

## A PROBLEM SOLVING MODEL

Every story has a problem that must be solved. Read a story to the point where the problem arises. *Before* finishing the story to see how the author solves the problem, try solving the problem yourself by using the steps listed below. Then finish the story. Did you like your solution better? The author's? Were they the same?

1. What important facts can you state about the situation?

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2. State the major problem.

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3. List as many ways as you can to deal with the problem. These are your alternatives.

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4. Select the four best ideas and enter them on the decision grid below.

5. Two criteria for judging ideas are provided in the grid. Add a third of your own.

6. Evaluate each idea on a scale of one to five. A poor rating is one; a high rating is five.

Scale 1-5 Best Ideas	Is it fast?	Is it low cost?	Yours

