Wednesday Reader

Reviewing and Approving Montana Career Pathways

The Montana Career Pathway Approval Forms for Business & Marketing Education programs have been sent to all programs with an approval pathway based upon course offerings for the 2020-2021 school year. A pathway requires at least two credits/four semesters of coursework within a sequence of courses.

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.

To finalize the Pathway Approval Form(s), please complete the following steps.

1. Review the courses and related information listed in the form and note any necessary updates/corrections.
2. List any additional courses not offered this year but may be offered on an alternating/rotating schedule basis.
3. Include any Work-Based Learning experiences provided by the program and/or the school (a Work-Based Learning Manual is also attached for your reference).
4. Identify any Dual Credit/Concurrent Enrollment course offerings and/or Industry Recognized Credentials available within the program area.

When completed, please key your name, or the name of the individual who approved the data within the form, and the date. Save a copy for your records and email the form(s) to eswenson@mt.gov by May 30.

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.

AIM End of Year CTE Collection Webinars Today and Tomorrow

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

AICPA, NASBA, and AAA to Announce New Model Accounting Curriculum at Free Online Event

The new curriculum is designed to support accounting education programs to meet the needs of the profession and to transition current programs in response to CPA Evolution.

The American Institute of CPAs (AICPA) and National Association of State Boards of Accountancy (NASBA) will unveil the new CPA Evolution Model Accounting Curriculum during a launch event jointly hosted with the American Accounting Association (AAA).

The free online event will be held June 15-16, 2021. Read more.

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.

Apply for a Code.org Professional Learning Scholarship. Time is Running Out.

Scholarships are still available for teachers in most areas to attend Code.org's Professional Learning program at no cost to your school, but applications are closing soon.

Computer science (CS) has the potential to create transformational opportunities for students: Learning CS is correlated with better academic outcomes, a higher likelihood of going to college, and high-paying jobs (see research), but there are real opportunity gaps across the country. Fewer than half of all schools offer any computer science, and Black, Hispanic/Latinx, and Native American students are less likely to attend the schools that do.

Code.org's Professional Learning Program will prepare you to teach computer science as early as this fall with the nation's leading K-12 CS curriculum. No experience is necessary—in fact, most of the 100,000+ teachers who have participated in Code.org programs had no computer science experience when starting.

For middle and high school teachers, it is not too late to sign up, but scholarships are limited—so apply today.

Elementary school teachers are encouraged to find a one-day workshop near you or contact your regional partner to learn about professional learning opportunities in your area. No application needed.

Ignite Your Students' Competitive Side with Bank On It Tournaments

The time has come for your students to put their accounting knowledge to the test and go for the glory. Who will be the winner?

Setting your classroom up for a head-to-head, single-elimination Bank On It Bracket Battle is easy.
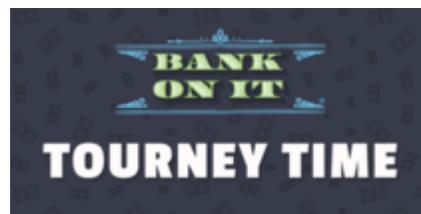
Here's your play-by-play:

1. Click the link below.
2. Select your teacher status.
3. Sign in at the top of the page on Start Here, Go Places. (if you're already signed in, skip to the next step)

4. Click the 'Go Play' button.

5. In the Bank On It navigation, go to 'Tournaments.'

6. Follow the instructions to ensure your students are signed up and have entered your classroom code on their 'My Settings' page.

7. Create your tournament!

PRO TIP: Have your students play a round against the computer ahead of time to ensure our system automatically recognizes them when it is bracket time.

Visit the Bank On It website to get started.

Get Ready for Scratch Week—May 17-23

This year, Scratch Day has transformed into Scratch Week: a global, virtual celebration of Scratch. You and your students are invited to imagine, create, and share along with the Scratch online community during the week of May 17–23.

How to Participate

IMAGINE: With Scratch, you can program your own interactive stories, games, and animations. Whether you are new to Scratch or a long-time user, you are invited to imagine what you would like to create. Hopefully, Scratch Week brings a playful spirit to those Scratching around the world.

CREATE: During the week of May 17–23, the Scratch Team will share a new theme every weekday. People of all ages are invited to create projects based on any of the themes that inspire them. Visit the "Featured Studios" section of the Scratch online community from Monday to Friday to find the daily themes and create your own project.

SHARE: The Scratch website will feature studios for each of the daily themes. A studio is like an online gallery: it's a collection of projects based on a certain theme. Add Scratch Week projects to the studios to share with the larger online community — as well as see what others around the world have created. Scratch Week studios will be launched every weekday from Monday, May 17 to Friday, May 21.

Want to learn how to share a Scratch project to a studio? Here is a step-by-step guide.

Share Your Event: Is your organization hosting a Scratch Week event? If so, Scratch would love to learn more and help you promote it. Submit Your Event

TIPS FOR GETTING STARTED: Just starting out? The Scratch Ideas page is a great place to find tips for getting started, tutorials, Scratch Coding Cards, and more, before jumping into Scratch Week themes.

Have limited or no internet access? The downloadable Scratch app allows users to create and save projects with or without an internet connection.

FOR YOUNGER STUDENTS: ScratchJr is a free creative coding app for children (ages 5-7) to program their own interactive stories and games. The ScratchJr Teach page offers educational activities and resources to engage children in a variety of ScratchJr activities. ScratchJr works on an iPad or Android tablet. It's a great way for younger siblings to engage in Scratch Week.

News and Updates

- Scratch Week themes will be shared every day of the week from May 17-21 in the "Featured Studios" section of the Scratch homepage.
- The Scratch Team will be sharing daily updates on the Scratch Twitter account. Share your Scratch Week experience on Twitter using the hashtag #ScratchWeek.
- Sign up to receive updates and tips from the Scratch Team.

The Scratch Week themes are designed to spark project ideas and learning through creative coding at home. The themes will offer a variety of topics to engage many interests, styles, and abilities. Studios are also a great place to find inspiration! We invite learners to visit the Scratch Week studios to remix projects that they find interesting. Remixing, or making a copy of a project and modifying it to add new ideas, is a great way to learn to program and create unique projects.

Carnegie Mellon University CS Academy Free Training: Fundamentals of Programming Taught in Python

Carnegie Mellon University is hosting free, virtual trainings this summer for their Computer Science Academy curriculum.

Sign up today for one of the virtual three-day summer training opportunities—

- June 21-23
- July 19-21
- August 2-4

The three-day Summer Training covers the Carnegie Mellon University CS Academy CS1, CS0 and AP CSP curriculum and is available to those planning to teach CS1, CS0, or the CMU APCSP Modules in their classrooms for the 2021-2022 school year.

The staff at Carnegie Mellon University will cover all major topics in the curriculum, spend time exploring the website and also spend time on topics like 'CS Pedagogy,' 'Culturally Responsive Teaching in a CS Classroom,' and 'Building interest in CS at your School.'

During the synchronous working sessions, there will be opportunities to collaborate with other educators as well as the opportunity for individual support by Carnegie Mellon University Computer Science Academy Support Staff, comprised of students at Carnegie Mellon University.

The Carnegie Mellon University Computer Science Academy offers three (3) courses:

- CS1 is a deep dive into the fundamentals of programming concepts and teaches text-based coding using Python. CS1 is predicated on the notion that learning about programming and computer science should be fun and engaging. In the introduction to programming course, students are exposed to graphics-based problem solving because it is visually engaging, allows for multiple correct solutions, and provides visual cues when a solution goes awry.

- **CS0** is a lighter version of the CS1 curriculum, some might call it a splash into the fundamentals of programming. It is designed to engage and excite future CS1 students. This curriculum is taught using text-based coding in Python. CS0 also revolves around graphics-based problem solving and has similar visually engaging notes, checkpoints, exercises, and projects for students to complete.

- **CSP** is an alternative option for Code.org's AP Computer Science Principles course. Carnegie Mellon University has developed, in consultation with Code.org, an alternative option for Code.org's 21 AP CSP course for teachers who want to teach the programming units using CMU CS Academy's Python offerings. Teachers using this option will teach using Code.org's AP CSP materials for all of the units, with the exception of the programming units (units 3,4,5 and 7), which use JavaScript. For the programming units, students and teachers will work from the CMU CS Academy platform and program in Python. Information on Code.org's AP CSP course can be found on their website.

No prior experience is required for the training.

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 host an EdTech and online Engagement for K-12, Higher Ed, and 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.

[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.
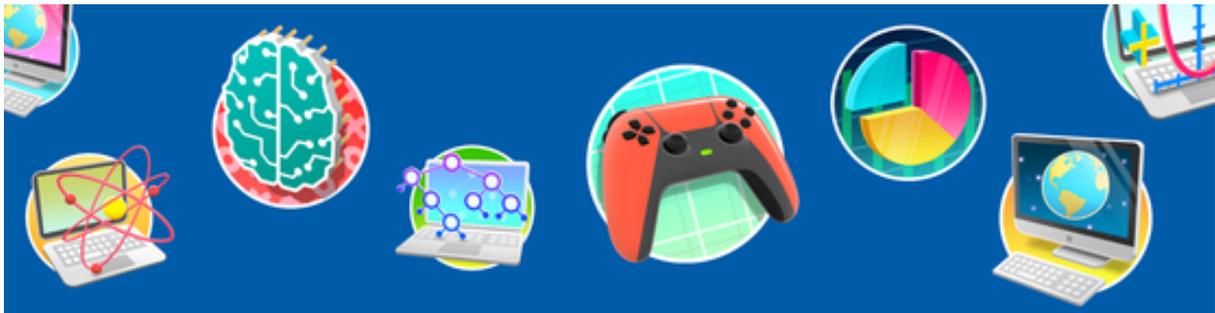
Fun Facts and Trivia

The eagle rays are a group of cartilaginous fishes, consisting mostly of large species living in the open ocean rather than on the sea bottom.

Eagle rays are found throughout the world's tropical warm-temperate waters.

The large rostrum, or "nose," of an eagle ray creates an increased surface area full of electro sensory pores that help them detect prey hidden beneath the seafloor.

Eagle rays use plates of interlocking teeth on their upper and lower jaws to grind away like a mortar and pestle at their hard-bodied prey.

Eagle rays feed on mollusks and crustaceans, crushing their shells with their flattened teeth.

Eagle rays are excellent swimmers and are able to breach the water up to several yards above the surface.

Compared with other rays, they have long tails, and well-defined, rhomboidal bodies.

Female eagle rays give birth to up to six young, called pups, at a time.

When born, eagle ray pups already have a wingspan equivalent to the length of a men's size 13 shoe.

Eagle rays are believed to live for as long as 25 years.

An eagle ray's stinger secretes venom that causes intense pain, often followed by bacterial infection.

A spotted eagle ray's pattern is unique to each individual, just like a fingerprint.

Female spotted eagle rays are larger than males, with wingspans matching the tallest NBA players.

Eagle rays are most commonly seen cruising along sandy beaches in very shallow waters.

The two wings of an eagle ray sometimes break the water's surface and give the impression of two sharks traveling together.

For questions, please contact:

Eric Swenson, Business Education Specialist - 406.444.7991

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