Future Financiers™
Stock Market Challenge
Practice Sessions Set Up

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Teacher Login Instructions

This login information grants CLASSROOM VOLUNTEER access. This level allows you to set up in-class practice simulations for your classroom only and should not be shared with anyone!

Go to the website:
www.futurefinanciers.com

In the top right corner, click on the Login tab

A pop-up will appear on the screen.

Your Username is: jawnyteacher

Your Password is: jawnyteacher

The next step is to enter your access code. This access code must be kept secure.

The code for Classroom Volunteer Access is: S.xxx.xxx (see email from Shannon Okonczak)

When your Classroom Access code is accepted, you’ll see a confirmation that your login access is “Teacher/Volunteer”.

The Student Access code is displayed on the subsequent line – make a note of this on page 7 of this guide.

Your students will only need this code in order to review the stocks in the live simulation, as well as to participate in the in-class practice. Remember, they can read the lessons anytime.

Note: Your values will vary.
Teacher/Volunteer Menu

The following menu options are used for the In-Class Practice. The key links are listed below. The following pages reviews each item in detail.

<table>
<thead>
<tr>
<th>Menu Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Setup In-Class Practice</td>
<td>Allows you to select from a variety of simulations and define the number of teams participating.</td>
</tr>
<tr>
<td>Practice Game Display</td>
<td>Creates a page for projection at the front of the screen. Students see this exact same display on their screen.</td>
</tr>
<tr>
<td>Start Practice Game</td>
<td>This is the “control panel” for the Practice Game. You use this screen to advance the game through each turn.</td>
</tr>
</tbody>
</table>

**TEACHER/VOLUNTEER MENU**

- Lesson Overview
- Activity 1: Supply & Demand
- Activity 2: Other Investors
- Activity 3: Impact of News
- Activity 4: Putting it all together
- Select Event
- Stock Information
- Team Setup
- Initial Stock Picks
- Setup In-Class Practice
- Practice Game Display
- Start Practice Game
Setup In-Class Practice

1. Divide the students into teams of 2 – 3, with one computer per team. Because the stock market event also features a team component, it is best if students work in groups. Experience has shown that smaller teams work best, giving each student the opportunity to participate in team decisions. Count the number of teams and assign each group a team number. Note the number of teams – you will need this for step 2.

2. Click Setup In-Class Practice from the Teacher/Volunteer Menu
   This opens a screen where you select the practice you wish to run and specify how many teams are participating. It takes only a few seconds to set up, so wait until you already have teams identified and located at computers before you do this.

3. Select a Scenario
   This brings you to a screen where you select the simulation you will run. While there are five to choose from, the first is designed to be introductory. You may use the other simulations for additional practices.

   ![Simulation Table]

4. Identify the number of teams participating
   Next, scroll down to the bottom. Enter the number of teams that will be participating and click Select Scenario.
5. **Write down Event ID and individual team access codes.**
After hitting Select Scenario, another screen appears with access information to your practice. The Event ID is the same for each team, so you can write it on the board (in the example below, 946)

The Access Codes for each team must be given to the specified team ONLY. This prevents other teams from accidentally (or not) entering trades under other teams. **Sticky notes are a great way to hand these out.**

Your event is ready.  
Be sure to note the team access codes below - students will need them to run your event!

Select event "CLASSROOM EVENT # 946" to run.

| Copying Introduction event... | Done |
| Clearing tables               | Done |
| Copy event setup              | Done |
| Copy event stocks             | Done |
| Copy event News               | Done |
| Creating 6 teams              | Done |
| Event is now RESET and LOCKED | Done |

<table>
<thead>
<tr>
<th>Team</th>
<th>Access Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1) Team # 1</td>
<td>3825</td>
</tr>
<tr>
<td>(2) Team # 2</td>
<td>3275</td>
</tr>
<tr>
<td>(3) Team # 3</td>
<td>1871</td>
</tr>
<tr>
<td>(4) Team # 4</td>
<td>6935</td>
</tr>
<tr>
<td>(5) Team # 5</td>
<td>6957</td>
</tr>
<tr>
<td>(6) Team # 6</td>
<td>4419</td>
</tr>
</tbody>
</table>

**Note:** Your values will vary.
Practice Game Display

This option is used to display the game screen on an overhead projector. Since students have access to the same information on their desktop, it is not required to run the simulation, but is handy as a common resource at the front of the classroom.
Start Practice Game

This screen is the “Control Panel” for the In-Class Practice. You will see the following screen throughout the simulation:

<table>
<thead>
<tr>
<th>Current Turn:</th>
<th>0</th>
<th>Game Length:</th>
<th>30</th>
<th>Remaining:</th>
<th>30</th>
</tr>
</thead>
<tbody>
<tr>
<td>Next Break:</td>
<td>NONE</td>
<td>Remaining:</td>
<td>NONE</td>
<td>Future Breaks:</td>
<td></td>
</tr>
</tbody>
</table>

**Turn Countdown Timer:** 53.8

**MSG:**

The **Turn Countdown Timer** counts down each turn, *but is for reference only!*

The game *does not advance* until you click the **Next Turn** button. This allows you to take extra time to answer questions or address issues (especially common in the early turns) without the game advancing.

The text box next to MSG: allows you to enter a news item of your own creation on to the player screens. This news item does not actually impact the price of stocks, but you can do it to create uncertainty among players – or have a little fun.

The **Pause Game** is used to disable transaction entry from the players. This might be used if there is an extended delay (ie: hours or even days) between turns. Once you click this, the button will be replaced with **Resume Game**, which you must select to re-enable team transaction entry.

 Helpful Advice: You may wish to give students more time on the first couple turns to get used to the screens and entering transactions. Once they feel comfortable, you can return to regularly-timed turns (or even slightly faster if you wish to challenge them a bit!)

You do not need to complete an In-Class Practice in a single setting. If you do not complete the game, you can simply resume your session by clicking **Start Practice Game** and it will resume from where you left off.

If you wish to reset the game from the beginning, simply click **Setup In-Class Practice**.
Student Login Instructions

Go to the website: www.futurefinanciers.com

In the top right corner, click on the Login tab

A pop-up will appear on the screen.

Your Username is: jawnystudent

Your Password is: jawnystudent

On the next screen, enter the Access Code given by your teacher:

C.xxx.xxxx (see your Teacher)

The Classroom Menu contains the links necessary to run the simulation. To run the simulation, the links you’ll need are:

1. Select Event
2. In Class Practice
Select Event

Before you can run the practice, you must select the event. You can ONLY use the Classroom events for practice. The other event is the actual competition you’ll be participating in.

In Class Practice

Next, click on In Class Practice.

A screen will open showing the stocks, the standings and transactions:

The top of the Online Status Screen shows when the screen is due to refresh, the current turn, and the most important area in red - Open Transaction Screen. Click this to open a transaction entry window.

You might want to resize this screen after opening the Transaction Screen (next page)
This screen is how you enter your transactions.

Select the TEAM NUMBER from the list (your teacher provides this). To the right you will see a field for PIN # (which your teacher will also provide). The PIN # is to prevent teams from accidentally entering transactions for the wrong team.

Once you enter your team and PIN # correctly, you won't need to enter them again as long as you keep the screen open.

**ACTION** is what you intend to do. You'll typically have four options:

- **BUY** Allows you to buy shares in the quantity (shares or dollars) you specify.
- **BUY ALL** Invests all your cash on-hand in the stock you specify.
- **SELL** Allows you sell shares in the quantity you specify.
- **SELL ALL** Sells your entire holdings of a stock.

**STOCK** is the stock you are buying or selling

**AMOUNT** is the quantity you are buying or selling. Enter this number without commas or dollar signs

**DOLLARS** or **SHARES** - this specifies what the quantity represents. For example if you want to buy $50,000 worth of a stock, enter 50000 in the **AMOUNT** (no commas or periods), and change the dropdown to **DOLLARS**. If you want to buy 20,000 shares of a stock, enter 20000 in the **AMOUNT**, and change the dropdown to **SHARES**.

**SUBMIT TRANSACTION** - this button submits the transaction. If all goes well, the box underneath will appear in green and show the results. If the box appears in a red, a problem occurred. Read the message to determine what went wrong.

**RESET** - this button clears the screen.

**TEXT MODE** - this changes the screen so you must manually enter stock symbols, which will likely take longer to enter.
The left side of the Online Status Screen shows all stocks in the game and their current price.

In this example, stock AMP (Ampere Mobile Power) is selling for $112.92 per share.

This is an increase of $2.86 since the last trading day (a 2.60% increase).

Its all-time low is $34.75, and its all-time high is $112.92.

Because it is at its all-time high, the number appears highlighted in green. If the stock is at an all-time low (see JVP), the price in the low column appears in red.

You can get additional information on a stock by clicking on its symbol. For example, clicking on AMP brings up the following screen:

In this screen, the top contains biographical information about the stock such as its symbol, company name, current price and a short write-up about the company.

Underneath is a chart showing the stock's performance over the past 10 turns. In this example, you can see on Day 55 the stock was selling for approximately $97.00 and has trended mostly upwards slightly since.

Underneath the chart are the news events that have impacted the stock. In this example, on Day 44 there was news of a new hybrid car battery.

Finally, there is a day-by-day breakdown of the stock. In this example, on Day 64, the price was $110.06, an increase of 13 cents (or .12%) from the previous turn. In addition, 90 shares were purchase (by 1 buyer), and 2,626 shares were sold (and two sellers).
The middle section of the Status Screen contains the team standings, in order by ROI (Return On Investment). In this example, the team ranked in first place is team #1 (HSST #1). They have a net worth of over $1.5 million, which is a 50.48% increase in investment. Teams that have made a profit appear with a green ROI, while teams that lost money appear in red.

The CHG column is used to show any changes in standings in the last trading day. For example, if the team in third place (HSST #4) were to suddenly jump to first place, next to them would be a +2 in green, while the HSST #1 and HSST #2 would show -1 in red, indicating they've fallen one place in the standings.

The right column of the Online Status Screen contains a listing of all transactions that have taken place, with the most recent appearing at the top of the list. All BUY orders appear in green, while all SELL orders appear in red.

In the example to the right, you can see a lot of transactions from team 8. They most recently sold 41,498 shares of BRG. Earlier they sold 2,162 shares of ORG and 720 shares of ORG before they (perhaps they should have used SELL ALL!). Prior to that, they purchased 41,498 shares of BRG.

Note: All these transactions took place in the same day, at the same time as team 12 and team 6. They are grouped by team to allow teams to more easily find their transactions.