

**Updated & Corrected CTSO Crosswalks for Framework for Business Education in Montana**

The [crosswalks](#) within the Framework for the Business Professionals of America and DECA competitive events programs have been updated for the 2021-2022 membership year.

The updated crosswalks can be downloaded from the shared [Montana Business Education Curriculum Resources](#) Google Drive folder (item #3).

The shared [Framework for Business Education in Montana](#) (item #2) has also been updated to include the 2021-2022 competitive events crosswalks and can be downloaded from the folder.

The shared Montana Business Education Curriculum Resources Google Drive folder can be accessed at [bit.ly/MTBusEd21-22](http://bit.ly/MTBusEd21-22).

Please note, if you downloaded the updated files last week, please go back and get them again. The files uploaded last week to the Google Drive folder were the wrong files. The correct files have been added to folder.

**Stock Market Game Registration for Fall Semester Open Now—Game Begins October 4**

Registration is open for teams for the Fall 2021 Stock Market Game which will run from October 4 to December 10, 2021

Glacier Bancorp and their family of Montana Banks will once again sponsor all team fees, (\$15/team) for all teams with 2 or more students enrolled, maximum size is 5 students per team.

Glacier Bancorp will also provide prize money to the top 5 winning teams again this semester.

You can learn more and register at [www.stockmarketgame.org](http://www.stockmarketgame.org).

**Big Sky Biz Sim Registration Open—New & Improved Online Format—Practice Starts Today**

Fall 2021 Registration is Open. The [Montana Council on Economic Education](#) (MCEE) is pleased to launch the Big Sky Biz Sim by First Interstate Bank. This is an in-class business simulation where students make all of the operating decisions for their business to produce, sell and distribute widgets.

The decision inputs are then matched against other teams competing across Montana for the highest stock market price at the end of eight quarters, (weeks in the simulation). The fall semester program will run from September 29 (first input due October 6) to December 8, 2021.

New this year MCEE will offer additional resources for teacher and student success. The resources have been revised and additional support [videos](#) developed. In addition, the software is now available online that can better coach and keep the students on the right track for their decision making.

Advance registration is required, there is no cost per team as the fees have been generously covered by First Interstate Bank Foundation.

Learn more [here](#) or register with this [form](#).

Because this will be a new format for teachers, MCEE is offering a practice time frame (September 22-29) for students and teachers to have a scrimmage week to familiarize themselves with the logins, software and rules and guidance. The official competition will then start September 29. Register your teams before September 22 to use the practice time. Once the official competition starts on September 29 and industry and teams are set, more teams cannot be added. MCEE will reset and offer the competition again in the spring.

### **[Back to School Resource Guide from the Scratch Team and Other Resources](#)**

Back to school season is here. [Scratch](#) has compiled some resources, tips, and tricks to help you bring Scratch into your classroom, whether you and your learners are brand new to creative coding or looking for a bigger challenge.

#### **Getting Started**

Looking for beginner project ideas? The Ideas page can jump start your Scratch lessons, with tutorials embedded directly in the project editor and remixable projects. Here, you can also find printable [Coding Cards](#) to pass out or hang up in your classroom. Looking for more structure? Check out the Scratch [educator guide](#).

#### **YouTube Tutorials**

The Scratch [YouTube channel](#) is regularly updated with creative tutorials for a range of skill levels hosted by Scratch Team member Zoë. She will show students how to create virtual pets, scrolling backgrounds, jumping games, catch games, and more. [Check out the playlist](#).

#### **Educator Accounts**

Need to create Scratch accounts for lots of students? Scratch has you covered with educator accounts. This special account type allows you to create student accounts individually or by CSV upload, organize them into classes, reset their passwords, moderate their comments, and more. [Learn more and request an educator account](#).

#### **Finding Your Community**

The [Teaching with Scratch Facebook group](#) is a community by Scratch educators, for Scratch educators. Here, you can ask questions, find teacher-developed resources, and more.

[ScratchEd Educator Meetups](#) happen around the world, in-person and virtually, throughout the year, helping you to connect with educators in your own community.

### **[Looking for Some New Coding Ideas? Checkout New Features from Scratch](#)**

This month, check out a new tutorial, time travel in this month's Scratch Design Studio, and more.

New Tutorial: How to Make a Mouse Trail: Mouse trails are a fun way to take a game, animation, or story to the next level. With Scratch Team member Zoë's [new tutorial](#), students can learn how to add an animated cursor to any project.

Scratch Design Studio: Blast from the Past: From dinosaur fossils to historical fashion, looking back in time can be as much fun as looking forward to the future. Find inspiration for time-traveling projects in this month's [Scratch Design Studio](#).

In Case You Missed It: Scratch Lab: Have you had a chance to visit Scratch Lab? In this space, the Scratch Team tests potential new Scratch features. Your feedback helps us fine tune these features

and decide if they're a good fit for Scratch. [Check out Face Sensing and Animated Text and tell Scratch what you think.](#)

As the world's largest coding platform and online community for kids, [Scratch](#) provides a free, open environment for creative thinking, sharing, and making.

### **[FutureSmart—Free Digital Financial Education Program for Middle School Students](#)**

Montana educators now have access to fully sponsored financial literacy curriculum for students, families, and teachers thanks to The MassMutual Foundation and [EVERFI](#).

Middle School teachers can leverage standards-aligned digital lessons to teach career readiness, social studies, business, and economics skills through [FutureSmart](#), with additional free resources available for use by families and teachers to build their own financial capability.

Sign up for [digital lesson access here](#).

Questions? Contact Implementation Lead Sean Thomas at [stthomas@everfi.com](mailto:stthomas@everfi.com) or book a meeting with him [here](#).

### **[NICE K12 Cybersecurity Education Conference Stipend Opportunity—Apps Due Next Week](#)**

The Cybersecurity and Infrastructure Security Agency (CISA) and [CYBER.ORG](#) are proud to support the [2021 NICE K12 Cybersecurity Education Conference](#) by providing educators a [stipend](#) to attend this conference and professional development opportunity.

Stipends will cover the registration cost for the virtual conference, December 6-7, 2021.

The deadline for stipend applications is September 30, 2021. [Learn more and apply now.](#)

### **[NICE K-12 Cybersecurity Virtual Conference—Early-Bird Registration Now Open](#)**

The 2021 National Initiative for Cybersecurity Education (NICE) [K12 Virtual Cybersecurity Education Conference](#) takes place December 6-7, 2021. Pre-Conference Workshops will take place on December 4-5.

This year's event will provide you with education and learning tools you can use immediately in your classroom. You can access it all from the convenience of your home or office.

THE [2021 NICE K12 Conference](#) will be jam-packed with keynote speakers, presentations, panels, and break-out sessions covering five tracks:

- Track 1: Increasing Cybersecurity Career Awareness
- Track 2: Engaging Students Where Disciplines Converge
- Track 3: Stimulating Innovative Cybersecurity Educational Approaches
- Track 4: Promoting Cybersecurity Career Pathways
- Track 5: Promoting Cyber Awareness

The conference agenda will include both live virtual sessions and on-demand video content. All of the content will be available to attendees for up to a year post-event. Plus, abundant networking opportunities including discussion boards, social groups, one-on-one meetups, gamification, and more.

Join your fellow educators, administrators, school counselors, students, and representatives from government and industry at what is sure to be an awesome event. The [\\$125 Early Bird Registration](#) pricing lasts only until October 31, 2021. Full price tickets are \$150.

### **TEAMS is Now Open & will Close November 1 for Fall & Spring Course Data Reporting**

The Office of Public Instruction's [Terms of Employment, Accreditation, and Master Schedule](#) (TEAMS) system is now open. 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. TEAMS will close for data entry on November 1.

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.

All local courses taught are aligned to a national course code when entered into TEAMS. To ensure all courses are correctly reported, please work with you school's officials on coding courses to the correct codes. The complete listing of [Montana OPI TEAMS K-12 Course Codes](#), and a [worksheet](#) for sharing your courses, can be downloaded from the [Montana Business Education 21-22](#) shared Google folder at [bit.ly/MTBusEd21-22](http://bit.ly/MTBusEd21-22).

If you teach more than one course during the same class period, be to list each course and its enrollment separately. In the fall, all courses to be taught for the year must be entered; in the spring, only the enrollments for second semester or second & third trimesters can be updated—no new courses can be added following the November 1 closing of TEAMS.

If you have questions about coding your courses, please let me know.

Additional information and resources for TEAMS can be found on the [TEAMS page](#) of the OPI website.

### **Applications Now Being Accepted for the National Center for Women and Information Technology**

This is the 10th year.

For a number of years, the NCWIT (National Center for Women and Information Technology) has given national awards to high school girls. The [NCWIT Award for Aspirations in Computing](#) is for young women with aspirations and achievements in technology and computing.

This year will be the tenth year that there also will be a Montana contest for Montana girls. The time to submit applications is September 1-November 5 and application materials can be found [here](#).

There are many qualified high school girls that would apply if they just had a little push from a leader like you. Any interested female high school student would need to fill in the online application, and get a parent and a school official to approve it to be entered into both the national and Montana contests.

Montana has had winners from high schools in Absarokee, Anaconda, Arlee, Beaverhead, Billings Senior, Billings West, Bozeman, Bozeman Petra, Broadwater, Butte, Cascade, Cut Bank, Great Fall High, Hamilton, Helena Capital, Helena High, Hobson, Jefferson High, Libby, Missoula Big Sky, Missoula Hellgate, Missoula Sentinel, Noxon, Park County, Red Lodge, Seeley-Swan, Sidney, Simms, and Whitefish High Schools.

The NCWIT hopes your school will be represented on the winners list this year, but girls have to apply.

We are looking forward to recognizing Montana's talent, and hope that you would encourage the young women that you know to apply. Sometimes all they need is a little encouragement and you are the person to provide that.

P.S. There also is a Montana educator award (with \$250 for professional development) given each year. Do you know a good teacher that you should encourage to apply (maybe you?)? Encourage them to go to [apply](#).

Questions? Visit the Aspirations in Computing [FAQ](#) page.

### **Presidential Scholars Nominations Now Open**

Nominations are now open for the [2022 Presidential Scholars program](#). You may nominate up to 10 males and 10 females for a total of 20 students for the general component of the program, and an additional five students for the Career and Technical Education (CTE) portion.

In the general category, nominations are encouraged for students who demonstrate outstanding scholarship, but might not otherwise be nominated through the current SAT/ACT, Arts, or CTE recognition processes. All high school seniors graduating between January and August 2022, who are U.S. citizens or legal permanent residents, and who attend public, parochial, independent schools, or home schools are eligible. The 2022 U.S. Presidential Scholars will be selected by the Commission on Presidential Scholars and receive the Presidential Scholars Medallion.

In the CTE category, all high school seniors who are participants of a CTE program graduating between January and August 2022, who are U.S. citizens or legal permanent residents, who attend public, parochial, independent, or home schools are eligible. Candidates will be reviewed by a committee of qualified individuals experienced in CTE; 60 applicants to be named as semifinalists. The 60 CTE semifinalist applications will then be reviewed by the Commission on Presidential Scholars. All 2022 U.S. Presidential Scholars will be selected by the Commission on Presidential Scholars and will receive the Presidential Scholars Medallion.

Nominations are due November 24, 2021. Contact the U.S. Presidential Scholar program staff in October for follow-up submissions instructions. All nominees will be announced and invited to apply in January 2022 by the U.S. Presidential Scholars Program Office; therefore, you do not need to contact your candidate(s). Completed applications will be due in February 2022; Scholars will be announced by mid-May 2022.

To learn more about the U.S. Presidential Scholars Program, its criteria, and the Commission on Presidential Scholars, click [here](#).

Questions? Contact Executive Director Simone Olson at 202.205.8719 or [Simone.Olson@ed.gov](mailto:Simone.Olson@ed.gov).

### **Updated Business Ed & CTE Resources Available for Download & for Your Binder**

Over the summer, the [Framework for Business Education in Montana](#) (item #2 in the shared folder) was updated for the *new National Standards for Business Education* released September 2020. The Framework includes both a vertical alignment to the new national standards as well as a crosswalk. The Framework also includes crosswalks for the Business Professionals of America and DECA competitive events

Also this summer, the new [Montana K-12 Content Standards for Career and Technical Education](#) (item #8 in the shared folder) became official as of July 1. To assist in utilizing the new CTE standards, I have developed a guide with some information and background details regarding the rewriting of the

standards and it includes a listing of the standards by each standard to see the progression from grades K-12 and a listing of the grade-level specific standards. Thank you to our Montana Business & Marketing Education professionals who were part of the writing team for the new CTE standards, Tara Berg (Harlowton) and Dana Grupenhoff (Noxon).

As the new Montana CTE Standards are based upon the 12 Career Ready Practices of the [Common Career Technical Core](#), I am updating Montana Business Education Curriculum Resources binders to include the Montana CTE Standards as the fourth section, replacing the Common Career Technical Core. Feel free to keep the Common Career Technical Core in your binders as reference and to aid in pathway development.

You can download this resources, as well as the Montana Business Education Planner Calendar for 2021-2022 and the Montana OPI TEAMS K-12 Course Codes, Business & Marketing Education Reference Manual at [bit.ly/MTBusEd21-22](http://bit.ly/MTBusEd21-22).

### **Fun Facts & Trivia**

Battleship is also known as Sea Battle and Battleships, and there are numerous other versions of the game known by other names.

Traditionally a game of Battleship uses five different boats of five, four, three, three, and two squares in length.

A variety of different terms are used to name each different watercraft; the Milton Bradley version referring to each as, from the smallest size, a 'patrol boat', 'submarine', 'destroyer', 'battleship' and 'aircraft carrier'.

Battleship was originally known as 'Salvo', which is thought to have been first played by Russian officials before the first world war.

A commercial paper and pencil version with the same name was produced in 1931 by the American company Starex Novelty Company.

Originally Battleship was played using sheets of paper containing a grid, and a writing tool, although the game company Milton Bradley invented reusable plastic boards and small plastic ships in 1967 for the game, that has since become more popular than the paper version, and other companies have made similar styled versions.

The commercial Milton Bradley Battleship game introduced the white and red color coding used to mark a miss or hit respectively, using small pegs that slot into holes in the grid.

In 1977, Milton Bradley also released a computerized version named Electronic Battleship.

Electronic Battleship, designed by Dennis Wyman and Bing McCoy, was reputed to be the first toy with a sound chip.

The first computerized version of Battleship was designed in 1979 released for the Z80 CompuColor and was one of the first games scripted for a computer.

A variant popular in the United Kingdom is for each player to also have five mines.

The mines occupy one square each and are placed on the board in the same manner as the ships.

When a player's guess hits a mine on an opponent's board it destroys anything in that square and the eight immediately surrounding squares on the board of the player making the guess.

In 2012, the military science fiction action movie *Battleship* was released, which was inspired by the Milton Bradley board game.

A version of the Battleship game based on the movie was released in which one side had alien ship playing pieces.

Issues of the Wednesday Reader are archived on the Montana Business Education Association (MBEA) website at [www.mbea.info](http://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*