Brand New Intuit TurboTax Tax Simulations within EVERFI FinLit

EVERFI is excited to announce the addition of a new Turbo Tax Simulation this month to *Lesson 2, Employment & taxes* of the fully sponsored high school financial literacy course. Trying to understand taxes can be intimidating! Thanks to Intuit TurboTax Tax Simulations, EVERFI now has lessons that are dedicated to providing high school students with the skills and knowledge they need to file taxes.

Along with the above, the financial literacy modules cover a wide variety of additional key topics for high school students, and EVERFI also offers a large catalog of other ready to use digital lessons and materials to engage students and prepare them for the real world.

Reach out to your local Implementation support contact Sean Thomas (sthomas@everfi.com) to learn more or get started.

Career & Technical Education Scholarships—500 Scholarships at up to $2,500 each

The Career & Technical Scholarship Program is funded through the generosity of Horatio Alger Association Members, Jim F. Dicke II and Dennis Washington. Scholarships are awarded to students who have faced and overcome great obstacles in their lives who wish to pursue a career or technical education at an accredited non-profit post-secondary institution in the United States.

Eligibility Criteria:

--Have completed high school (or earned a high school equivalency credential)

--Enrolled in eligible program in Fall 2021

--Exhibit a strong commitment to pursue and complete a career or technical program (up to 2 years) at an accredited non-profit post-secondary institution in the United States

--Demonstrated critical financial need (must be eligible to receive the Federal Pell grant as determined by completion of the FAFSA)

--Demonstrated perseverance in overcoming adversity

--Be under the age of 30

--Be a United States citizen

Funds may be used for tuition, fees, books, and supplies. All scholarship funds are paid directly to the institution on behalf of the recipient.

If you are a school official, you may sign up for the Stay Connected list so that you will be notified of important application updates and to print a poster to put up in your school. To do so, please visit the School Officials page.

The CTE application is now open with a priority deadline of July 15 (applications will continue to be awarded on a rolling basis until all awards have been claimed).

Apply Now.

The 2021 Payback Challenge Closes Friday, November 19

Next Gen Personal Finance (NGPF) is excited to announce the 2021 Payback Challenge with $75,000 of scholarship funding for high school students.

This scholarship contest officially opened on Monday, September 27, 2021 and is open to all high school students in the United States.

Payback is NGPF's most popular arcade game and has earned several Webby Awards to date. Millions of players hit the site each year to try and "win the game," which simulates the college experience from applying to college all the way to graduating and possibly receiving a job offer; but that is ONLY IF you can make it to graduation without dropping out or being put on academic probation! Game ON.

The 2021 Payback Challenge details, rules and prize amounts are available on the NGPF blog. Subscribe to NGPF's Blog so you don't miss the big announcement.

You can also bookmark this webpage link, which has the details about how to enter this scholarship contest: ngpf.org/paybackchallenge.

Curious about previous winners? Check out these blog posts featuring some pretty cool teens who have won this scholarship in the past:

--4th Annual Payback Challenge Winners
--3rd Annual Payback Challenge Winners
--2nd Annual Payback Challenge Winners
--1st Annual Payback Challenge Winners

NASA and Tynker Team up for an Amazing Hour of Code

For the third year running, Tynker has collaborated with NASA to bring you terrific NASA-themed coding activities, live coding events, and professional development opportunities. As always, these are all FREE.

This year, Tynker has

--Enhanced their existing Artemis Mission Hour of Code projects

--Added new data science and art activities for high school in Python and P5.js

--Launched an Hour of Code activity in Spanish for ELL students

--Organized a project walkthrough webinar with a NASA STEM Education Specialist

--Scheduled a host of HoC prep webinars for teachers

--Planned a week-long celebration during CS Education week with live coding sessions with NASA experts.

To get details on all of these (and more), read the Tynker Hour of Code blog with all the details.

In addition, Tynker also has a series of live coding events planned where teachers and students can hear from NASA experts on a variety of topics.

These activities and events are available for all grade bands, from Kindergarten to High School.

Today on TEAMS Talk: Time to Check & Verify Course Data for 2021-2022 School Year

The Office of Public Instruction's Terms of Employment, Accreditation, and Master Schedule (TEAMS) system closed for data entry on Monday, November 1. Data reported in TEAMS includes all courses being taught for the 2021-2022 school year, number students enrolled, and the length of extended contracts, if offered.

For Career & Technical Education programs, TEAMS data is used to determine State CTE/VoEd funding allocations and Montana Career Pathways. Therefore, it is imperative the CTE data schools report is complete and correct.

Now is the time to check the data in TEAMS to be sure all your courses are listed, are aligned to the correct course code, and the correct student enrollment is listed.

Should you need a copy, the complete listing of Montana OPI TEAMS K-12 Course Codes can be downloaded from the Montana Business Education 21-22 shared Google folder at bit.ly/MTBusEd21-22.

If you are not able to view your TEAMS data and if the school will not share a copy of your data with you, please send me an email and I can send you a screen shot of your course data in TEAMS. For larger programs, I can send the course data in an Excel spreadsheet.

Montana State CTE/VoEd Funding Allocations for 2021-2022 Now Posted

The State CTE/VoEd funding final allocations for the 2021-2022 school year are posted; the funds are to be released to schools on or before November 1. The State CTE/VoEd funding final allocations are generated based on the data entered into TEAMS (Terms of Employment, Accreditation, and Master Schedule) for the prior 2020-2021 school year.

The State CTE/VoEd funding final allocations include funds for student enrollment within CTE program area courses and funds for having an active Career & Technical Student Organization CTSO).

The CTE tab in TEAMS was made available last April and districts were asked to complete a few additional items on the tab and review the details carefully to make sure the data was accurate.

The 2022 Final VoEd Payment Detail by Legal Entity report can be found on the CTE page of the OPI website under the Funding menu.

The direct link to the final allocations can be found at https://opi.mt.gov/LinkClick.aspx?fileticket=l9cJ9ZMb3Lw%3d&portalid=182.

Nominate a High School Senor for the Cutler-Bell Prize

The Computer Science Teachers Association (CSTA) has just opened applications for the 2021-2022 Cutler-Bell Application, which looks to recognize up to four high school senior students residing in the US for their projects in computer science. Winners will receive a $10,000 prize to go to their college/university of choice. Applications are due by January 10, 2022, at 9 a.m. Learn about the prize, review the application questions, or nominate a student to apply using this form.

The ACM/Cutler Bell Prize in High School Computing is designed to recognize talented students intending to continue their higher education in the areas of computer science or technology. The program seeks to promote and encourage computer science and empower young and aspiring leaders to pursue computing challenges outside of the traditional classroom environment.

Students must develop an original computational artifact that engages modern computing technology and computer science. See previous winners to learn about the types of projects selected. This year, to help better prepare students for the application, a google document of all applications is available for review; we encourage students to make a copy to prepare their answers before submitting. Students must develop an original computational artifact that engages modern computing technology and computer science.

The application includes:

--Description of the project and development (two essays of <1,000 words each)
--Project source code and executable file
--A short video showing and describing the project (2 minutes)
--Consent form

A group of educators will review all submissions and judge the project's ingenuity, complexity, relevancy, originality, and the student's desire to further computer science as a discipline.

Please visit the 2021-2022 Cutler-Bell Application site for complete details. Nominations close January 18, 2022.

Hour of Code is Coming & the New Theme is Here
Hour of Code is coming—and Code.org is excited for you to join them.

This year Code.org has plenty of ways to participate and a new theme to kick off this worldwide week of computer science.

The theme for this year's Hour of Code: #CSEverywhere.

From fighting disease to exploring outer space, from creating your favorite movies to powering the device you're reading this on, computer science is everywhere. Help students discover the connections to computer science in their lives during this year's Hour of Code from December 6-12, 2021.

The goal is to make students aware that computer science is used in every industry and field of study to help solve problems, advance research, create art, keep our infrastructure safe and healthy, and more. Code.org hopes this inspires students of all ages to connect their passions to computer science and continue learning beyond the Hour of Code.

Whether you are teaching in person or continuing remote learning, there is an Hour of Code activity for you. The How-To Guides will show you how to adapt for in-person, virtual, or no-tech options for students with limited internet access.

You do not have to be an educator in order to host an Hour of Code at home, with a classroom, or with your company. You do not have to be an engineer in order to volunteer virtually with a classroom and share how technology has impacted your life. Best of all, you do not have to be a computer scientist in order to spread the word: Share your Hour of Code highlights with on social media using #HourofCode. You can also show your favorite example of computer science in action by tagging it with #CSEverywhere.

The Prospects 2022 Business Competition from the Montana Chamber Foundation Now Open
The Montana Chamber Foundation is excited to be hosting this competition again and cannot wait to see what ideas are submitted. There are thousands of dollars in cash, scholarships, and experiences

available. Last year there were 93 submissions and a $53,000 prize purse. This is a great opportunity to get your students ideas exposed to business leaders in Montana. There are 100 judges lined up for this year and the goal is for 200 student submissions with a $100,000 prize purse.

Last year, Matt Olson was your main contact; Matt is still around, but Tiana Yates (tiana@montanachamber.com), the Montana Chamber Youth Entrepreneurs Coordinator, will be your main contact for this year's competition. You do not have to be teaching Youth Entrepreneurs (YE) to participate in the contest, but it was observed last year, it was helpful.

The Prospects will be split into two rounds this year; Fall and Spring. The Fall competition is open October 1-December 10 for submissions and Spring competition will run January 17-March 18. The Awards Show will be held virtually, April 22 at 12 pm (MDT).

Eligibility: Any of Montana's 40,000+ high school aged students (grades 9-12) are encouraged to submit their innovative ideas and solutions or enter their existing businesses.

Submissions: Pitch Video (2 minutes or less), Business Summary (1,000 words max.), a Waiver Form signed by an Educator and/or Parent or Guardian, and a completed W-9 Form.

Complete contest and submission details can be found on The Prospects page of the Montana Chamber Foundation website.

For questions, please contact Tiana Yates at tiana@montanachamber.com.

The following is the video of the Rapelje team that won last year for their drone submission and received this awesome experience for their school: Workforce Readiness. Where Innovation Meets Opportunity. Rapelje, Montana - YouTube.

Fun Facts & Trivia
Inspired by *Monopoly*, the board game *Hotel Tycoon* was created in 1974.

In 1987, the game was picked up by Milton Bradley and renamed *Hotels.*

In 2014, it was once again renamed *Hotel Tycoon* by games publisher and distributor Asmodee.

The objective of *Hotel Tycoon* is to purchase various hotels and build them up in order to charge more to the other players when they stayed at the hotel.

When a player lands on a space featuring a metal beam, they have an opportunity to build onto one of the properties they own.

Before building, the player has to choose which buildings they want to add.

A player can add multiple buildings/extensions to one property, but they must be built in the order that they are presented on the card.

The amount that each building costs is shown on the title for that property.

Once a player has chosen what building(s) they want to add they roll the colored die. This roll determines if the player can build and how much they will have to pay.

Red Circle: The player is unable to add any buildings this turn.

Green Circle: The player adds the buildings they chose for the price printed on the title.

H: The player adds the buildings and has to only pay half the price printed on the title.

2: The player will have to pay twice the cost shown on their title if they want to add the buildings.

Players travel around purchasing land, building hotels, and then charging their opponents to stay in the hotels until all but one player has run out of money.

Hotel was an American primetime soap opera series which aired on ABC for five seasons from 1983 to 1988.

The success of *Hotel* is partially contributed to airing after *Dynasty*.

Based on Arthur Hailey's 1965 novel of the same name, the series was set in the elegant and fictitious St. Gregory Hotel in San Francisco.

Establishing shots of the hotel were filmed in front of the Fairmont San Francisco atop the Nob Hill neighborhood.

Episodes followed the activities of passing guests, as well as the personal and professional lives of the hotel staff.

Hotel starred Anne Baxter, James Brolin, and Connie Sellecca.

Speaking of hotels in California, *Hotel California* was released by the Eagles on February 22, 1977.

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