

The Wednesday Reader

February 3, 2016

Please note there will not be a Wednesday Reader February 10 and February 17 as I will be attending the 2016 Western Business Education Association Conference.

Good luck to all Montana DECA student members and advisors at the upcoming Montana DECA State Career Development Conference in Great Falls, February 7-9.

21st Annual Montana Economics Challenge

The [21st Annual Montana Economics Challenge](#) will be held at the Great Northern Hotel in Helena on March 7, 2016.

The purpose of the Economics Challenge is to increase students' exposure to and interest in economics in an entertaining atmosphere. The Economics Challenge began in 1988 as a product of the Minnesota Council on Economic Education. The Federal Reserve Bank of Minneapolis became involved in 1992 when it sponsored a playoff round for the winning schools from the state's various regional centers for economic education. The Helena Branch, along with the MCEE, participated for the first time in 1996 when it held the first Economics Challenge in Montana.

Teams are comprised of three or four students who compete individually and as a team. Participants take a multiple-choice test in each of the following three areas: Microeconomics, Macroeconomics and International Trade and Economics. Team scores are determined by combining the top three individuals' scores in each category. The top two teams after the first three rounds will compete in a buzzer round on local, state, and national economics, as well as economic-related current events.

Awards are given to individuals and to teams. Each school may bring more than one team and it is not necessary for a school to offer a general economics class to compete.

State winners will compete in a regional semi-final round. The top four regional teams will compete at the National Finals in New York City.

Additional information can be found at www.econedmontana.org/events/savethdate.pdf. Please contact Rhonda Krieger at 800.823.4333, ext. 447-3864 or at Helena.MTChallenge@mpls.frb.org with any questions.

March 2 is Deadline for NBEA 2016 Annual Convention in Las Vegas Early-Bird Registration

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.

Submit by March 15 for 1st-Time ACTE Region V Leadership Conference Attendee Stipends

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.

High School Business Challenge – Spring 2016 Edition Registration Deadline is February 10

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>.

Spring 2016 Stock Market Game – Competition Begins February 16; Register Today

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.

Preregistration Now Open for Adobe MAX 2016; Preregister Now to Save \$500

This year's [Adobe MAX 2016](#) conference will take place October 31-November 4 in San Diego. Join the world's top creative minds at MAX. Last year over 7,000 artists and innovators got together to learn, create and hear from speakers like Brandon Stanton, Aaron Draplin and Maira Kalman.

[MAX 2016 passes](#) are now available for a limited-time offer of only \$1095, a savings of \$500 off the full conference pass price of \$1595. There is no financial obligation at this time, just an opportunity to lock in this low price before it's gone.

To preregister please visit max.adobe.com/preregister/ today. For more information about Adobe MAX 2016, please go to max.adobe.com/.

Great Opportunity for Teachers & Schools Interested in Teaching New AP CS Principles Course

The Mobile CS Principles project (Mobile CSP*, www.mobile-csp.org) is accepting applications for its 2016-17 professional development (PD) course.

The PD consists of a four-week summer course (starting June 27) that can be taken either online or in a hybrid format (two weeks online, and two weeks face-to-face), followed by PD support throughout the school year. Availability of the hybrid format will depend on whether there is a supported Mobile CSP site (TBD) in your vicinity.

Accepted teachers will receive a stipend of \$4,000 for successfully completing the PD, plus \$1,000 upon teaching the AP Mobile CSP course during the 2016-17 school year.

The Mobile CSP course takes a mobile approach to computer science. Students learn the principles of computer science through projects focused on building socially useful mobile apps using App Inventor—apps that have meaning to them or their school or community.

The Mobile CSP course is one of the CSP courses that will be endorsed by the College Board for 2016-17. Participating teachers will receive all of the pedagogical materials needed to teach the complete course.

To apply, please visit our www.mobile-csp.org/participate. Apply early, as funds are limited. Please do not hesitate to contact the Mobile CSP Team at mobilecsp.trincoll@gmail.com if you have questions about the project or the professional development.

Thinking of Presenting at ACTE CareerTech VISION 2016 in Vegas? Proposals Due February 29

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.

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.

Fun Facts and Trivia

Charles Darrow developed Monopoly in 1933, using materials from his own home for the first game and the cards were handwritten and a piece of oilcloth covered the board.

The original Monopoly houses and hotels were recommended by Darrow's nieces and made from wooden molden scraps.

Parker Brothers originally rejected Monopoly because they had issues with the game's length, theme, and complexity; however, they reconsidered the decision to purchase rights to market the game after its success in local Philadelphia stores.

After less than a year of the game's release, Parker Brothers was making 35,000 copies of the board game per week.

Escape maps, compasses, and files were inserted into Monopoly game boards smuggled into POW camps inside Germany during World War II. Real money for escapees was slipped into the packs of Monopoly money.

Monopoly is published in 47 languages and sold in 114 countries.

Tokens from the US “Monopoly: Here & Now” edition were flown into space aboard Space Shuttle Atlantis in 2007.

A Braille edition of Monopoly was created in the 1970’s for the visually impaired.

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