WBEA 2022 Conference Registration—Early-Bird Rate Ends this Week, December 4

The Western Business Education Association's 2022 Conference will be held February 17-21, 2022, at the Seattle Marriott Waterfront (located on Elliot Bay and behind Pike's Place Market).

Hosted by the Washington State Business Education Association, this year's conference will include both an in-person and virtual participation options. Please note, as of October 25, 2021, King County (which includes the city of Seattle) requires vaccine verification or proof of a negative COVID-19 test (72 hours prior to arrival) for entry into any hotel event spaces for participants 12 years or older. Additionally, proof of vaccination or a negative COVID test result are currently required for dining in Seattle establishments.

The early-bird, NBEA member registration fee for the WBEA 2022 Conference is $350.00. Rooms can be booked at the Seattle Marriot Waterfront at $165.00 (plus taxes and fees) per night. The WBEA 2022 Conference rate is available through January 27, 2022.

Please visit the WBEA 2022 Conference website for links to the conference schedule, conference registration, and to book your room at the Seattle Marriott Waterfront.

APBP Advanced Accounting Curriculum Summer Training Schedule

The Association of International Certified Professional Accountants (AICPA) is very excited to announce that Accounting Project to Bridge the Profession (APBP) trainings are back.

The AICPA offers training for high school teachers on an advanced accounting curriculum. This college-level course provides students with a real-world view of the accounting profession while focusing on the development of critical thinking skills. If you are an accounting, finance, or business educator and would like to receive *FREE* training, please join the AICPA this summer. To learn more about APBP, click here.

There will be holding four summer training sessions across the country in 2022. Thank you to everyone who participated in the APBP training survey which helped us pick the following locations:

--Las Vegas, Nevada at AICPA's ENGAGE Conference: June 7-9, 2022 (limited space available)
--Chicago, Illinois: June 20-22, 2022
--Houston, Texas: July 20-22, 2022
--Pennsylvania/New Jersey: Dates and location coming soon

Please save the date for your preferred location. Registration is expected to be available through StartHereGoPlaces by the first week of December. An email announcement will be made when registration officially opens.

Send any inquiries to apbp@aicpa-cima.com.

Planning for CSEdWeek and a New ASL Tutorial from Scratch

Computer Science Education Week (CSEdWeek) is a global event occurring from December 6-12 to celebrate computer science around the world. Sign up to celebrate CSEdWeek with Beyond the Banana: Make Music with Makey Makey + Scratch, a free webinar where Scratchers can code real world items into entertaining musical projects, and visit the Scratch Activities for Hour of Code, a page for Scratch activities, tutorials, and studios, to find teaching resources for CSEdWeek.

Just in time for CSEdWeek, Scratch is excited to announce that a new tutorial in American Sign Language (ASL) is now available in the Scratch Editor. Scratch is grateful to Deaf Kids Code for leading this initiative and helping to create this video so Scratch can be more accessible for Deaf and hard of hearing Scratchers. See how Scratch is collaborating with Deaf Kids Code to create more equitable learning resources.

Invitation to Join the Scratch Education Collaborative (SEC) Information Sessions

Scratch is thrilled to announce the Scratch Education Collaborative (SEC) application for the 2022-23 cohort.

Scratch is enthusiastically planning for the next cohort which will start summer 2022 and engage participants in a two-year commitment with other participating organizations from around the world. As a member of the SEC, participating organizations will have opportunities to collaborate and learn alongside members of the Scratch Foundation, SEC partners, and other global leaders in creative coding. The SEC aims to engage organizations committed to supporting learners from historically marginalized communities in creating a self-sustaining community of practice committed to furthering equitable creative coding practices.

Scratch is hosting five information sessions on December 10 to introduce the SEC, the work of the 2021-22 cohort, and the SEC learning experience. Please register and join for the session that fits your schedule.

For more information about SEC participant criteria, click here or email Scratch at sec@scratch.mit.edu.

Prepare & Plan for #HourofCode with CodeHS—Webinars, Live Workshops, & 20+ Tutorials

Computer Science Education Week is happening December 6-10. To celebrate, CodeHS will be running live Hour of Code workshops for students around the country.

--Monday, December 6: Turtle Graphics with Tracy @ 1:30 pm (MST)
--Tuesday, December 7: Coding for Music @ 9:00 am (MST)
--Wednesday, December 8: Creating Virtual Worlds @ 11:00 am (MST)
--Thursday, December 9: Generating Art with Code @ 8:30 am (MST)
--Friday, December 10: Coding for a Litter-Free Community @ 10:00 am (MST)

Register your class today. If you/your students cannot attend a live workshop, all events will be recorded and saved here.

A How to Run an Hour of Code with CodeHS webinar will be held Thursday, December 2 at 1:30 pm (MST). Join a 30-minute webinar to learn about the free hour-long tutorials on CodeHS, how to pick the right tutorial for your students, and tips on hosting a successful workshop. RSVP today.

Access over 20 free hour-long CodeHS Hour of Code tutorials and lesson plans at codehs.com/hoc including Coding for Art, Building Mobile Apps, and much more. Explore the tutorials today.

Get Ready for Computer Science Education Week with Google

To pursue their dreams, students need to be able to solve problems, be creative, and think critically – all skills a student can learn through computer science (CS). This kind of knowledge can shape future artists, small business owners, farmers, and world leaders.

But too few are being exposed to CS, especially students from underrepresented groups and communities.

When interest in computer science is sparked, it can take students anywhere. And often, the most memorable school experiences can happen outside lesson plans—such as going on an eye-opening field trip or listening to an inspirational guest speaker. That is where you come in.

During CSEdWeek, US-based Title 1 educators can sign up for a virtual visit with a Google volunteer to design their own Ignite Experience, including a career conversation, a CS learning experience, and an optional student activity. Sign up here.

Teachers and students can also join a livestream with a Googler who uses CS in their (fun) day job. Their inspirational stories showcase a variety of CS-related career journeys and skill applications. Sign-up to join a livestream event here.

If you cannot join a livestream, you can still teach an Hour of Code to introduce your students to the exciting world of computer science. All activities from Google's programs—including CS First, Applied Digital Skills and Code Next can be found at g.co/codewithgoogle/csedweek.

New CS Connections Curriculum and Accompanying Hour of Code Activities from Code.org
To help students make meaningful connections between CS and other disciplines—and to help teachers from a variety of backgrounds more easily begin teaching the subject—Code.org is introducing a new set of cross-curricular lessons called Computer Science (CS) Connections and two new Hour of Code activities to accompany them.

This curriculum makes the connections between learning computer science and other subjects like language arts, math, and science—with more to come. Through CS Connections, K-12 classrooms can explore their usual subjects in exciting new ways.

CS Connections has options for teachers who would like to incorporate computer science into their lesson plans for other subjects, as well as CS educators who want to reinforce what students are learning in other subjects. The goal is to provide students with a deeper and broader understanding of a particular subject area, a better sense of how computers can be used as a tool to solve human problems, and motivation to learn more about the intersection of CS and other disciplines.

CS Connections is available now, with more lessons coming next year. Interested teachers from any discipline can view cross-curricular lesson plans and try out activities here.

Code.org hopes these lessons expand ideas about what computer science is and what is possible with it. CS is everywhere, and they look forward to helping students and teachers make new and exciting connections to all kinds of subjects through this new curriculum!

This year's new Hour of Code activities from Code.org tie in directly to CS Connections:

The Poem Art Hour of Code activity is also the first lesson in CS Connections' Coding with Poetry module, which allows students to see two subjects—computer science and poetry—in a new way. In Poem Art, students can explore a key element of poetry—mood—by using code to add visuals and movement to classic poems.

In Computer Science 101, the first program many students create outputs an iconic line of text: "Hello World" Hello World equips students with the basic coding skills and confidence to create apps. Hello

World Hour of Code activities are recommended as a fun introduction before embarking on the open-ended projects in CS Connections, which require some understanding of computer science basics.

Free International Coding Competition with Prizes, December 1-12

Codementum invites you and your students to join them for the world's largest coding competition for students.

As Hour of Code kicks off during Computer Science Education Week, Codementum will host a coding competition. Codementum wants to raise awareness for coding education by organizing coding competitions for all grade levels across the World. Teachers may sign up now and create a class of students who want to participate. Visit the competition website page to learn more and sign up.

You can join the contest anytime between December 1s and 12, 2021. Even if you do not have coding knowledge, you can quickly learn with the documents prepared and participate in the competition.

Curriculum Writing Bootcamp for Teachers from Code.org

Code.org is excited to kick off their CS Connections Writing Bootcamp for teachers. The goals are to help build curriculum writing skills in the community and teach potential contract writers how to develop a Code.org lesson. These lessons will focus on integrating computer science into other subject areas. Beginner and experienced writers are welcome—all participants who complete the CS Connections Writing Bootcamp will receive a stipend as a thank you from Code.org for their time. This experience may lead to additional opportunities with Code.org to build on the lessons created during the bootcamp.

Teachers will be involved in three weeks of meetings and activities, with approximately two hours of work per day. The bootcamp will take place January 10-14, January 17-21, and January 24-28. During this three-week bootcamp, teachers produce an open-source publish-ready lesson that they can share with others.

Interested? Check out this link for more details, and do not delay—applications are due on Monday, November 29.

Encourage Critical Thinking and Confidence with STEM in the K-12 classroom

Computer Science (CS) Education Week is coming up December 6-10 and will focus on inspiring students, advocating for equity in CS education, and celebrating teacher and student contributions.

If you are looking for a fun way to add STEM in your classroom and nurture problem-solving skills, logic, and creativity in your students, host an Hour of Code with Minecraft's TimeCraft and MakeCode Arcade's Save the Forest.

Also join Microsoft for a professional development session to learn how you can lead Hour of Code lessons or sign up to have a Microsoft Education Expert lead your students through one.

Learn more and register for an Hour of Code lesson here.

Brand New Intuit TurboTax Tax Simulations within EVERFI FinLit

EVERFI is excited to announce the addition of a new Turbo Tax Simulation this month to *Lesson 2, Employment & taxes* of the fully sponsored high school financial literacy course. Trying to understand taxes can be intimidating! Thanks to Intuit TurboTax Tax Simulations, EVERFI now has

lessons that are dedicated to providing high school students with the skills and knowledge they need to file taxes.

Along with the above, the financial literacy modules cover a wide variety of additional key topics for high school students, and EVERFI also offers a large catalog of other ready to use digital lessons and materials to engage students and prepare them for the real world.

Reach out to your local Implementation support contact Sean Thomas (sthomas@everfi.com) to learn more or get started.

Career & Technical Education Scholarships—500 Scholarships at up to $2,500 each

The Career & Technical Scholarship Program is funded through the generosity of Horatio Alger Association Members, Jim F. Dicke II and Dennis Washington. Scholarships are awarded to students who have faced and overcome great obstacles in their lives who wish to pursue a career or technical education at an accredited non-profit post-secondary institution in the United States.

Eligibility Criteria:

--Have completed high school (or earned a high school equivalency credential)

--Enrolled in eligible program in Fall 2021

--Exhibit a strong commitment to pursue and complete a career or technical program (up to 2 years) at an accredited non-profit post-secondary institution in the United States

--Demonstrated critical financial need (must be eligible to receive the Federal Pell grant as determined by completion of the FAFSA)

--Demonstrated perseverance in overcoming adversity

--Be under the age of 30

--Be a United States citizen

Funds may be used for tuition, fees, books, and supplies. All scholarship funds are paid directly to the institution on behalf of the recipient.

If you are a school official, you may sign up for the Stay Connected list so that you will be notified of important application updates and to print a poster to put up in your school. To do so, please visit the School Officials page.

The CTE application is now open with a priority deadline of July 15 (applications will continue to be awarded on a rolling basis until all awards have been claimed).

Apply Now.

NASA and Tynker Team up for an Amazing Hour of Code

For the third year running, Tynker has collaborated with NASA to bring you terrific NASA-themed coding activities, live coding events, and professional development opportunities. As always, these are all FREE.

This year, Tynker has

--Enhanced their existing Artemis Mission Hour of Code projects

--Added new data science and art activities for high school in Python and P5.js

--Launched an Hour of Code activity in Spanish for ELL students

--Organized a project walkthrough webinar with a NASA STEM Education Specialist

--Scheduled a host of HoC prep webinars for teachers

--Planned a week-long celebration during CS Education week with live coding sessions with NASA experts.

To get details on all of these (and more), read the Tynker Hour of Code blog with all the details.

In addition, Tynker also has a series of live coding events planned where teachers and students can hear from NASA experts on a variety of topics.

These activities and events are available for all grade bands, from Kindergarten to High School.

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.

Nominate a High School Senor 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.

Fun Facts & Trivia

The earliest board games based on the *Jeopardy!* game show were produced by Milton Bradley.

The first *Jeopardy!* board game was released in 1964 when Art Fleming was the host of the game show on TV.

Jeopardy! first aired on NBC beginning in 1964.

Milton Bradley released a new edition of the *Jeopardy!* game each year Fleming hosted the show and were *numbered* 1-12 and 14, skipping the number 13.

Pressman Toy Corporation produced the first *Jeopardy!* board game of the Alex Trebek era.

In 1987, a junior edition of *Jeopardy!* was released with questions, or answers, designed for players ages 8-12.

To mark the 25th anniversary of the show, a 25th Anniversary edition of board game was also released in 1987.

The 25th anniversary edition featured questions from the 19060s in addition to new, modern questions.

In 2008, a sports-themed edition was released with *ESPN Jeopardy!*.

The Simpsons edition of *Jeopardy!* was released in 2003, bringing together the giant talents from both shows into one astonishing game.

The Simpsons edition featured 35 games and 1700 answers/questions about the hit show.

Specially designed The Simpsons play money was included in the Springfield family's edition.

In season 9 of the Simpsons, Marge appeared as a contestant on *Jeopardy!*.

In the episode, #188 overall, Alex Trebek guest stared as himself.

The *Jeopardy!* episode, titled "Miracle on Evergreen Terrace", first aired on December 21, 1997.

There are around 30 *Jeopardy!* board game variations.

Due to the game's popularity, many versions in various languages were created including Hungarian, German, French, Danish, Norwegian, Czech, Dutch, and Swedish.

In 1986, 2003, 2005, and 2006, Pressman released several editions including a travel version for *Jeopardy!* on the go.

The name was chosen because the contestant could win or lose money with each question, so their money was always in "jeopardy."

The current Jeopardy format came to CBS in 1984 and remains in syndication.

During filming, Alex Trebek would change suits five times a day.

The multiple changes were because a week's worth of episodes were filmed in one day.

The record for most consecutive games won is 74 by Utah software engineer Ken Jennings.

During his 74 game-run in 2004, Jennings earned more than $2.5 million.

Alex Trebek hosted *Jeopardy!* for 37 seasons.

The *Jeopardy!* theme was originally created to be a lullaby by the show's producer Merv Griffin.

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