



Creative Writing

(formerly Scenario Writing)



Competition Information 2025-26



IMPORTANT!

- An adult MUST proofread the story and help students correct spelling, punctuation, and grammar.
- WORD documents submitted MUST be checked to be sure they meet the requirements.
- Stories that do not meet the requirements when opened will be RETURNED to be fixed.

Entries due Friday, January 16, 2026
Entry fee \$25

Wisconsin Future Problem Solving Creative Writing Competition 2025-26



What is FPS Creative (Scenario) Writing?

FPS Creative Writing is an individual competition in which students develop short stories of 1500 words or less. The story has a single author, is set at least 20 years in the future, is related to one of four topics for the year, and is an imagined but logical outcome of actions or events taking place in the world today. It is written as though the future were the present.

Why Creative Writing?

To prepare students for the challenges of the 21st century, Future Problem Solving teaches students to think critically, creatively, and futuristically. The Creative Writing component of FPS strives to help students enlarge, enrich, and make more accurate their images of the future, while honing their creative writing skills. FPS Creative Writing personalizes the ever-growing perspective a student has on the future. A rubric-based authentic evaluation is provided, giving students feedback for continued growth.

Who can participate in Creative Writing?

Students may participate in Creative Writing in three divisions: Junior (grades 4-6), Middle (grades 7-9), and Senior (grades 10-12). For students who participate in the Global Issues Problem Solving component of FPS, Creative Writing can serve as an excellent complement to their work on any of the annual topics. Creative Writing is also an excellent offering for students who do not participate in other components of FPS; the writing involved may appeal to students who are not drawn to the team orientation of the other components. Creative Writing can be used as a stand-alone activity by an FPS coach, an English teacher, a parent, or any instructor with students who are interested in creative writing.

Scenario Topics 2025-2026

- Invasive Species
- Space Exploration
- Video Games
- Surveillance

Do students need to know the six-step creative problem solving process for Creative Writing?

The creative problem solving process is used in the Global Issues and Community Problem Solving components. Although knowing the process can help students to think about the future, it is not a prerequisite for Creative Writing. Since stories must relate to one of the annual topics, it is important that students complete background reading and research on their chosen topic.

How can I get started with my students?

The best way to become acquainted with the stories is for you and your students to read many of them. See the Links for Coaches page for more information. You can purchase Wisconsin's award winning scenarios with 27 stories.

Excerpt from *Asphodel*

Senior Division, Topic: Human Environment Impact
2021: 1st Place Wisconsin FPS, 3rd Place, Int'l FPS

"Darling, come down from there," Miriam calls below her, soft and bright, highlighted against the sky with Bodhi propped up on her shoulders, and Jayna is weak for the love of them.

"Just a moment!"

Jayna shifts, brittle bark crumbling beneath her fingers, looking out once more at the desolate landscape that stretches out before them; nothing but the skeletal remains of vegetation, bone white trees that bear no leaves. Gas hangs in the distance, a distinct, poisonous yellow clouding her view of the mountains that loom ahead.

She grinds her teeth a little. The gas looks thick, might actually *be* poisonous, and there's no telling what it'll do to her or Miriam, much less a child like Bodhi, Otherling though he is. But there it is, all the same, and they've been delayed enough. If they want to make it to safety at Elysium before Sun-dark and the deadly winter it heralds, they cannot afford the time it will take to go around.

How much help should I give?

The student's writing must be original. As a coach, you may read the student's work, ask questions that occur to you as a reader, and make general suggestions for improvement. Authors must receive adult help to correct spelling, grammar, and punctuation errors. Students should complete multiple drafts.

How are the stories evaluated?

Stories are read and scored by experienced evaluators who consider these elements: creative thinking, futuristic thinking, idea development, style/voice, character development, mechanics/structure, and topic related research. See the Evaluation page for more info.

How do I enter student work for Creative Writing?

Follow the requirements for submitting entries as outlined in this document. Entry forms can be found at wisfps.org. Click on Registration & Fees. Entries are due mid-January.

What are the levels of competition?

Wisconsin selects three winning scenarios in each division. The writers of these winning stories will be invited to attend the opening activities at State Bowl, where they will read the stories at a division session. The stories will be published in an anthology. All writers who score well in the first round of evaluation will be invited to participate in a Creative Writing Team Competition at State Bowl. First-place winners are eligible to compete in the Creative Writing Competition at the International Conference World Finals in June.

Please read carefully & distribute to students who are preparing stories for competition.

<p>At least 20 years in the future</p>	<p>The story is one that might take place as a logical outgrowth of actions or events that took place earlier. It is a prediction of the future and must be written <i>as though the future were the present</i>. Futuristic concepts and trends are incorporated into the story, but a specific date is not required.</p>
<p>Develop a character</p>	<p>We should really get to know at least one character – thoughts, feelings, actions. One or two main characters are enough, with perhaps one or two additional minor characters at most. There is not enough length to develop multiple characters.</p>
<p>Related to one of the FPSPI topics</p>	<div data-bbox="501 585 821 779"> </div> <p>The story must have a recognizable relationship to one of the topics for the year. You can find information on the topics in this document. It should be obvious which topic you are using in the story. <i>Readings, Research, and Resources</i> has chapters with an overview and article summaries on the topics. See the Links for Coaches page to purchase.</p>

Max of 1500 words	Use a WORD doc computer count of words. The title is not included in the count.
Title on first page	Center the title on the first page of your story. Use bold 14-point font. No author's name, school, or affiliate may appear in the story document.
Double-spaced; 1" margins	Double-check this! Use double spacing, not space-and-a-half! Tab to indent paragraphs but do not put extra space between them unless to show the passing of time. Use 1-inch margins, not 1.25 inches.
12 point font	The font MUST be 12-point and easily readable. Use Arial, Cambria, Calibri, Times, or Times New Roman. DO NOT use script fonts or all caps.
Adult proofing	An adult MUST proofread your work and assist you to correct errors in spelling, punctuation, and grammar. The adult should not change your word choices. (See Guidelines for Adult Proofreaders for details on proofreading.)

Document	Format	Label document	Submit
Creative Story	Microsoft WORD only	Junior Smith Story Middle Jones Story Senior Anderson Story	By e-mail to martha.wisfps@gmail.com Do NOT send files with Google Docs.
Story Entry Form	Microsoft WORD only	Junior Smith Entry Middle Jones Entry Senior Anderson Entry	
Publication Release	PDF scanned & e-mailed	Single student or batch from coach: Junior Smith Release (stud) Junior Coach Bauer Releases (coach)	
Fees	\$25 per scenario. Check or cash mailed, POs mailed or e-mailed		If mail, by postmark date: Wisconsin FPS 3318 Conservancy Lane Middleton, WI 53562

All four parts of the entry must be e-mailed or postmarked by January 16, 2026



**If your students use Google Docs,
the COACH must make all the conversions and corrections
and submit in the correct PDF and WORD formats**

While your students may write their drafts in Google docs, we do NOT accept submissions that are sent via Google Docs or Google Drive. These are some examples of what we do not accept:

Middle Campbell Release.pdf

Middle Gray Story.docx

Middle Gray Entry.docx

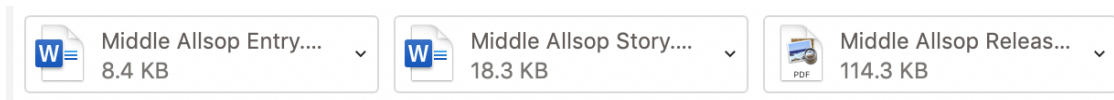
MiddleNathansonRelease

Open

Conversion information

- Even though the examples on the left above show extensions of .pdf and .docx, when you click on them, they are NOT YET pdf and Word documents. They are still Google documents.
- After clicking any of the examples above, they must be DOWNLOADED to the computer desktop and then ATTACHED to an email. All computers have pdf software. To download the .docx ones, the computer must have Microsoft Word software.
- **After downloading the Story documents, you MUST recheck them for formatting and word count.**
These are some things that may not convert correctly:
 - Word count – In 2020 a story with a word count of 1500 in Google Docs had a count of 1593 in Microsoft Word, which is the official count. This story had to be edited down to 1500 words.
 - Line spacing and paragraphing
 - Margins
- Note: Release PDFs must be scanned PDFs, not photos taken and turned into PDFs.

Submitted documents must be *attached* and look like this:



All documents MUST be titled correctly

- Division/Last Name/Release or Story or Entry
- There must be a space between each word
- The sample on the right above (MiddleNathansonRelease) is not labeled correctly as there are no spaces between the words; the rest are labeled correctly

Why so picky about the document titles?

- When titled correctly, the documents line up by division and then by last name when put into the same computer folder.
- This makes them easy to find. This is absolutely essential when dealing with 60-120 submissions, each with 3 documents.
- Organizing all of the documents and checking all of the word counts is already a time-consuming process. If labeled incorrectly, documents will be returned to be renamed and resubmitted!
- Note: **MANY** stories have mistakes in formatting: titles, margins, paragraphing, line spacing, fonts, etc. Please check these and indicate they are correct on the entry sheet.



Real World Topics



Invasive Species

Science & Technology

Practice Problem 1

How will we safeguard the biodiversity of our ecosystems against the rising threat of invasive species in the future?



Visit our topic center to learn more about each topic and access topic-specific resources.



Space Exploration

Science & Technology

Practice Problem 2

How might space exploration change the way humanity exists on Earth and throughout our universe in the future?



Video Games

Business & Economics

Qualifying Problem

How might evolving gaming technology, laws, and consumer expectations impact the business of video games in the future?



Surveillance

Civics & Society

Affiliate Finals Problem

How might surveillance be used responsibly to balance public safety with privacy and ethical considerations in the future?



International Conference

TBD

We invite regional affiliate champions to attend our International Conference and compete alongside their peers. We will announce a fifth problem topic on **March 1, 2026** for use at our world finals event in **June 2026** at Indiana University in Bloomington.





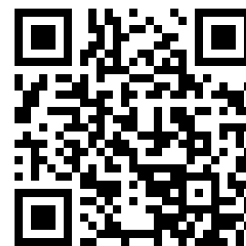
Practice Problem 1



Invasive Species

Science & Technology

How will we safeguard the biodiversity of our ecosystems against the rising threat of invasive species in the future?



Visit our topic center to learn more about our Invasive Species topic, view suggested readings and access additional resources.

Background

Invasive species are non-native organisms that, when introduced to a new environment, can cause harm to native ecosystems, biodiversity, and even economic activities. Due to a lack of natural competitors or predators, these species often outcompete or prey upon native plants and animals, disrupting the delicate balance of local ecosystems. Invasive species can be plants, animals, or microorganisms, and they are typically introduced through human activities, such as trade, travel, or deliberate release.

Context

The impacts of invasive species are far-reaching and can result in habitat degradation, loss of native species, and economic losses in agriculture and forestry. Prevention, early detection, and management efforts may lessen the damage caused by the invasive species. Management includes the removal of invasive species and restoration of affected ecosystems. This can be time-consuming, economically punishing, and not always successful. It is a critical challenge in conservation and environmental management, emphasizing the importance of vigilance and responsible practices to protect the integrity of natural environments.

Questions to Explore

- When an invasive species is introduced to an ecosystem, whether deliberately or by accident, what are the repercussions?
- Can species introductions and spread be predicted?
- How do scientists predict the introduction and spread of invasive species?
- How do invasive species impact social, economic, and cultural environments?
- How can we protect our environments from invasive species in the future?

Central Themes

1. What makes an invader?
2. Damage and destruction
3. Combating invasive species
4. The ethics of management





Practice Problem 2



Space Exploration

Science & Technology

How might space exploration change the way humanity exists on Earth and throughout our universe in the future?



Visit our topic center to learn more about our Space Exploration topic, view suggested readings and access additional resources.

Background

Space exploration involves the investigation, discovery, and utilization of outer space, including celestial bodies like planets, moons, and stars. It uses spacecraft, satellites, and telescopes to observe and study the universe. It also includes missions to explore, land on, and perhaps even establish a human presence on other celestial bodies.

Context

Space exploration has yielded remarkable scientific discoveries, including understanding the universe's origins, the search for extraterrestrial life, and technological developments such as advancements in materials, computing, and telecommunications. Government space agencies and private companies worldwide are engaged in ongoing collaborative efforts to explore the vastness of space. Space exploration promises to unravel some of the universe's greatest mysteries while pushing the boundaries of human knowledge and achievement.

Questions to Explore

- What type of discoveries will continued space exploration lead to?
- How might space exploration increase global collaboration in the future?
- Are humans likely to be able to settle on the Moon, Mars, or other planets or moons?
- Will we be able to save or supplement the Earth's resources with resources from the Moon, asteroids, or beyond?

Central Themes

1. Innovations from the space race
2. Ethical exploration
3. What are we looking for?
4. Pushing the limits





Qualifying Problem



Video Games

Business & Economics

How might evolving gaming technology, laws, and consumer expectations impact the business of video games in the future?



Visit our topic center to learn more about our Video Games topic, view suggested readings and access additional resources.

Background

Video games are a popular form of entertainment and interactive media that have evolved into a multi-billion-dollar industry. They encompass various digital experiences, from action-packed adventures and strategy games to immersive simulations and educational tools. Video games are typically played on computers, gaming consoles, or mobile devices and involve players engaging with digital worlds, characters, and challenges.

Context

Video games offer diverse experiences, from competitive eSports competitions to solo adventures and social experiences where players collaborate or compete with others online. Video games have become a significant cultural phenomenon, with a global fan base and dedicated communities. They are even recognized as art forms. These games continue to push the boundaries of technology, storytelling, and creativity, influencing not only entertainment but also fields like education, cognitive science, and virtual reality.

Questions to Explore

- What makes video games of all kinds so popular?
- How do video games influence societies?
- How will the rapidly expanding field of artificial intelligence shape video gaming of the future?
- What will be the next frontier for video games look like?

Central Themes

1. Healthy gaming
2. The economy of gaming
3. Games and culture
4. What's next in gaming?





Affiliate Finals Problem



Surveillance

Civics & Society

How might surveillance be used responsibly to balance public safety with privacy and ethical considerations in the future?



Visit our topic center to learn more about our Surveillance topic, view suggested readings and access additional resources.

Background

Surveillance is the systematic and continuous monitoring, observation, or tracking of individuals, groups, or activities, often conducted by governments, businesses, organizations, or individuals. Surveillance uses various methods, including electronic surveillance, video monitoring, data collection, and even physical surveillance by law enforcement or intelligence agencies.

Context

Surveillance can serve legitimate purposes such as public safety, national security, and crime prevention, but it also raises significant privacy and civil liberty concerns. In the digital age, issues surrounding surveillance have become increasingly complex, as personal data and online behaviors are subject to investigation by both public and private entities. The struggle to balance between security and privacy is an ongoing debate, with discussions focused on defining the limits, legality, and ethical implications of surveillance practices, especially in the context of technology and the digital landscape.

Questions to Explore

- What are the implications of surveillance for individuals and society?
- After surveillance data is gathered, how should it be stored and distributed?
- Beyond criminal investigation, what other applications does surveillance have?
- How does surveillance vary from country to country?
- How should surveillance be governed at an international level?

Central Themes

1. Crime and control
2. Surveillance capitalism
3. When surveillance gets it right
4. Protecting data



Links to more information about Creative Writing

<https://docs.google.com/document/d/1I88z5ryeIDn3SXMSliHGvfFNfL92BsBjIPDTMdnuEKU/edit?usp=sharing>

Buy resources for Creative (Scenario) Writing Topics

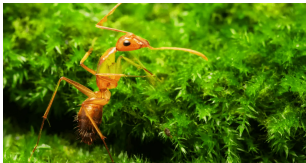
[All Topics – Research Units](#)

[Invasive Species Research Unit](#)

[Space Exploration Research Unit](#)

[Video Games Research Unit](#)

[Surveillance Research Unit](#)

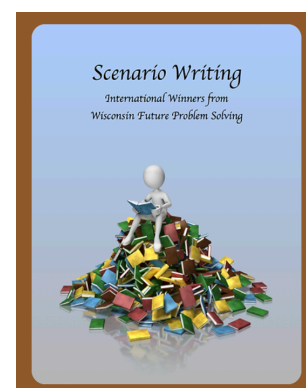
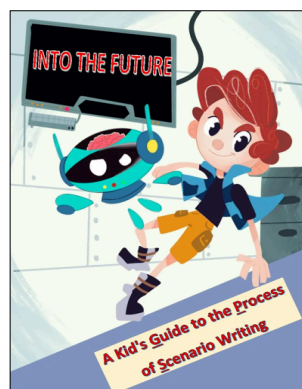
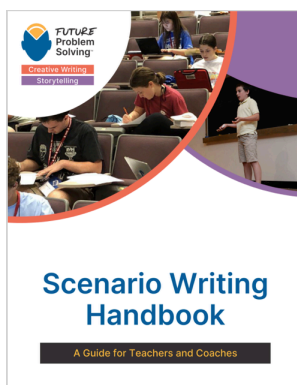


Buy resources for Creative (Scenario) Writing support

[Scenario Writing Handbook](#)

[Student Guide to Scenario Writing](#)

[Wisconsin's Award Winning Scenarios](#)



Purchase at wisfps.org

Tips for Creative Writing (Scenario) Coaches

General

- A great place to start is to review the evaluation criteria with students; then read a number of past stories, discussing them in light of the criteria.
- When submitting for the competitive round, follow the Submission Requirements carefully (1,500 words, title on the first page of the scenario, double-spaced, correct fonts and margins, etc.).

Topics: Review each of the four topics with students.

- Which topic interests them the most?
- Generate imagined futures for the topics.

Research: Students should read as much material on their chosen topic as they need to understand its various facets.

- See the *Links for Coaches* page to access information on purchasing chapters from the *Readings, Research and Resources* publications about the topics. The QR codes take you to a page with links to suggested readings. Students may also do their own research.
- As students read, have them take notes on facts, which may be useful in their writing, as well as impressions or ideas they get while reading the materials.



Problem Solving Model: If students are familiar with the 6-step problem solving model, encourage them to use a shortened version based on their readings on the topic to help them clarify their thinking, as well as provide sources for a story theme.

- A suggested shortened version of the process includes 6-8 challenges for Step 1, an underlying problem for Step 2, and 6-8 solution ideas for Step 3.
- What outcomes and scenarios might result from using the problem solving model?

Characterization: Scenario writers should identify a central, identifiable, sustained character(s) – animate or inanimate.

- 1-2 main characters are usually enough for a story of this length.
- Character development should take place throughout the events of the scenario.

Futuristic Elements: Scenarios should read as though the future is the present.

- A strong portrayal of futuristic trends and predictions should be evident.
- Overly lengthy explanations and descriptions of technology and social trends can interfere with the flow of the scenario that should be placed 20 years in the future.

Post-Writing: Provide opportunities for writers to participate in peer review to improve and discuss their writing.

(Tips for Scenario Coaches continued)

Be an Active Coach!!

The student's work must be original. However, before submission each student's story should be read by an adult who will discuss the story with the student or provide written feedback. Use the evaluation criteria to guide your feedback.

Feedback: Legitimate assistance provides feedback and food for thought but does not make decisions for students about the writing.

- Point out strengths
 - (Good word choice here. Strong visual image. Etc.)
- Ask questions that occur to you as a reader
 - (Why did the spaceship land in the middle of the city? What happened to the rest of the travelers, who only showed up in the first paragraph? Etc.)
- Make general suggestions for improvement
 - (More visual description might give us a clearer image. You might want to let us know what she is thinking. More futuristic details might be good. Etc.)

Author Decisions: It should be up to the student author to determine what revisions to make in response to the questions and suggestions.



Guidelines for Adult Proofreaders

Share this page with adult proofreaders.

All authors **MUST** have adult an adult proofreader who will work with them on correcting formatting, spelling, punctuation, and glaring grammar mistakes. This does not need to be the coach. The proofreader **SHOULD NOT CHANGE WORD CHOICES**. All corrections should be discussed with the author. The copy submitted should be as error free as possible.

Work with the student to check each of these items in the document that will be submitted. On the entry sheet, put an X for each item that has been checked:

- ☐ The computer word count is a maximum of 1500 words. The title is not counted.
- ☐ The title is centered on the first page, NOT in the header. The title should be bold and 14-point font.
- ☐ A 12-point font is used for the story. The font used is Arial, Cambria, Calibri, Times, or Times New Roman. NO script or other unusual fonts should be used, except in small instances for a special effect.
- ☐ Margins are consistently 1 inch, NOT 1.25 inches, unless used for special effect.
- ☐ The text is set to double space, NOT space and a half. There are no extra blank lines between paragraphs, except to show the passing of time.
- ☐ All paragraphs, including dialogue, are indented. Tabs, NOT spacing, are used for indenting paragraphs. Other formatting is allowed for a few special effects in the story.
- ☐ Dialogue is punctuated correctly. The proofreader MUST be knowledgeable about punctuating dialogue. This can be challenging, especially for young students, but it must be done accurately.
- ☐ There are no mistakes in punctuation, spelling, and grammar.

These items MUST be correct in the Word doc that is submitted. Do NOT submit a document that has not been checked.



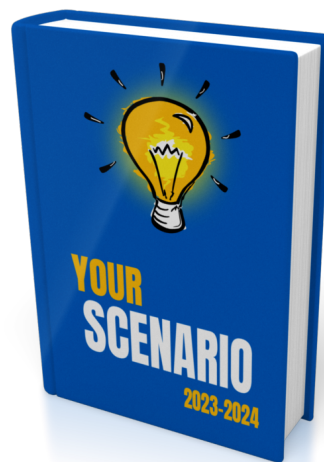
Tips for Creative Writing (Scenario) Authors

General

- Creative ideas *and* good writing are both important in FPS Creative Writing.
- When submitting for the competitive round, follow the instructions carefully (word count, typed, double-spaced, title on the first page of the scenario, etc.). See the Submission Requirements for more information.

Pre-Writing

- Read and gather information in *Readings, Research and Resources; Omni; Futurist; Discover*, etc.
- Use creative problem solving generating tools to come up with a title that captures the essence of your story.
- Write an outline and rough draft of your story.
- Use key words or phrases to indicate the topic and the time period in which your story is set.



Technique

- A narrative, dialogue, diary, journal, and letter are among appropriate formats for writing the story.
- Conflict, adventure, suspense, humor (satire, parody) can be used in the development of the story.
- Use first or third person.
- Incorporate dialogue, if it is appropriate to do so.
- To give background information, “bits and scratches” in dialogue and/or thoughts in a sentence or two work best. Blocks of flashback may be too long for 1,500 words.
- Show, don’t tell!
 - Telling: He got out of bed and sat at his desk to start the day.
 - Showing: Gradually, he rubbed the sleep from his eyes and shuffled out of bed, pulling on a worn corduroy robe before settling at his desk to start the day.

Character(s)

- Use a minimum number of characters, animate or inanimate (usually 1–2 protagonists).
- Introduce main character(s) as soon as possible.
- Place the lead character directly into the situation developed in the story.
- Demonstrate how things have changed and how the main character is affected.
- If conflict is a central part of the story, lead to the point where the character(s) has a chance to “win, lose or draw.” This sets up a moment of suspense.

(Tips for Scenario Authors continued)

Creative and Futuristic Thinking

- Incorporate creativity into your writing – use inventive, innovative, original, resourceful ideas.
- Incorporate futuristic thinking into your writing – portray futuristic information and trends. (It is fun to explain how inventions affect our future lives, but don't "overgadgetize.")

Idea Development

- Involve the audience (readers) immediately in the introductory paragraph.
- Develop the idea of the story to point out positive social and cultural aspects or the consequences of doing without them.
- Form the climax as a logical outgrowth of the story line or character development.
- Provide a resolution to any conflict developed in the story.
- Provide a conclusion. Be sure to end; don't just stop without giving the reader something to think about.



Style/Voice

- Demonstrate a consistent voice/tone throughout the story.
- Exhibit the author's personal touch through vivid, colorful description that gives the writing life and spirit.
- Vary the sentence structure and use interesting vocabulary.
- Be aware of your audience. Involve readers by writing to elicit an emotional response from them.

Mechanics/Structure

- Use appropriate grammar, effective sentence structure, and conventions to enhance meaning.
- Use effective organizational strategies and appropriate transitional elements.

Post-Writing

- Edit, edit, edit! Do NOT submit a first draft.
- Read for revisions: Is the story whole, unified, coherent? Are paragraphs/sections clear, unified, coherent?
- Your coach should give you feedback for improvement based on the evaluation criteria.
- You **MUST** have an adult proofread your work before submission.

Creative Writing (Scenario) Evaluation Criteria

Creative Thinking

Exemplary stories will have a strong portrayal of innovative/ingenious/novel ideas with unusual/ imaginative details that provide a unique/powerful experience for the reader (Scored 1-10)

Futuristic Thinking

Exemplary stories will show an understanding of patterns/trends and how they might evolve; will use/develop specialized terms/language related to the topic and storyline; will show a strong portrayal of futuristic trends/predictions that enhance the story (Scored 1-10)



Idea Development

Exemplary stories will include complex ideas supported by rich/engaging/pertinent details; will show strong evidence of analysis, reflection, and insight exploring different aspects of the topic; will show obvious sophistication in organizational strategies; will hold the readers attention with significant details (Scored 1-15)

Style/Voice

In exemplary stories, the use of literary techniques makes the text lively/engaging; a clear, distinctive personal touch prevails; stylistic nuances and elements are uniquely mastered; well crafted, varied sentence structure is used; skillful use of vocabulary allows the reader to become emotionally involved (Scored 1-10)

Character Development

Exemplary stories will have authentic character(s) with dynamic nature enhancing the overall impact and effectiveness of the writing; characters will evoke an emotional response; the writer will provide insight, perspective, and empathy with the character(s) and a sense of involvement with them (Scored 1-10)

Mechanics/Structure

Exemplary stories will show clear control of grammar and punctuation; creative use of conventions may be used to enhance meaning; license with some conventions may be taken intentionally to make a point; dialogue/dialect/slang, etc. may be 'played with' to creatively portray character(s); the story will be carefully edited (Scored 1-5)

Topic Related Research

In exemplary stories, knowledge of the topic is evident and is artfully blended with the story line; an understanding of the topic's futuristic trends is evident (Scored 1-5)

