

## **THE WEDNESDAY READER**

### **September 29, 2021**

*While not included in the first couple of emails, Fun Facts and Trivia is back in case you have not yet scrolled to the bottom of the emails. This year's theme is . . . ?*

### **Nominations Being Accepted for the MBEA Awards Program**

The [Montana Business Education Association](#) (MBEA) is now seeking nominations for its 2021 awards program.

Nominations can be submitted for

- Outstanding New Teacher of the Year
- Outstanding Business Teacher of the Year
- Distinguished Service Award
- Lifetime Achievement Award (ACTE)

Nominations can be submitted to MBEA Past President Calie Wineinger using the online nominations form at [forms.gle/5XHWGA2pd8soqm4r5](https://forms.gle/5XHWGA2pd8soqm4r5). The deadline for nominations is Friday, October 13.

For questions regarding the MBEA Awards program, please contact MBEA Past President Calie Wineinger at [cwineinger@froidschool.com](mailto:cwineinger@froidschool.com).

### **Stock Market Game Begins Monday, October 4, Register Your Teams Today for Free**

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).

### **The 2021 Payback Challenge is Here; \$75,000 in Scholarships for Students Available**

[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](https://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](#)

### **FREE Montana Educator Wellness Center from EVERFI**

You've been there for others. Now it's time to be there for YOU.

[EVERFI](#) has partnered with Blue Cross and Blue Shield of Montana to provide mental wellness resources designed specifically for educators. Check out the Montana Educator Wellness Center [here](#).

The 5-10 minute lessons featured in the [Montana Educator Wellness Center](#) translate evidence-based best practices on mental well-being into actionable, just-in-time learning specifically designed for educators and school leadership.

Topics include:

- Mental Well-Being Basics
- Managing Mental Health Challenges
- Developing Resilience
- Students isolate & control variables to see how different materials affect protection & maneuverability
- Mindful Living
- Building Strengths & Developing Motivation
- Strategies for Stress Management
- Supporting Loved Ones with Mental Health Challenges

Take a minute out of your day for you, and explore a lesson.

This resource is available at no-cost to the entire education community in Montana. Please share the resource with fellow educators.

In addition to this free resource for teachers, you also have access to [Mental Wellness Basics](#) lessons for your students. Have questions or want more information? Just reach out to [Sean Thomas](#), the local support here in Montana. Sean and can be reached at [sthomas@everfi.com](mailto:sthomas@everfi.com).

### **September Activity from Start Here. Go Places.®: Why a Career in Accounting Could be Right for You**

When asked, "What do you want to be when you grow up?" how many high schoolers say, "CPA"? This activity introduces students to optional careers within the profession to get them thinking about all the reasons accounting could be right for them. [Get the free Why Accounting Could be Right for You activity](#).

Other crowd favorites from Start Here. Go Places.®:

#### [Where did you first learn about accounting?](#)

Students reflect on how they currently perceive accounting and write their future selves a letter to see how their perceptions have changed (or not changed) after taking your class.

### [Take a Virtual Field Trip](#)

Drive home the career conversation by taking your students on a virtual field trip to meet real CPAs across the country and get the scoop on what life is really like as an accounting professional.

[See all classroom resources available](#) from Start Here. Go Places.®

### **[Download the New Bank On It Educators' Guide](#)**

[Bank On It](#)® is an online accounting-based game featuring more than 2,000 questions that will challenge your students' knowledge and reinforce what you're teaching in the classroom. The updated guide includes the newest advanced accounting version, classroom tips and streamlined instructions so you can dive in without a hitch.

[Download the new guide](#) today from Start Here. Go Places.®

### **[Download Updated Montana Business Education & CTE Curriculum Resources](#)**

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

This shared drive contains the files found within the Montana Business Education Curriculum Resources binder. Many of these files have been updated for the 2021-2022 school year.

Files within the folder include

1. Montana Business Education Planning Calendar for 2021-2022
2. An updated binder title page which lists the new Montana CTE K-12 Standards
3. An updated Framework for Business Education Montana aligned to the new National Standards
4. Updated Business Professionals of America and DECA competitive events crosswalks
5. TEAMS K-12 Course Codes for 2021-2022 Business & Marketing Education Reference Manual
6. A TEAMS Worksheet (PDF) to code your courses & share with your school's TEAM data entry rep
7. A TEAMS Worksheet (Word) to code your courses & share with your school's TEAM data entry rep
8. The complete National Standards for Business Education (5th Edition Released Fall 2020)
9. Montana CTE K-12 Content Standards Reference Guide (New as of July 1, 2021)
10. Montana Statewide Career Pathway & Secondary Programs of Study for Business & Marketing Education

If you have issues accessing the [shared folder](#), please let me know.

### **[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](#).

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.

NCWIT is 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).

### **Fun Facts & Trivia**

In the early 1940s, when the dreaded disease polio struck thousands of Americans, Eleanor Abbott, a victim of the disease, sought to invent pastimes for children who were recuperating.

Her most successful idea became Candy Land, a game many people remember fondly as the first board game they ever played.

Eleanor Abbott was a retired schoolteacher who was convalescing in the polio wing of a San Diego hospital in 1948.

The game proved to be so popular that Abbott decided to submit it to Milton Bradley (which was purchased by Hasbro in 1984).

The company examined the layout, which Abbott had drawn on butcher paper, and decided to publish it in 1949.

Before *Candy Land* was released, Milton Bradley was still primarily known as a maker of school supplies.

Their other big game acquisition, *Clue*, had just been released, but it had yet to fully take off.

*Candy Land* distinguished itself because, unlike most board games, kids could play it by themselves—an important feature in a country still concerned with the spread of polio.

The game's success and the royalties it earned for Abbott paid off in another way as she reportedly donated most of her earnings from the game to be used for the purchase of supplies and equipment for area schools.

*Candy Land* was/is fanciful and easy-to-understand as players advance game pieces through a sweetened landscape based on a color system—so no reading was required.

For decades, an anonymous boy and girl were the antagonists of *Candy Land*.

In 1984, Hasbro contracted with Landmark Entertainment to create characters for the game, including King Kandy, Lord Licorice, and Princess Lolly of Lollypop Woods.

Players draw a card—or, in more recent editions, use a spinner—to advance on a board in pursuit of King Kandy, ruler of a delicious utopia with locations like Molasses Swamp and Gumdrop Mountain.

In 2012, Adam Sander was announced as being the star of a *Candy Land* feature film.

The hold-up was Landmark Entertainment, the company that created the characters for the game in 1984, as it argued that Hasbro had no right to enter into an agreement to license those characters out for a feature film.

To date, the only adaptation of the game has been a 2005 direct-to-video animated feature, *Candy Land: The Great Lollipop Adventure*.

In 2014, a company named Gamesformation issued a Belgian chocolate version of the game that had chocolate cards wrapped in paper; and, once they were played, they could be eaten.

The company also released edible versions of *Battleship*, *Scrabble*, and *Monopoly*.

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*