



Business & Marketing Education



April 28, 2021

Wednesday Reader

Montana High School Students Compete in Annual Business Simulation

The [Montana Council on Economic Education](#), a partner program with Montana State University's [Department of Agricultural Economics and Economics](#), recently recognized student teams from high schools around the state for their success in an annual business simulation game designed to promote financial literacy and business sense.



The Big Sky Biz Sim by First Interstate Bank, which ran from early February through last week, is an in-class business simulation in which students make operating decisions for a business they devise to produce, sell, and distribute “widgets”. Those decisions impact the theoretical stock market prices of their businesses, which are then compared to other teams across the state at the end of each week.

Since the first Biz Sim in 2000—then then called the High School Business Challenge—more than 24,000 students have participated, according to MCEE Executive Director Dax Schieffer. Thirty-four schools participated this year, making up 386 student teams.

“We’re pleased to work with our sponsors to offer this engaging simulation to Montana’s youth who apply lessons in decision making, teamwork, communication and critical thinking in running a business for eight weeks,” Schieffer said. “We’re developing the professional business skills that employers are asking for to meet the significant workforce needs our state will face in the coming years. The investments MCEE is making today will pay dividends tomorrow for Montana’s economy.”

The top five teams qualifying for cash prizes were from Sidney High School, taught by Russ Biniek. Each student team came up with a name for their fictional company.

1. Innova – Emma Lund, Braylon DiFonzo, Vistor Piedra
2. Flight of the Widgets – Pichit Charoenpanich, Kassadee Olson, Isaac Quiroz
3. Widgetback – Garrett Dodds, Taylor Stewart
4. Sysygy – Jade Emly, Matthew Hansen
5. Widgetzilla – Corben Holler, Gariella Juarez, Amavia Kim

More information can be found on the Montana Council on Economic Education's website, econedmontana.org.

Source: [Montana State University News Service](#).

Students from Great Falls High School Win Stock Marketing Game

Over 300 teams in Montana competed in the spring 2021 edition of [The Stock Market Game](#) and students from Great Falls High School came out victorious.

Students Jacob Murray, Steven Stewart and Branden Kessler "invested" in AMC Theatre in "The Stock Market Game." The students were mentored by Great Falls High School Business and Marketing teacher Scott Donisthorpe.



Executive Director for the [Montana Council on Economic Education](#), Dax Schieffer presented the certificates to the students along with D.A. Davidson representative Sean Sturges.

Each student received a cash award as well.

The Stock Market Game is a nine-week simulation in which students are given a hypothetical \$100,000 to invest in the stock market.

Students must have at least five stocks and/or mutual funds at the end of the simulation, so research and diversification are crucial for success.

The Stock Market Game applies experiential learning using a simulated portfolio against the real stock exchange.

Students conduct research, apply strategy, and even consider brand loyalty for their picks.

This year, Glacier Bank and its family of Montana banks sponsored team fees across all Montana schools and provided the funding cash prizes.

Source: [KHQ Q6](#).

AIM End of Year CTE Collection Webinars

The Achievement In Montana (AIM) End of Year CTE Collection webinars will take place on Wednesday and Thursday, May 5 and May 6. This webinar covers the same material on both days, so it is not necessary to attend both days.

The webinar times and new Zoom links are below:

AIM End of Year CTE Collection Wednesday, May 5; 9-10 am

- Join Zoom Meeting: <https://mt.gov.zoom.us/j/87561528823?pwd=SHVJbWt2aWtDb3YxeFRFdWovakVBQT09>
- Meeting ID: 875 6152 8823

- Password: 433591
- Dial by Telephone: 1.646.558.8656 or 1.406.444.9999
- Meeting ID: 875 6152 8823
- Password: 433591

AIM End of Year CTE Collection Thursday, May 6; 2:30-3:30 pm:

- Join Zoom Meeting <https://mt.gov.zoom.us/j/82564890465?pwd=c0Z4eGdqK2VYZUpRdmE3NEE1NUVSUT09>
- Meeting ID: 825 6489 0465
- Password: 320518
- Dial by Telephone: 1.646.558.8656 or 1.406.444.9999
- Meeting ID: 825 6489 0465
- Password: 320518

Montana Department of Transportation is Calling All Youth Artists

The Montana Department of Transportation (MDT) [Aviation Awareness Art Contest](#) is designed to broaden awareness of the importance of aviation and aerospace to the economy and to promote careers in these industries.

The contest is open to all students in grades K-12 in public, private, and home schools.

Contest deadline is Friday, May 7, 2021.

Contact Matt Lindberg at mdtaerosafetyed@mt.gov, or 406.444.2506 for more information.

MountainMoot 2021 Registration Opens May 5 with Moodle, Google Classroom, & EdTech Sessions

Do you use Moodle or Google Classroom at your school? If so, you should consider attending the [Moodle MountainMoot](#) this summer, July 14-16. MountainMoot 2021 will include a virtual participation option.

Each day will be filled with sessions about how to use Moodle, course design, unique uses, and more. Sessions target both advanced and beginning users, so do not shy away if you are just getting started. Think about submitting a presentation proposal as well.

Mountain Moot will also be host EdTech and online Engagement for K-12, Higher Ed, Government & Business sessions. The frontier of educational technology can be a daunting place. If you are wondering which products fit your teaching goals, or even need to frame



your teaching goals for the 21st century, the experts at MountainMoot can help you out. Participate in practical EdTech sessions that will help you engage your students.

Online registration for MountainMoot opens Wednesday, May 5.

Visit the [MountainMoot](#) website for additional information.

CodeHS Hosting Webinars for Upcoming Courses & Projects. RSVP Today.

There are a variety of [new CodeHS computer science courses](#) and interdisciplinary projects coming for the 2021-2022 school year. The course betas will be available in May with the full courses released in July.

Join CodeHS's free webinars in May to receive access to the betas and hear an overview from the CodeHS Curriculum Developers. Please RSVP for each event by using the links for the courses and/or projects of interest.

[Intro to Artificial Intelligence](#)

- Students will learn the implications of artificial intelligence (AI) on society and develop a series of projects that illustrate the variety of ways AI can be used to optimize and predict information.
- Webinar: Tuesday, May 4 @ 2 pm (MDT)

[Data Science](#)

- Students will learn the essential skills of data science in Python which include data collection, cleanup, transformation, analysis, and visualization.
- Webinar: Thursday, May 6 @ 10 am (MDT)

[AP Computer Science Principles: Cybersecurity](#)

- In partnership with NCyTE, CodeHS created a new AP CSP Cybersecurity course. The course is endorsed by College Board and covers the AP requirements with an emphasis on Cybersecurity applications in JavaScript.
- Webinar: Monday, May 10 @ 1:30 pm (MDT)

[Interdisciplinary Projects](#)

- These series of independent, standalone modules use coding to reinforce students' understanding of mathematical and science concepts.
- Webinar: Wednesday, May 12 @ 4 pm (MDT)

[Data Structures in C++](#)

- Students will learn about advanced data structures such as maps, queues, and sets while applying them in larger, real-world assignments and projects.
- Webinar: Wednesday, May 19 @ 1 pm (MDT)

[Game Design in Unity](#)

- Students will utilize modeling, storytelling, programming, and user interface processes to construct their own game.
- Webinar: Thursday, May 20 @ 4:30 pm (MDT)

[IB Computer Science Courses](#)

- The International Baccalaureate courses will facilitate the learning and project creation processes for students enrolled in [Standard](#) and Higher Level IB programs.
- Webinar: Tuesday, May 25 @ 1:30 pm (MDT)

[Read more](#) on the CodeHS blog or [explore](#) the new courses in the catalog.



Be on the Lookout for Montana Career Pathway Approval Forms in Your Inbox

The Montana Career Pathway Approval Forms for Business & Marketing Education programs started to be sent out last week via email and continue this week. Beginning with the 2017-2018 school year, the Office of Public Instruction and the Office of the Commissioner for Higher Education made the transition to Statewide Pathways with the data within the Secondary Career & Technical Education (CTE) Participation Reports being utilized to approve Montana Career Pathways based upon the Secondary Programs of Study.

The Secondary CTE Participation Reports are developed utilizing the CTE course data in TEAMS. The data in the Secondary CTE Participation Reports, along with Career and Technical Student Organization student membership, is used to determine Montana CTE/VoEd funding levels for the next school year.

For Business & Marketing Education programs, there are five areas in which pathways can be developed—Arts, A/V Technology, and Communication; Business Management; Finance; Information Technology; and Marketing.

The courses within the Pathway Approval Form(s) are those most closely related to the suggested courses in the Montana Career Pathways' [Secondary Programs of Study](#). In reviewing the CTE Participation Reports and putting courses in the Pathway Approval Forms, all courses taught are listed in at least one pathway. If you would like to view all the courses within your CTE Participation Report, please let me know.

The Pathway Approval Form(s) arriving in your email will be an Excel file. If your program has more than one pathway, the Excel workbook will have a sheet for each pathway. Please be sure to review the data in each sheet.

With course offerings and instructional methods altered this year due to Covid, all the courses from the 2019-2020 school year were kept in the forms and any additional courses taught this year were added. If there are courses listed that are no longer being offered, please update the form as needed.

Save the Date for the IEFA Best Practices Conference

The Montana Office of Public Instruction's Indian Education for All unit is excited to announce the [IEFA Best Practices Conference](#), May 15 and 16.

Each day will offer a keynote address from a high-profile Indigenous leader, followed by a 60- to 70-minute interactive presentation by an IEFA expert(s) and selected from a short list of offerings. The event will most likely be offered through Zoom, but other platforms will be considered for logistical and interactive enhancement. Some presentations will be offered on both days to increase availability of opportunity.

The conference will focus on the Essential Understandings, tribal resiliency, and honoring the accomplishments and perspectives of Montana's first peoples.

This event will be provided free of charge. [Registration](#) is now open. Please contact Joan Franke at 406.444.3694 or jfranke@mt.gov with any questions.

Access to the 2021 Revised Montana Content Standards

Resources are available for the newly adopted Career and Technical Education, Computer Science, Library Media, Social Studies, and Technology Integration Standards. The standards are now posted on the [K-12 Content Standards & Revision page](#). See individual content area pages to access the standards and other helpful information.

- [Montana Content Standards for Career and Technical Education](#)
- [Montana Content Standards for Computer Science](#)
- [Montana Content Standards for Library Media and Information Literacy](#)
- [Montana Content Standards for Social Studies](#)
- [Montana Content Standards for Technology Integration](#)

Model curriculum guides, professional development, an OPI Learning Hub course, and resources will be added throughout 2021.

Districts should consider their five-year curriculum review cycle in order to plan for a staggered approach to aligning to the new standards, and therefore, each district may adopt the new standards at different intervals. The implementation date for the new standards begins July 1, 2021.

Bring Glacier National Park to Your Classroom!

Bring Glacier National Park to your classroom. Sign up for a fun, interactive, and curriculum-based virtual program led by one of Glacier's Education Rangers. They are offering a variety of Distance Learning programs geared toward K-12th grade students, including wildlife, geology, habitats, or simply talking to a ranger.



[Visit the website](#) to learn more about Glacier's Distance Learning program and to register. They have live distance learning programs with K-12 classes through May.

FREE Summer '21 Online Scratch Course—Learn for the First Time or Update Your Skills



The University of Northern Iowa's Department of Computer Science is again offering an online summer course [Intro to Programming with Scratch](#). The course is intended for teachers of all disciplines and grade levels (K-12) wanting to learn how to program with Scratch and ways to incorporate Scratch into their classroom.

The online course will run June 14-July 23, 2021. The course can be completed as an audit for free or receive graduate credit for \$100.

The course will utilize version 3.0 of [Scratch](#), which was released in early 2019. If you have used Scratch in the past and want to check out the updates in the new version, or if you would like to try Scratch for the first time, this is a great opportunity.

[Scratch](#) is a free, online, graphical programming language/learning environment that allows students to learn about computer programming and computational thinking without worrying about complicated syntax. It was created by the Lifelong Kindergarten Lab at the MIT Media Lab and is designed for students aged 8-18 but is used by programmers of a variety of age and experience levels.

This course is appropriate for teachers of all disciplines who teach grades 3-12 grade.

Participants will learn how to use Scratch for interactive art, animated storytelling, and game development. Previous programming experience is not a requirement for this course.

Please visit the [Intro to Programming with Scratch](#) course page for more details about the course and to pre-register.

Montana teachers can complete the course and either apply the graduate credit towards license renewal or get district approval to complete the course for OPI Renewal Units; 12 OPI Renewal Units can be earned by successfully completing the course via the audit (free) registration option.

Beauty and Joy of Computing Summer 2021 Virtual Professional Development Workshops

[Beauty and Joy of Computing](#) (BJC) is a College Board-endorsed AP Computer Science Principles curriculum and professional development based on the themes of creativity and social impacts. Since 2012, BJC at University of California Berkeley has provided professional development to more than 600 teachers throughout the U.S., reaching more than 5,000 students. BJC is excited to announce that this summer, they will be offering [two different workshops](#)—one for the middle/early high school curriculum, and the other for the high school curriculum.



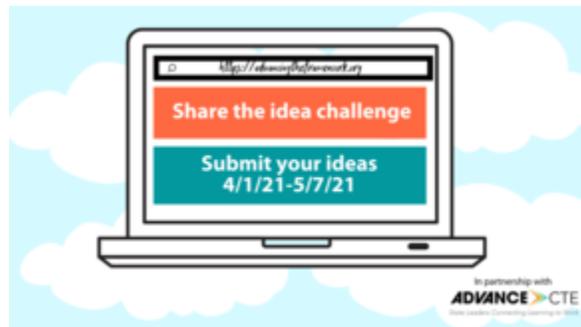
The Summer 2021 workshops will be held virtually and will be week-long sessions. [Multiple options](#) are available for the BJC high school curriculum with the virtual workshop for the middle/early high school curriculum being held July 19-23.

The workshops are free; however, a non-refundable \$75 registration fee is charged to hold your spot. All course materials and year-long ongoing support are free.

For eligible teachers participating in the Summer Middle School/Early High School workshop only, BJC is offering a \$1,000 stipend. Participants will receive half of the stipend (\$500) for completing the professional development and submitting research consents and pre-instruments at the beginning of the academic year. Participants will receive the other half of the stipend (\$500) for submitting mid-year instruments and post-instruments at the end of the academic year.

Contribute to a New National Career Clusters Framework Impacting Learners & the Workforce for Generations to Come

Today, Advance CTE is launching a crowdsourcing [portal](#) to modernize The Career Clusters® Framework. From April 1 to May 7, [Advance CTE](#) invites you to complete a set of idea challenges to ensure The National Career Clusters Framework (The Framework) bridges education and work, empowering each learner to explore, decide and prepare for dynamic and evolving careers.



Twenty years ago, the states and key stakeholders built and launched The National Career Clusters® Framework. Over the past two decades, Advance CTE has been its steward. The world of work continues to change rapidly, and it is time to modernize The Framework's structure and design to ensure its relevance for current and future needs of learners at all levels and of the workplace. Thus, Advanced CTE needs your help.

This effort is not designed to tinker around the edges, adding a new Career Cluster or renaming one of the existing Career Clusters. Advanced CTE is seeking to completely

reimagine the way The Framework is organized to reflect the current and future world of work.

Advance CTE is seeking bold and innovative ideas to help us construct a new, modern, and enduring Framework. Users will be able to submit responses to one or multiple different idea challenges, which are estimated to take from 15 minutes to an hour, depending on how many you choose to submit.

Once the [innovation portal](#) is closed, Advance CTE will review submitted responses and identify those to move forward to the next step, which is to build a set of prototypes for a new Framework. Advance CTE will then lead a collaborative process through 2022 to develop, populate and validate a renewed Framework.

Your voice and input are vital. Visit the [portal](#) to submit your idea today. Advance CTE thanks you for your collaboration in this important work.

Scratch Week 2021. Save the Date.

The [Scratch Team](#) has exciting news to share: [Scratch Week](#) is coming soon.

From May 17-23, the Scratch Team is hosting a weeklong celebration of Scratch, packed with virtual events and activities for Scratchers around the world. Stay tuned on the [Scratch Week site](#), where the latest information and scheduling details will be shared.



This year's events and activities are currently under wraps, but keep an eye on the [Scratch Week page](#) and [@Scratch](#) on Twitter for more information.

In the meantime, visit the [Scratch in Practice](#) and the main [Scratch](#) websites for ideas, resources, and tools for both teaching and learning computational thinking and coding skills using Scratch.

Registration is Now Open for the First Virtual Dual Enrollment Summit Hosted by UM

Calling all educators, staff, and administrators of high schools and colleges (two-year or four-year). The University of Montana Missoula College, along with the University of Montana Summer Office and Reach Higher Montana, invite you to save the date and join them virtually for the first-ever Montana [Dual Enrollment Summit](#) taking place virtually on June 17, 2021.

As some of you know, the Summit was originally planned for last summer, and due to the COVID-19 pandemic, the decision was made to move it from 2020 to 2021 to ensure the health and safety of our participants, speakers, and staff. In preparing



for this year's Summit, overwhelming response has been received to host it virtually for 2021, with the hopes of coming together in-person in 2022.

The [Dual Enrollment Summit](#) is a professional development opportunity for the educators, staff, and administrators of high schools and colleges. The Summit aims to provide an opportunity for connections and networking between college and high school faculty, staff, and administrators to support continuous improvement, quality, and rigor in dual enrollment course offerings to Montana high school students.

Registration is now open, and space is limited, so [sign up today](#). OPI Renewal Units will be available if requested. Please contact Jordan Patterson at jordan.patterson@mso.umt.edu with any questions.

The University of Montana also invites proposals for the Summit, with the sessions aimed at the professional development of others and common goals of celebrating the current successes and highlighting the best practices of dual enrollment in Montana, as well as improving the quality of Montana dual enrollment. For information on submitting a proposal, please click [here](#).

If you have any questions, please reach out to Jordan Patterson in the UM Dual Enrollment office at jordan.patterson@mso.umt.edu or to Becka Simons in the UM Summer Office at becka.simons@mso.umt.edu.

Fun Facts and Trivia

Dragonfish, also called sea moths, are any of about five species of small marine fishes comprising the family Pegasidae and the order Pegasiformes.

When discussing the dragonfish, this term is used to refer to the barbeled dragonfish, the violet goby, and the Asian Arowana.

Dragonfish are found in warm Indo-Pacific waters.

They are a small, about six-and-a-half to fifteen inches long, elongated fish encased in bony rings of armor.

The armor is fused on the head and body but not on the tail, which is thus flexible.

The pectoral fins are large, horizontal, and winglike; the pelvic fins consist of a few fingerlike rays.

They have large heads, a broad jaw, and protruding teeth.

This protrusion is part of the reason that they have such a scary look, lending to their name as well.

One of the best-known dragonfishes are the *Pegasus volitans*, a blue-eyed, brown or deep-red fish found from India to Australia.

Dragonfish can emit red light from their eyes, which they usually use for hunting down prey.

The red light is due to dragonfish having chlorophyll in their eyes; they are the only known creature to have this feature.

Many dragonfishes, especially the female ones have another protrusion known as a barbel that is attached to their chin.

This protrusion has a light-producing photophore.

Such photophores are also present along the sides of the bodies of these dragonfishes.

While the scaly dragonfish has scales shaped like hexagons, most dragonfish just have smooth skin.

Dragonfish feed on marine invertebrates, algae, insects, shrimps, squids, and larvae.

People use different baits to lure and eventually catch the dragonfish as their food.

It is often considered to be one of the top marine dishes around the globe.

It has firm flesh and comes with a nutty flavor, which adds to the much-desired taste.

One popular method of cooking a dragonfish involves removing the bones and sautéing it with spring onions, red chili paste, and garlic.

As delicious as a dragonfish may be, these fish contain poison sacks and spines that cannot be cooked.

Any chef must remove these parts of the fish before it is cooked, as the poison is deadly.

For questions, please contact:

[Eric Swenson](#), Business Education Specialist - 406.444.7991

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