

The Wednesday Reader

January 27, 2016

Invitation to Participate in the High School Business Challenge – Spring 2016 Edition

The key to getting your students to understand key business concepts is through hands-on activity. If you've not yet done so, consider this simulation designed to develop management, financial, marketing and critical thinking skills in a competitive, learning enhanced environment.

The Montana High School Business Challenge, sponsored by the Montana Chamber Foundation and administered by the Montana Council on Economic Education lets your students actively participate in a state-wide simulation as real entrepreneurs. The students manage the business of a Digital Music Player manufacturer, and many daily decisions face the students, including financial, ethical, legal, and competitive issues. It is a dynamic simulation that can be incorporated into many different class disciplines.

The state-wide competition runs eight (8) weeks, beginning Wednesday, February 17 and concluding Wednesday, April 20. College scholarships are awarded to the top three teams. The cost is \$15.00 per team.

Registering Teams for Spring Semester? Questions?

To register teams for the spring Business Challenge competition or if you have any questions, please contact Tim Alzheimer via e-mail, timalz@montana.edu, or by telephone, 406.994.2263 for further information. Team registration deadline is Wednesday, February 10.

First Time Participants

First-time participants need to be trained prior to involvement in the Business Challenge by webinar training sessions which introduces the teacher to the concepts and procedures the simulation. It will be held on Monday and Tuesday, February 8-9, from 4:30-6:00 p.m. If you are a first-time participant, or simply want to re-familiarize yourself with the fundamentals of the Business Challenge, please register online at: <https://attendee.gotowebinar.com/register/6855303638666411010>.

Refresher Webinar For Past Participants

A webinar is scheduled on Wednesday, February 10 from 4:30-6:00 p.m. for teachers that have previously participated in the Challenge who want to refresh their skills and learn more about the simulation. This webinar is voluntary, and is open only to teachers that have previous HSBC involvement. Space is limited. The web address to register for this webinar is: <https://attendee.gotowebinar.com/register/2814628093403707394>.

Time to Prepare for the Spring 2016 Stock Market Game – Competition Begins February 16

Want to facilitate learning that is exciting and fun for both you and your students? Those teachers that have participated know about the benefits of involving their classes in The Stock Market Game™ sponsored by the Montana Council on Economic Education.

The program is easy to administer, and teaches and reinforces these essential skills and concepts: Critical Thinking, Decision-making, Cooperation and Communication, Primary Research, and Saving and investing.

Students use real internet research and news updates, making the simulation an even better mirror of the real marketplace. While the competitive gameplay creates student excitement, the educational experience delivers the biggest impact.

Cash prizes are also awarded for the top three teams. Participation fees are \$15 per team (5 students maximum per team) and scholarships are available if funds are limited.

Registering Teams for the Stock Market Game

Competition begins on February 16, and runs for 10 weeks, with April 22 being the final trading day. To find out more information and register teams for competition, go to www.stockmarketgame.org, and click on the registration link in the center of the screen.

What students gain from The Stock Market Game™ program is a remarkable experience—and even more important, an education for life.

If you have any questions, please contact The Stock Market Game™ program coordinator Tim Alzheimer timalz@montana.edu, or by telephone at 406.994.2263.

H&R Block Budget Challenge® Simulation – Classroom Grants & Student Scholarships Available

Everyone knows money doesn't grow on trees. At least they will if H&R Block has any say in it.

By learning strong budgeting skills and fiscal discipline early, kids can gain the knowledge and confidence to manage their own financial future. The **free H&R Block Budget Challenge®** (www.hrblockdollarsandsense.com) encourages students to learn personal finance in a fun, engaging way while competing against other classrooms and students for \$3 million in classroom grants and student scholarships.

Competitions take place throughout the year. Up-to-date teacher sign-up details are found at <http://www.hrblockdollarsandsense.com/>.

Budget Challenge® uses patented simulation technology and modern financial tools such as online banking and electronic bill-pay to immerse students into the daily life of a typical young adult living independently for the first time. Each student gets a regular paycheck, a bank account, a 401(k) savings account, and bills to pay throughout the multi-week simulation.

Practical, yet non-prescriptive, **Budget Challenge®** allows students to go through the actions of using funds to pay for recurring and unexpected bills. Compelling them to budget, save, and plan for potential scenarios they can encounter in reality. Experiencing the consequences of their actions all while operating in a safe, simulated environment, students compete against their classmates individually for a fun and engaging experience. Students can also compete as a group against other classes around the country.

New Features for Budget Challenge® include—

- Teacher Roadmap - This tool will help the teachers by providing a week-by-week breakdown of simulation resources, tasks, suggested curriculum, and classroom activities.
- Teachers Helping Teachers - A helpdesk of experienced personal finance teachers available to answer teacher questions throughout the simulation.
- Teacher Simulation - Teacher accounts that play just like the students do. This allows teachers to see the game from the student perspective.

For more information about H&R Block Budget Challenge®, visit www.hrblockdollarsandsense.com. For more information about Budget Challenge® visit www.budgetchallenge.com.

Resources for Teaching Coding using iPads

Below is a listing of six (6) different apps which can be used to teach/enhance instruction in coding.

Additional details can be found at www.diygenius.com/6-ipad-apps-for-learning-how-to-code/.

Tynker

Learn to build your own games, using a drag-and-drop system to create your own characters, experiment with physics, and make your own music. The app has over 200 coding puzzles to keep you occupied and engaging for a long time.

LightBot

Lightbot began as a Flash game back in 2008. Now it's a programming puzzle game for Android and iOS—a game whose game mechanics require using programming logic to solve levels, with a little robot as the main character. LightBot is unique in that it was [built by a student](#), and it makes learning the fundamentals of computer science as easy as playing a video game.

Cargo Bot

Rui Viana created Cargo Bot to help people to [start thinking like a computer](#), and it's the first game about programming to be designed on the iPad. You help a robot move crates around the screen, using programming concepts, and record your solutions to share them on YouTube.

ScriptKit

ScriptKit is the world's first drag-and-drop programming interface for iPad, and it's the first app on this list that's not a game. It allows touch screen interaction with different elements of the design, and comes bundled with blocks of code, so there's very little typing. It also includes support for APIs from Instagram, Dropbox and Facebook, which means you can make quick prototypes with your finger, and [makes use of the photos and files](#) you have already stored on the web.

Codea

"It's kind of like the Garage Band of coding." Codea is what Cargo Bot was designed with, and was coded itself with the Lua language. It's perfect for rapidly coding and prototyping games and visual apps ([despite Apple's restrictions](#)). It also comes with example programs, and has an intelligent auto-complete function. Oh, and it looks darn good.

Hopscotch

This one is for the kids (although creative adults will love it too). It's a programming language for iPad that allows kids to generate their own games, apps and animations puzzle solving programming logic. It evolved out the [Daisy The Dinosaur](#) app, which was created by Samantha John at MIT to encourage other women to get a grasp of fundamental programming logic.

ACTE Region V Early-Bird Registration Ends January 31

The [2016 ACTE Region V Leadership Conference](http://www.acteregionvconference.com) (www.acteregionvconference.com) will take place this spring in San Diego, April 20-23.

The 2016 event, Leaders in Workforce Education, will be held at the [Bahia Resort Hotel](#) and San Diego's famous Mission Bay. The early-bird registration rate is \$395 if paid before January 31, 2016; afterwards, registration increases to \$450.

Complete conference details, lodging information, and online registration can be found at www.acteregionvconference.com.

Are you interested in sharing some great ideas and presenting a session at the [2016 ACTE Region V Leadership Conference](#)? Call for Presentations are currently being accepted and can be submitted online at www.acteregionvconference.com/become-a-presenter.html. The deadline to submit is January 30.

Stipends Available for First Time Region V Leadership Conference Attendees

If the 2016 conference in San Diego will be the first time you've attended a Region V Conference, be sure to apply for one of the stipends that are available.

Up to ten \$500 stipends will be awarded for the 2016 Conference in San Diego and the 2017 Conference in South Dakota.

The stipend will be paid over two years with \$250 paid upon attending each conference. Awards will be made at the conference.

Applications can be found on the Region V website and can be downloaded directly at https://www.acteonline.org/uploadedFiles/Who_We_Are/Regions/1st%20TimerStipend%20for%20Region%20V%202016112315.pdf.

The deadline for submission is March 15 and notifications will be sent out by April 1 if you are receiving the stipend.

Register Now for the NBEA 2016 Annual Convention in Las Vegas

Register today for the NBEA 2016 Annual Convention & Trade Show in Las Vegas from March 22-26, 2016. Early registration ends March 2, 2016.

The NBEA 2016 Convention will provide over 70 exciting and cutting-edge educational sessions, more than 20 technology workshops that will expand specific skills and introduce new technologies, and general session speakers that will educate and inspire. In addition, over 30 sessions will be offered at the Business Education Research Conference, held in conjunction with the NBEA 2016 Convention.

Do not miss this amazing opportunity to enhance your knowledge and skills as a business educator, take part in networking opportunities, and be challenged to return to your classroom ready to educate, empower, and energize the next generation.

Please [click here](#) to access the convention details, including general convention information, session descriptions, professional development seminars, and much more. Both the online and printed convention registration forms can be accessed by [clicking here](#). You can't afford to miss this dynamic convention solely dedicated to the advancement of business education.

The Cosmopolitan of Las Vegas will serve as the official headquarters hotel for the NBEA 2016 Annual Convention. Visit <https://aws.passkey.com/g/50649057> to make your online reservations.

ACTE Now Accepting Call for Presentations for CareerTech VISION 2016 in Las Vegas

Are you interested in presenting at the ACTE [CareerTech VISION 2016](#)? The [Association for Career and Technical Education](#) (ACTE) will hold the [CareerTech VISION 2016](#) November 30-December 3 in Las Vegas at the Las Vegas Convention Center.

ACTE is excited to announce that ACTE's theme for the entire year, "I Am CTE", will continue to be on display throughout CareerTech VISION 2016. The goal is to bring together the diverse expertise contained in the career and technical educational field to share and learn from the collective strength and impact our community has on preparing America's workforce.

[ACTE is seeking high-quality proposals](#) that address a full range of issues facing CTE educators, CTE students and the career pathways that support the development of skills and proficiencies.

[Proposals](#) should include "how to" strategies and/or evidence-based research.

You must submit your proposal using our online system at www.careertechvision.com/abstract_submission1.cfm. Emailed, faxed, and mailed proposals will not be accepted. You must register through the website in order to submit your proposal. If you previously submitted a proposal for VISION 2014 or 2015, you may already have an account. If you have forgotten either your username or password, please use the "forgot username or password" link.

All proposals must be submitted by 5:00 p.m. EST, on February 29, 2016.

All proposals are peer-reviewed and are not reviewed by ACTE staff. In an effort to promote new and diverse groups of presenters, reviewers will give strong preference to presenters who submit sessions not previously presented at an ACTE conference. The selection committee will be choosing sessions that feature high-quality Career Technical Education (CTE) programs, with proven track records of success; offer strategies for successful collaboration, implementation and innovation at the classroom, district or system level; and/or provide opportunities for participants to engage in interactive and hands-on learning activities. High-quality proposals that include best practices and "how-to" strategies are of particular interest.

The information gathered during this process will be used to promote the programming at VISION and to prepare the printed program, website, and mobile app. Please be sure that the information you provide is complete, accurate and grammatically correct.

Information required to submit a proposal:

-Presentation Title (10 word maximum; may be edited for publication)

-Presentation Description (Please be specific about what attendees will learn, 50 words maximum; may be edited for publication)

-Presenter(s) full contact information including First and Last Name, Organization/Company/Institution Name – No acronyms, Organization/Company/Institution Address, Phone Number, and Email Address

-Presenter Bio (150 words maximum)

-Presenter headshot for use on the website/app – (Optional) Photo must not be larger than 1024 pixels and must be in RGB color format

-Detailed session information—what are the learning objectives for the session, what are the outcomes, what are the strategies that will be employed in the workshop, etc. (for use on website and review purposes only)

ALL accepted presenters MUST remit a VISION 2016 Speaker Registration fee. The discount Speaker Registration fee is \$295 for ACTE members and \$475 for nonmembers. This fee must be paid by August 31, 2016. Speakers who pay after this date will be required to pay the full prevailing registration rate.

All presenters must supply their own laptop or tablets for their session to present. If using an Apple device or tablet, presenters need to provide the appropriate projector connection (dongle).

Part of effective professional development is providing meaningful presentation materials and online resources that allow the participants to further their learning. It is expected that presenters provide electronic presentation materials, handouts and/ or follow-up materials for our event participants before, during, or after the event. Presenters are expected to develop effective interactive activities to ensure the workshop attendee the best professional development opportunity.

Accepted speakers and co-speakers are responsible for ALL VISION 2016 related expenses, including speaker registration, travel, lodging and meals.

By [submitting a proposal](#) you agree to present at any time during the meeting. Program sessions will be scheduled on Thursday, December 1, Friday, December 2 and Saturday, December 3. Sessions will be 60 minutes in length.

Fun Facts and Trivia

Jolly Ranchers were found in 1949 in Golden, Colorado, by Bill and Dorothy Harmsen.

The company was named “Jolly Rancher” to suggest a hospitable, western company.

Jolly Rancher candies original flavors were grape, apple, watermelon, and Fire Stix; later, cherry, orange tangerine, lemon, and sour apple were added.

The peach flavor was discontinued by The Hershey Company in 2012.

Jolly Rancher now offers a special "Fruity Bash" variety bag which includes strawberry, mountain berry, lemon, orange, and pineapple.

If you bite into a Jolly Rancher quickly enough, they shatter nicely and you can chew them like most other crunchy candies.

In 1996, the Hershey Company purchased Jolly Rancher.

The list of flavors that have been seen on Jolly Ranchers are: Apple, cherry, blue raspberry, watermelon, mountain berry, lemon, wild strawberry, strawberry, strawberry-watermelon, strawberry-banana, fruit punch, raspberry lemonade, peach, banana, orange-tangerine, pineapple, and banana-pineapple.

Issues of the Wednesday Reader are archived on the Montana Business Education Association (MBEA) website at www.mbea.info. The Wednesday Readers are under the Newsletter section and listed most-recent first.

Eric Swenson

Business Education Specialist
Montana Office of Public Instruction
PO Box 202501
Helena, MT 59620-2501
406.444.7991
406.444.1373 (Fax)
eswenson@mt.gov



"You don't make decisions because they are easy; you don't make them because they are cheap; you don't make them because they're popular; you make them because they're right." ~Rev. Theodore Hesburgh