

THE WEDNESDAY READER
November 3, 2021

The Time has Come . . . to Fall Back

This weekend marks the end of Daylight Saving Time (DST) and the return to Standard Time. Remember to turn your clocks back one hour on Saturday night.

This is also a great time to check smoke and carbon monoxide detectors and replace batteries.

Today on TEAMS Talk: Time to Check & Verify Course Data for 2021-2022 School Year

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

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.

Now is the time to check the data in TEAMS to be sure all your courses are listed, are aligned to the correct course code, and the correct student enrollment is listed.

Should you need a copy, the complete listing of [Montana OPI TEAMS K-12 Course Codes](#) can be downloaded from the [Montana Business Education 21-22](#) shared Google folder at bit.ly/MTBusEd21-22.

If you are not able to view your TEAMS data and if the school will not share a copy of your data with you, please send me an email and I can send you a screen shot of your course data in TEAMS. For larger programs, I can send the course data in an Excel spreadsheet.

Montana State CTE/VoEd Funding Allocations for 2021-2022 Now Posted

The State CTE/VoEd funding final allocations for the 2021-2022 school year are posted; the funds are to be released to schools on or before November 1. The State CTE/VoEd funding final allocations are generated based on the data entered into TEAMS (Terms of Employment, Accreditation, and Master Schedule) for the prior 2020-2021 school year.

The State CTE/VoEd funding final allocations include funds for student enrollment within CTE program area courses and funds for having an active Career & Technical Student Organization (CTSO).

The CTE tab in TEAMS was made available last April and districts were asked to complete a few additional items on the tab and review the details carefully to make sure the data was accurate.

The [2022 Final VoEd Payment Detail by Legal Entity](#) report can be found on the [CTE page](#) of the [OPI website](#) under the Funding menu.

The direct link to the final allocations can be found at <https://opi.mt.gov/LinkClick.aspx?fileticket=l9cJ9ZMb3Lw%3d&portalid=182>.

Free Financial Literacy Curriculum Resources & Professional Development from FitMoney

[FitMoney](#) is a philanthropic nonprofit providing free, unbiased financial literacy programs to empower K-12 students with critical life skills for a financially fit future. FitMoney provides a variety of free and accessible financial literacy programs to meet students, educators, and caregivers where they are

learning. Starting in kindergarten, FitMoney provides financial literacy programs that start before financial habits are formed.

Research shows that financial behaviors and habits are formed in children by age 7, making it critical to start financial literacy early, and reinforce yearly. [FitMoney](#) designed a robust, unbiased K-12 curriculum “for teachers, by teachers” to ensure educators could easily integrate financial literacy into their classrooms. To meet the needs of remote learning and the demand for financial literacy in youth development organizations, FitMoney now offers several digital courses that meet students and families where they are learning.

The [FitMoney in-school program](#) includes five to six standards-aligned courses per year for elementary grades (K-5), flexible case studies for middle school, and a full semester class for high school. Lessons are tailored to grade level and family conversation guides are available for parents every step of the way. Preview the curriculum [here](#). Teachers and schools can receive the full, unbiased curriculum for free by requesting an Educator Account [here](#).

Through self-directed learning via short videos, FinMoney offers [high school certifications](#) in English and Spanish, as well as junior certifications for grades 3-5. Learning about paychecks and taxes, payment types, student loans and compound interest, these digital tools can be completed independently via the website or assigned within an LMS platform with a FitMoney Teacher account. For additional digital coursework, the [STEM Business Plan Design Challenge](#) gives tomorrow’s STEM middle school (6-8) leaders the opportunity to think critically and create solutions for current issues.

FitMoney’s at-home courses can be completed anywhere and allow students to engage in financial literacy learning outside of traditional classroom settings. The elementary curriculum focuses on key concepts and lessons from basic financial principles to easy conversation starters. Middle school builds on financial principles with case studies and sample units investigating money management. And high school develops key financial concepts with relevant applications for banking, decision making, and investing.

FitMoney is excited to virtually convene leaders and educators who share the mission of empowering K-12 students with critical life skills for a financially fit future. Join FitMoney for free at this year’s [FitMoney Financial Literacy Symposium](#) on November 17, 2021, from 1-4 pm MST. The sessions will be led by curriculum experts, FitMoney teachers and financial partners. This Symposium will offer educators a chance to learn about financial literacy education in grades K-12, build a case for financial literacy education at their schools and organizations, and collaborate with colleagues and experts. The program will highlight special initiatives and projects including the Financially Fit Certificate and introduce all parts of the K-12 curriculum with pacing guides and standards-aligned planning support. [Register Here for this Free Symposium](#).

[Nominate a High School Senior for the Cutler-Bell Prize](#)

The [Computer Science Teachers Association](#) (CSTA) has just opened applications for the [2021-2022 Cutler-Bell Application](#), which looks to recognize up to four high school senior students residing in the US for their projects in computer science. Winners will receive a \$10,000 prize to go to their college/university of choice. Applications are due by January 10, 2022, at 9 a.m. [Learn about the prize](#), review the [application questions](#), or nominate a student to apply using [this form](#).

The ACM/Cutler Bell Prize in High School Computing is designed to recognize talented students intending to continue their higher education in the areas of computer science or technology. The program seeks to promote and encourage computer science and empower young and aspiring leaders to pursue computing challenges outside of the traditional classroom environment.

Students must develop an original computational artifact that engages modern computing technology and computer science. See previous winners to learn about the types of projects selected. This year, to help better prepare students for the application, a google document of all applications is available for review; we encourage students to make a copy to prepare their answers before submitting. Students must develop an original computational artifact that engages modern computing technology and computer science.

The application includes:

- Description of the project and development (two essays of <1,000 words each)
- Project source code and executable file
- A short video showing and describing the project (2 minutes)
- Consent form

A group of educators will review all submissions and judge the project's ingenuity, complexity, relevancy, originality, and the student's desire to further computer science as a discipline.

Please visit the [2021-2022 Cutler-Bell Application](#) site for complete details. Nominations close January 18, 2022.

Hour of Code is Coming & the New Theme is Here

[Hour of Code](#) is coming—and [Code.org](#) is excited for you to join them.

This year Code.org has plenty of ways to participate and a new theme to kick off this worldwide week of computer science.

The theme for this year's Hour of Code: #CSEverywhere.

From fighting disease to exploring outer space, from creating your favorite movies to powering the device you're reading this on, computer science is everywhere. Help students discover the connections to computer science in their lives during this year's Hour of Code from December 6-12, 2021.

The goal is to make students aware that computer science is used in every industry and field of study to help solve problems, advance research, create art, keep our infrastructure safe and healthy, and more. Code.org hopes this inspires students of all ages to connect their passions to computer science and continue learning beyond the [Hour of Code](#).

Whether you are teaching in person or continuing remote learning, there is an Hour of Code [activity](#) for you. The [How-To Guides](#) will show you how to adapt for in-person, virtual, or no-tech options for students with limited internet access.

You do not have to be an educator in order to host an Hour of Code [at home](#), [with a classroom](#), or [with your company](#). You do not have to be an engineer in order to [volunteer](#) virtually with a classroom and share how technology has impacted your life. Best of all, you do not have to be a computer scientist in order to spread the word: Share your Hour of Code highlights with on social media using [#HourofCode](#). You can also show your favorite example of computer science in action by tagging it with [#CSEverywhere](#).

The Prospects 2022 Business Competition from the Montana Chamber Foundation Now Open

The [Montana Chamber Foundation](#) is excited to be hosting this [competition](#) again and cannot wait to see what ideas are submitted. There are thousands of dollars in cash, scholarships, and experiences

available. Last year there were 93 submissions and a \$53,000 prize purse. This is a great opportunity to get your students ideas exposed to business leaders in Montana. There are 100 judges lined up for this year and the goal is for 200 student submissions with a \$100,000 prize purse.

Last year, Matt Olson was your main contact; Matt is still around, but [Tiana Yates](#) (tiana@montanachamber.com), the Montana Chamber Youth Entrepreneurs Coordinator, will be your main contact for this year's competition. You do not have to be teaching [Youth Entrepreneurs](#) (YE) to participate in the contest, but it was observed last year, it was helpful.

[The Prospects](#) will be split into two rounds this year; Fall and Spring. The Fall competition is open October 1-December 10 for submissions and Spring competition will run January 17-March 18. The Awards Show will be held virtually, April 22 at 12 pm (MDT).

Eligibility: Any of Montana's 40,000+ high school aged students (grades 9-12) are encouraged to submit their innovative ideas and solutions or enter their existing businesses.

Submissions: Pitch Video (2 minutes or less), Business Summary (1,000 words max.), a Waiver Form signed by an Educator and/or Parent or Guardian, and a completed W-9 Form.

Complete contest and submission details can be found on [The Prospects page](#) of the Montana Chamber Foundation website.

For questions, please contact Tiana Yates at tiana@montanachamber.com.

The following is the video of the Rapelje team that won last year for their drone submission and received this awesome experience for their school: [Workforce Readiness. Where Innovation Meets Opportunity. Rapelje, Montana - YouTube](#).

[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.

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](#)

Applications for the National Center for Women and Information Technology Due Nov. 5

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.

Fun Facts & Trivia

In the *Great Western Trail* board game, player assume the role of a 19th century rancher herding cattle from Texas to Kansas City.

Each time a player arrives in Kansas City, they want to have the most valuable cattle in tow; however, the *Great Western Trail* not only requires the herd is kept in good shape, but also that players wisely use the various buildings along the trail.

During play, players will also want to hire capable staff: cowboys to improve the herd, craftsmen to build buildings, or engineers for the important railroad line.

in the American Old West, *Great Western Trail* was designed by an Austrian and published by a German company in 2016.

The aim of the game is to make it to Kansas City with as many different cattle cards as possible in your hand.

Once a player reaches KC, they sell their cattle, which get put on the train, and head back to the ranch to make another run.

Players follow the famed Great Western Cattle Trail which is built from branching paths that are slowly filled up with waystations, cattle markets, ranches, and natural hazards.

Each stop on the route lets players take certain actions, like selling duplicate cards, building more buildings, advancing locomotives, recruiting staff, gathering objective cards, and buying more livestock.

The goal is to optimize the journey to Kansas City, enjoying the goods and services supplied along the way.

There is also a whole separate minigame everyone plays when they arrive at Kansas City and then must decide where they want their cattle to be shipped.

The farther the cattle are shipped, the better the potential bonuses, but if a player's train is too far away because they did not time on the trail to get it moving, it will cost money to send it to the final destination.

The Great Western Cattle Trail was used during the late 19th century for movement of cattle and horses to markets in eastern and northern states.

It is also known as the Western Trail, Fort Griffin Trail, Dodge City Trail, Northern Trail, and Texas Trail.

The Great Western Trail reached railheads in Kansas and Nebraska and carried longhorns and horses to stock open-range ranches in the Dakotas, Wyoming, Montana, and two provinces in Canada.

The cattle were taken to towns located on major railroads and delivered north to establish ranches.

Although rail lines were built in Texas, the cattle drives north continued because Texas rail prices made it more profitable to trail them north.

The Great Western Cattle Trail was first traveled by Captain John T. Lytle in 1874 when he was transporting 3,500 longhorn cattle up from Southern Texas into Nebraska.

In five short years, it became one of the most traveled and famous cattle trails in U.S. history.

Traffic along the trail began to decline in 1885 due to the spreading use of barbed wire fences and legislation calling for a quarantine of Texas cattle due to the "Texas Fever", a disease spread by ticks.

The last major Cattle drive up the trail was on its way to Deadwood, South Dakota, in 1893.

By that time an estimated six to seven million cattle and one million horses had traversed the trail.

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