articulation.	
	message. Clear		suitable. Noticeable	, , -	Monotone or	
		Minimal vocal fillers	verbal fillers (ex:	"you-knows")	inappropriate variation	
	pronunciation. No	(ex: "ahs,"	"ahs," "uh/ums," or	present. Delivery	of vocal	
	vocal fillers (ex:	"uh/ums," or "you-	"you-knows")	problems cause	characteristics.	
	"ahs," "uh/ums," or	knows"). Tone	present. Tone	disruption to	Inconsistent with	
	"you-knows"). Tone	complemented the	seemed	message.	verbal message.	
	heightened interest	verbal message	inconsistent at			
	and complemented		times.			
	the verbal					
	message.					
4. Team	Excellent example	All but one person	The team worked	The team did not	One team member	
Participation	of shared .	on the team was	together relatively	work effectively	dominated the	
·	collaboration in the	actively engaged in	well. Some of the	together.	presentation.	
	presentation. Each		team members had	_	·	
	team member	•	little participation.			
	spoke and carried					
	equal parts of the					
	presentation.					
	F. 555					
Total Points (420).						
Total Points (120):						

^{*}Definition of Diction – Choice of words especially with regard to correctness, clearness, and effectiveness. **Definition of Pronunciation – Act or manner of uttering officially