

The Wednesday Reader
November 11, 2020

Please Note: With tomorrow being a state holiday, this week's Wednesday Reader is being sent a day early.

WBEA 2021 Conference Going Virtual—Registration Open

The [Western Business Education Association](#) (WBEA) [2021 Conference](#) will be held virtually, February 12-14, 2021.

Originally planned for Seattle, the [2021 Conference](#) will continue to be hosted by the Washington State Business Education Association.

The NBEA-member registration rate for the [2021 Conference](#) is \$225 if submitted by December 4.

For complete conference details and to submit your registration, please go to [wbea2021.com](#).

If you would like to submit an idea for workshop, the [Call for Presentations](#) is still open and can be completed at

docs.google.com/forms/d/e/1FAIpQLSft1qFRd7EeE9xVtIhrGx1HzURIdob4H6mV4A7i6Gkq_XIgWQ/viewform. The deadline to submit is December 1.

Invitation to Tryout Montana Workforce Connections Beta Website

The Montana Department of Labor and Industry has partnered with Chambers of Commerce across Montana to create a [new website](#) that will highlight unique job opportunities. Designed to focus on "Earn While You Learn" opportunities, they are asking businesses to think outside of the box and create jobs with benefits that entice high school students and young adults into the workforce. These might look like seasonal jobs that pay an added incentive bonus for completing the contract, housing stipends to offset rising housing costs, or paid training that leads to certifications.

This partnership would not be complete if they did not also focus on the intended users—students, educators, school counselors, and parents across Montana. This site will be free, easy to use, and provide the user access for opportunities across Montana; however, the site is not complete. Chambers and job services around the state are working to populate the site with workforce opportunities communities have to offer throughout Montana.

While those wonderful folks work on the industry side of the site, they would also love to have the forward-facing part of the site looked at and evaluated by the target users. So before the website goes live, everyone involved would like some teachers, students, counselors, and parents to all look at the beta version of the site and give feedback on the usability, the appearance, and anything that might be missing from the site. There is a simple [evaluation form](#) that will gather all the user input.

If you are willing to help out and make this website the best it can be to help Montana students make connections to the workforce, please let them know and all the information on how to access the site and evaluation will be provided.

Thank you for considering helping with this project. Any technical issues can be directed to Kimberly Hannon, coordinator for the project, at kimberly@missoulachamber.com or 406.544.2396.

\$10,000 Scholarship Opportunity for Your Students from CSTA

The Computer Science Teachers Association & the Association for Computing Machinery are pleased to announce the application period is now open for the CSTA/ACM Cutler-Bell Prize in High School Computing.

If you are a 9–12 computer science educator who is working with high school seniors looking to continue their studies in computer science or technology, tell them to apply for the [\\$10,000 CSTA/ACM Cutler-Bell Prize](#).

These funds will be provided to the university of their choice and they will be honored at CSTA's 2021 Virtual Conference. Up to four (4) scholarships will be awarded. The application period closes on January 12, 2021.

For complete scholarship details, please visit csteachers.org/page/csta-acm-cutler-bell-prize.

Perkins 2020 Secondary Rural Reserve Grant RFP

The Career & Technical Education unit of the Office of Public Instruction has been awarded some additional funds to help support Montana's smaller schools with additional Perkins dollars.

Purpose: To create career awareness, recruit, and retain students within a CTE Secondary Program of Study that leads to a high skill, high wage, or in-demand occupations.

Awards: Grants of up to \$2,000 each will be available to Secondary Perkins eligible school districts who receive less than \$5,000 in Perkins funding and are considered remote rural schools as defined by NCES.

Schools will have had to complete the Perkins Comprehensive Local Needs Assessment (CLNA) and Perkins E-Grant application as well.

More details are provided in the [Perkins Secondary Rural Reserve Grant application](#).

For more information please email Shannon.boswell@mt.gov.

Fall CTE Data Collections and TEAMS Now Open

The **AIM Fall Career & Technical Education (CTE) Collection** is now open and ends December 31, 2020.

Please review all the AIM user guides for the Fall Enrollment and Program Participation collections on the [AIM User Guides Page](#).

The Fall Career & Technical Education (CTE) Data Collection is a follow-up to the Spring CTE Collection. Students identified as CTE Concentrators in the Spring who graduated in the Class of 2020 must be contacted to identify their status six months *after* high school graduation. For more information, please see the [AIM Fall CTE Collection User Guide](#) and the [recorded webinar](#) on this collection.

TEAMS is now open and closes on December 1, 2020. Due to the impact of Covid-19, the TEAMS data collection window is extended to provide ample time and flexibility to complete the TEAMS report.

If you experience login issues while trying to access TEAMS, please contact OPITEAMS@mt.gov. If you do not have access or need to grant access for an employee, please have the Authorized Representative (AR) complete the [TEAMS Security Access Form](#).

To assist with matching your courses to the OPI Course Codes, an OPI Course Codes Business & Marketing Education Reference Manual is available at bit.ly/MTBusEd20-21.

To assist with coding your courses to the OPI Course Codes and listing the enrollment for each course taught, please utilize the TEAMS Participation Report Worksheet and share your completed worksheet with the individual(s) who enter your school's data into TEAMS. Both a Word and PDF versions of the worksheet can be downloaded at bit.ly/MTBusEd20-21.

Webinars Announced for TEAMS Reporting

The Accreditation and Educator Preparation unit is offering [seven webinars](#) in November to assist with completing the TEAMS report. They are all virtual via Zoom.

There are two webinars intended for brand new users and five webinars for returning users that discuss FY2021 Updates.

To view the webinar schedule and to get the information to access each webinar, please go to <http://opi.mt.gov/Portals/182/Page%20Files/School%20Accreditation/TEAMS/2020%20Accreditation%20TEAMS%20Webinar%20Series.pdf?ver=2020-10-29-152132-940>.

Free November PD Workshops Continue from CodeHS

CodeHS (codehs.com) is offering a series of free virtual professional development events in the month of November. [Save your spot](#) in a free hour-long Professional Development workshop hosted by [CodeHS Teacher Trainers](#).

Workshops coming up soon include:

[CodeHS Scripting, Debugging, and Help Tools](#): November 11, 5:00 pm (MST)

[JavaScript with Karel the Dog \(Middle School\)](#): November 12, 2:30 (MST)

[Communication within CodeHS](#): November 18, 2:00 (MST)

[How to Keep Students Honest in CodeHS](#): November 19, 4:30 pm (MST)

[Register today](#) for one or more of the workshops.

New Search Tool & Sandbox Folder

Quickly find tools, students, sections, and courses with the new CodeHS Quick Find search tool. You can even create a new Sandbox Program in seconds. In the CodeHS Sandbox, you can now use folders and subfolders to easily organize and sort your Sandbox programs. [Learn more](#).

National Cybersecurity Career Awareness Week & Webinar

November 9-14 is National Cybersecurity Career Awareness Week. [Join CodeHS](#) for an hour-long webinar to learn about how you can bring quality cybersecurity courses to your school and prepare students for the future.

New Blogs & Virtual Teaching Q&A

Keep up with the latest in CodeHS's [ReadWriteCode](#) and [Coding in the Wild](#) blogs.

[What You Need to Know About Syntax vs Style](#)

[A Year of Uncertainty—Tips to Prepare for a Virtual or In-Person Classroom](#)

[Coding for Machine Learning](#)

Have some virtual teaching tips of your own? CodeHS would love to hear from you. [Share Your Experience](#).

Applications Now Open in Montana for Code.org Professional Learning Program

Applications are now open for the [Professional Learning Program](#) for middle and high school educators! If you're interested in teaching computer science for the 2021-2022 academic year, this is the time to explore CS curriculum and collaborate with educators of all experience levels to develop lesson plans and teaching strategies.

CS Discoveries Workshops

--June 21-25, 2021 in Helena (specific location TBD)
--August 9-13, 2021 for Montana, Oregon, & Washington teachers (all-virtual)

CS Principles Workshops

--June 21- 25, 2021 in Helena (specific location TBD)
--August 9-13, 2021 for Montana, Oregon, & Washington teachers (all-virtual)

Scholarships are available to support Montana teacher participation.

What is the [Professional Learning Program](#)? Hosted by highly trained facilitators, Code.org professional development workshops will prepare you to confidently bring CS to your students as well as connect with an online and in-person community of peers. You do not need previous experience teaching CS and most workshops have scholarship funding available.

Whether teaching in-person or remotely, educators across the country have been able to bring creativity, fun, and problem-solving to their students through computer science. All workshops will take place in accordance with local state guidelines regarding social distancing, so [apply today](#).

[Elementary](#) teachers can sign-up for a one-day workshop near you. Applications are not required for Computer Science Fundamentals workshops and take place throughout the country, year-round.

[Middle and High School](#) teachers will begin with a 5-day workshop on Computer Science Discoveries and Principles in the summer, with quarterly meetings thereafter.

Thank you for your hard work to prepare students for the future. If you have any questions, please contact [Code.org](#).

STEM Career Exploration Activities for Middle School

STEM is everywhere—from businesses and organizations to the products that power our daily lives. That is why it is important to build the first fully STEM literate generation and encourage STEM career exploration at an early age.

[Endeavor](#) is a first-of-its-kind interactive program designed for exploring STEM careers for middle school students. This STEM curriculum for middle school is built to empower learners with the

knowledge they will need to discover their career pathways. The STEM lesson plans for middle school provided in this course enable learners to engage with interactive content that reinforces key STEM skills while discovering some of the exciting STEM opportunities that await.

Register for a teacher account at everfi.com/newteacher and/or contact your local Schools Manager for support: Sean Thomas at sitchens@everfi.com or 208.731.7746.

Student Scholarship Opportunity—NGPF PAYBACK Challenge

Want to give your students the opportunity to earn scholarships while simultaneously teaching them to make better money decisions about college? Enter the [Payback Challenge](#). Watch this [video](#) for details.

Step 1: Teachers Register Intent

--Once you've filled out this [Intent to Participate](#) form, you will receive the prompt for your students as well as next steps.

--Teach Middle School? The Payback Challenge is open to current US middle and high school students.

Step 2: Students Play [Playback](#)

--Do you have ELL students? [PAYBACK can also be played in Spanish](#)

--Short on computers in your classroom? PAYBACK is mobile-friendly!

Step 3: Students Respond to the Prompt:

After playing PAYBACK, you have a better idea of what to expect in college. But, COVID-19 has changed the way college looks and feels. How will your college decision-making change because of the pandemic? Refer to relevant excerpts from the PAYBACK game to enhance your key points.

Step 4: Teacher Nominates and Submits one (1) Student Response

--You will receive an email with instructions on how and where to send in nominations after you register

The deadline for nominations is 11:59 pm (PST), November 20, 2020.

Take the NGPF Challenge at

<https://docs.google.com/forms/d/e/1FAIpQLScF05CSvoNs5avqB9hQx6jeRHWLnP9RlrMSK2wvSsq6o0LSQ/viewform>

Cash Prizes

--National Grand Prize Winners: Two (2) at \$2,500 each

--Honorable Mention Awards: 45 at \$1,000 each

Fun Facts and Trivia

Jellyfish are the oldest multicellular animals on the planet.

Scientists have discovered jellyfish fossil snapshots in rocks believed to be more than 500 million years old, making them even older than dinosaurs.

Jellyfish do not have brains, a heart, or lungs.

Their skin is so thin they can absorb oxygen right through it, so they do not need lungs.

Jellyfish do not have blood, so they do not need a heart; their gelatinous bodies are so thin they can be oxygenated solely by diffusion.

Jellyfish respond to the changes in their environment around them using signals from a nerve net just below their epidermis—the outer layer of skin—that is sensitive to touch, so they do not need a brain to process complex thoughts.

Jellyfish often look like a bell with tentacles all around the edge or hanging off the bottom; the shape of this bell is called a medusa because it looks like the evil Medusa in Greek mythology.

Medusa is also the word for jellyfish in many other languages including Greek, Hebrew, and French.

A group of jellyfish is called a smack, bloom, or swarm.

All jellyfish have nematocysts, or stinging structures, but the power of their stings can vary widely depending on the species.

The most venomous jellyfish in the world is the box jellyfish, capable of killing an adult human with a single sting in just a few minutes.

Each box jellyfish reportedly carries enough venom to kill more than 60 humans.

It has a cube-shaped body and is typically found in waters around Australia and the Indo-Pacific.

Some jellyfish are edible and are eaten as a delicacy in some places, such as in Japan and Korea.

In Japan, jellyfish have been transformed into candy—a sweet and salty caramel made out of sugar, starch syrup, and jellyfish powder has been produced by students in an effort to make use of the jellyfish that often plague the waters around Japan.

NASA started sending jellyfish to space aboard Space Shuttle *Columbia* in the early 1990s to test how they might get along in a zero-gravity environment.

Interestingly, both humans and jellyfish rely on specialized gravity-sensitive calcium crystals to orient themselves; therefore, studying how jellyfish manage in space can reveal clues about how humans might also fare.

If you cut a jellyfish in half, the pieces of the jellyfish can regenerate and turn into two new jellies.

Jellyfish are between 85% and 98% water; if they wash up on the beach they will almost disappear as their water evaporates.

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.

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"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