JA Stock Market Challenge Simulation
Volunteer/Teacher Access
JA Office: 605-336-7318

Go to: https://smc.ja.org/ and click "Login".
- Username: Email JA has on file
- Password: Created by you (If you haven't set a JA password or can't remember it, click here to set/reset it.)

Home Tab: Shows all the competitions that have been set up for your classes.
My Classrooms Tab: Shows your classes and allows you to activate a real-time simulation to utilize beyond the JA visits.
Competitions Tab: Allows you to create games/competitions. Games that are not yet published are also shown here.
General Report Tab: Allows you to see results from completed games that you set up. If you'd like to see reports from a game that JA staff set up, please contact JA and we can download/email you the reports.

If JA staff has already set up your game(s):

1. Select the **name of the game** that corresponds with the correct class period and visit.

2. Click **"Director"** on the drop down of Role Selector and then hit **"Select"**. This allows you to operate the game.

**Game Start Screen:** (This screenshot will be referenced throughout the instructions on the pages below.)
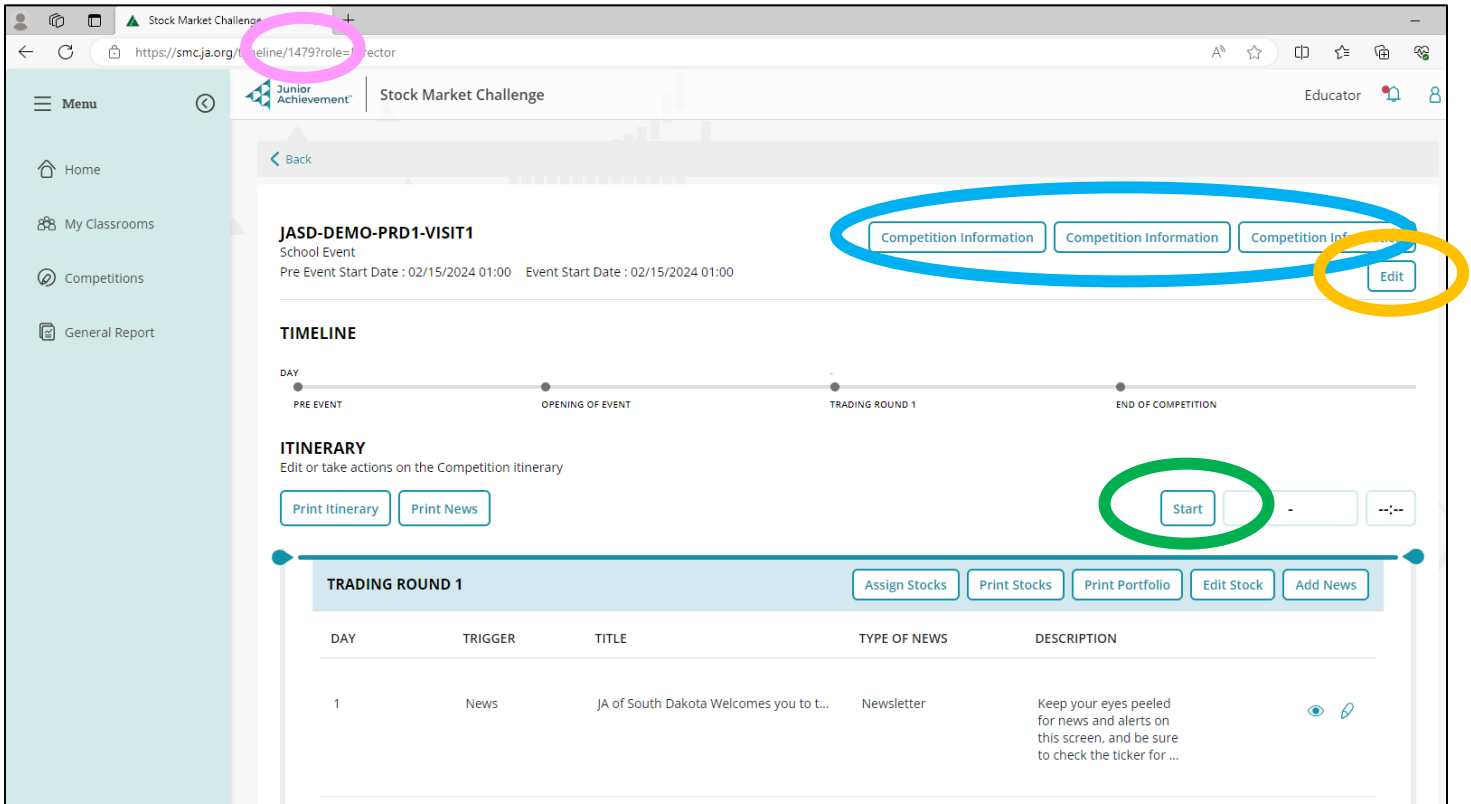
3. Click **"Edit"** (yellow circle above) to double check the correct group of students has been loaded into the game.
   a. Click on the **"Teams"** tab (orange circle in the picture below).
   b. Look at the **"Team Name"** (navy blue underline) and ensure it is the correct period of students for this game (lime green underline). Scroll down to ensure all twenty teams have been loaded (through "T").
   c. The icon on the far right (red circle) will allow you to hide teams from the Leaderboard if they are not being utilized. Simply click on the "View/Eye" icon and you'll be prompted to "Yes Hide". You can always unhide them using the same process if a team starts using that login or you hide the wrong one.
   d. If the wrong group of students are loaded, or there are no students loaded, you can add/edit them by going to the **"Teachers"** tab. See "How to add/edit students" in the FAQ section.
   e. Click on the **"< Back"** button to return to the Game Start Screen (purple circle).
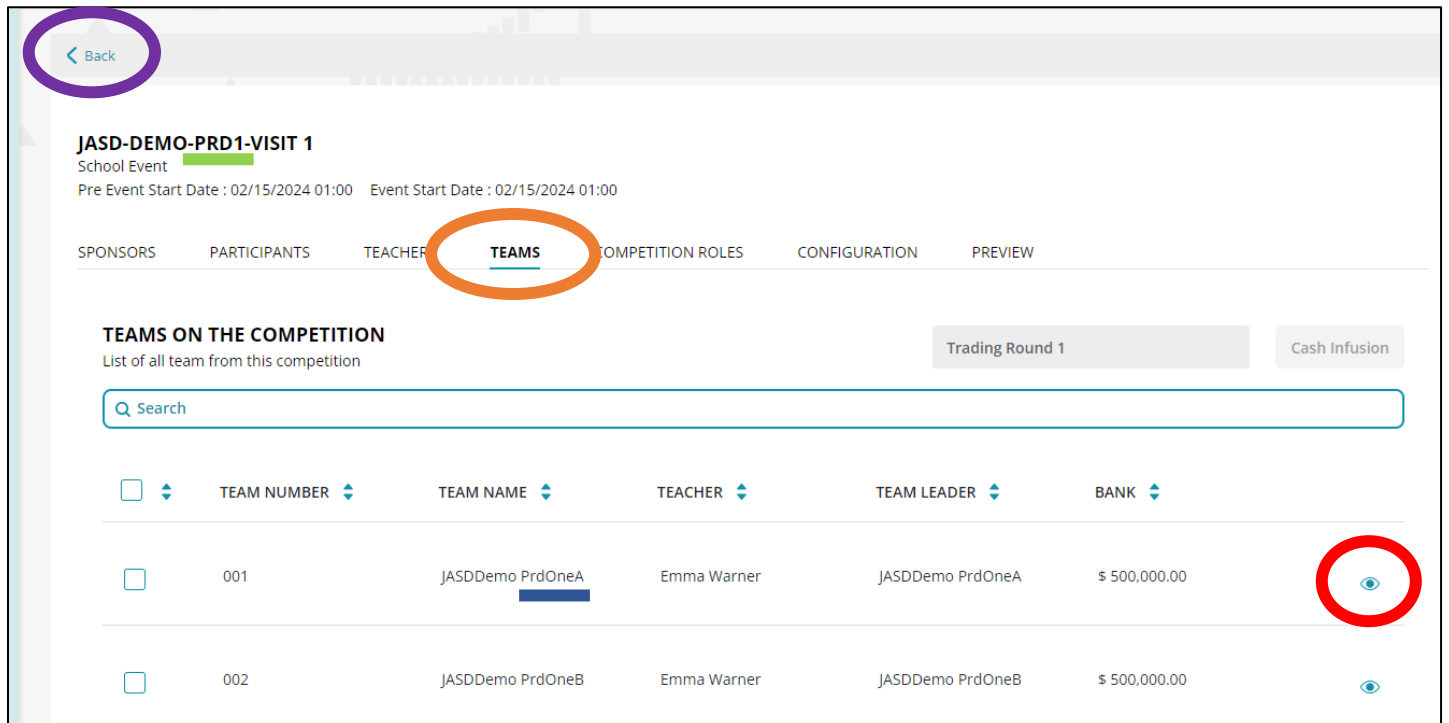
4. Open each of the **"Competition Information"** tabs (circled in blue on the Game Start Screen above).
   a. Write the game code on the board for students to utilize. The code can be found in the URL of the Game Start Screen (circled in pink above) or by opening the "Competition Information" tabs (blue circle below).
   b. The three URLs are provided on the right side of the student login slips. After replacing the (####) with this specific game's code, students can copy and paste the URL into other tabs and simply change the last word from "left", to "main", to "right". In the example below, the game code is 1479. This code is unique to the game and will be different for each class period each visit. You can access the code at any time (before or after starting the game).
      i. https://smc.ja.org/competition-boards/1479/left   (Leader Board)
      ii. https://smc.ja.org/competition-boards/1479/main   (Stock Exchange Board)
      iii. https://smc.ja.org/competition-boards/1479/right   (News/Alert Items)
   c. The tabs will be white with the game name showing (see example below) until the game is started.
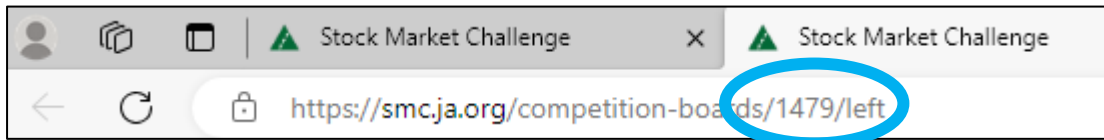
JASD-Demo-Prd1-Visit1
School Event
Event Start Date: 02/15/2024 01:00

5. When the students are logged in, have purchased initial stock, and are ready to play, **click "Start"** (circled in green on the Game Start Screen above).
   a. You can "Pause" the game once it has been started, but the student screens gray-out and they are not able to explore stocks or see other competition details.
   b. Once you start the game, you cannot advance the days any faster than the number of seconds the game was set up for. You can, however, change the day a news/alert item will show, by clicking on the edit icon (pencil) to the right of the news/alert item. Change the "Competition Trigger Day" and hit "Save". This is particularly helpful if you know you don't have much time left in the class period and want to move up news/alert items so the students can see the impact. More than one news/alert item can show on the same day.
   c. If you'd like to see the game itinerary before pressing start, you can click on the blue bar titled "Trading Round 1" on the Game Start Screen. This will automatically show once you click on "Start".

6. At the end of the class period:
   a. Have group members write their names on the backside of the login slips and collect the slips back to re-distribute the next visit.
   b. **If you don't need/plan to access the game again, let the game play through rather than pausing it.** (Simply close/exit the game while it is still going.) This makes deleting the game from the queue easier.

Competition Tab Screenshots: Once the game is started, the names of the "Competition Information" tabs change to:

| Trading Leaderboard | Stock Market Exchange Board | Newsletter |

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TRADING LEADERBOARD

DAY 2

RANK	LAST RANK	TEAM NUMBER	TEAM	CASH	STOCK VALUE	NET WORTH	ROI
1	1	001	JASDDemo PrdOneA	$ 500,000.00	$ 0.00	$ 500,000.00	0.00 %
2	2	002	JASDDemo PrdOneB	$ 500,000.00	$ 0.00	$ 500,000.00	0.00 %
3	3	003	JASDDemo PrdOneC	$ 500,000.00	$ 0.00	$ 500,000.00	0.00 %
4	4	004	JASDDemo PrdOneD	$ 500,000.00	$ 0.00	$ 500,000.00	0.00 %
5	5	005	JASDDemo PrdOneE	$ 500,000.00	$ 0.00	$ 500,000.00	0.00 %
6	6	006	JASDDemo PrdOneF	$ 500,000.00	$ 0.00	$ 500,000.00	0.00 %
7	7	007	JASDDemo PrdOneG	$ 500,000.00	$ 0.00	$ 500,000.00	0.00 %
8	8	008	JASDDemo PrdOneH	$ 500,000.00	$ 0.00	$ 500,000.00	0.00 %
9	9	009	JASDDemo PrdOneI	$ 500,000.00	$ 0.00	$ 500,000.00	0.00 %
10	10	010	JASDDemo PrdOneJ	$ 500,000.00	$ 0.00	$ 500,000.00	0.00 %

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STOCK MARKET EXCHANGE BOARD

DAY 4

SYMBOL	COMPANY NAME	PRICE	DAY CHANGE	CHANGE %	LAST 5	LAST 5%	LOW	HIGH
SFLY	Safely	$ 7.56	+$ 0.12	+ 1.57 %	+$ 0.12	+ 1.57 %	$ 7.44	$ 7.56
NYVC	The New York Voice Company	$ 41.83	+$ 1.93	+ 4.85 %	+$ 1.93	+ 4.85 %	$ 39.90	$ 41.83
FCGC	Frontier Copper & Gold Corporation	$ 1.17	+$ 0.02	+ 2.04 %	+$ 0.02	+ 2.04 %	$ 1.15	$ 1.17
GRI	Gold Rush, Inc.	$ 1.56	+$ 0.03	+ 1.78 %	+$ 0.03	+ 1.78 %	$ 1.53	$ 1.56
HPA	HallPass	$ 307.18	-$ 4.82	- 1.55 %	-$ 4.82	- 1.55 %	$ 307.18	$ 312.00
PSTR	Play Star	$ 79.07	-$ 0.07	- 0.09 %	-$ 0.07	- 0.09 %	$ 79.07	$ 79.14
RVR	Rivver	$ 395.50	+$ 4.73	+ 1.21 %	+$ 4.73	+ 1.21 %	$ 390.77	$ 395.50
SO	Sargent Oil	$ 83.83	-$ 0.72	- 0.85 %	-$ 0.72	- 0.85 %	$ 83.83	$ 84.55
TM	Tom Monroe	$ 284.91	+$ 3.86	+ 1.37 %	+$ 3.86	+ 1.37 %	$ 281.05	$ 284.91

| TVK $ 10.34 ▲+$ 0.21 | BUH $ 68.69 ▲ +$ 0.44 | PDG $ 55.56 ▲+$ 1.86 | RAD $ 0.87 ▲+$ 0.02 | BLAB $ 48.40 ▲+$ 1.18 |

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NEWSLETTER

DAY 6

Tom Monroe to Make Eco-friendly Farm Equipment
Tom Monroe, a worldwide leader in agricultural machinery, announced today that it will ramp up its production of several lines of environmentally-friendly electric tractors and harvesters next year. The company is shifting to clean-energy!

ALERT   Major Oil Reserves Discovered Off The Coast Of Alaska

Frequently Asked Questions:

Where do I go to see the JA curriculum, game details, and/or the stock list per game: https://southdakota.ja.org/local-repository/ja-invest-for-your-future

What if "Director" is not an option under the "Role Selector": Please contact the JA staff right away, we need to provide you the credentials to run the game as the director.

When I get into the game, I only see the list of Student Logins, not the Game Start Screen: Go back to the "Home" tab and reselect the game name. Choose "Director" rather than "Educator".

The students only see a white screen when they open the three URLs on the right-side of their login slip: Have students replace the #### with the code specific to the game they are playing.

The dates showing on the game do not match the dates in which I need the game played: Disregard all event dates.

How do I duplicate a game that JA staff originally created: You cannot duplicate a game JA staff created, however, let us know which game you'd like duplicated for which class period and we are happy to do it for you.

How can I get the email address for a student team if I don't have their login slip: Go to "Edit", then to the "Teachers" tab. Click on the "Edit" button and then you'll be able to see the team names and corresponding emails.

The teacher's computer loses connection, accidentally gets signed out of, can't be accessed due to a substitute, etc.: The game can be started from any computer with the volunteer or teacher's login and the game will continue to play even if that webpage gets closed. If there is a substitute and the teacher's computer can't be accessed, the volunteer could ask a student who's teamed with someone else to login on their device, or you could call the JA office and we could start the game for you remotely (we could also provide you the game code).

How do I hide student teams from showing on the Leaderboard: If not all logins are needed, you can hide them by going to the "Edit" tab and then the "Teams" tab. The icon on the far right of the team name will allow you to hide teams from the Leaderboard. Simply click on the "View/Eye" icon and you'll be prompted to "Yes Hide". You can always unhide them using the same process if a team starts using that login or you hide the wrong one.

Students can't get "logged out" in order to put in a new username/password: JA recommends the students login with the same username on the same device throughout all three visits. However, if students share devices or use different logins throughout the visits, it's very difficult to get the system to fully log out. A few options:
- 1) Clear browsing history: Ctrl + H is a shortcut, 2) Use an incognito window to sign in, or 3) Use a different browser.
- Go to: access.ja.org and "log out" by clicking on the arrow under the silhouette of a person. Then go back to smc.ja.org and "log out" again. This should fully log the former user out and allow you to use a new login.
- If all else fails, have the students in the group that can't get logged in divide up and join other teams.

I can't access a specific game's reports: If JA staff set up the game, you do not have access to the reports. Please contact the JA office and we would be happy to download and email you the reports directly.

I want to advance the days sooner: Once you start the game, you cannot advance the days any faster than the number of seconds the game was set up for. You can, however, change the day a news/alert item will show, by clicking on the edit icon (pencil) to the right of the news/alert item. Change the "Competition Trigger Day" and hit "Save". This is particularly helpful if you know you don't have much time left in the class period and want to move up news/alert items so the students can see the impact. More than one news/alert item can show on the same day.

How to delete a game:

- Once a game has been published (it appears in the "Home" tab), the only way to delete it is by starting the game and letting it play through all the days.
- It will show as "In Progress" on the "Home" tab. After the amount of time the game was set up for has passed, you can click on the game name, select the "Director" role, and you'll get the pop up (to the right). Simply click "Continue and Don't Show Results".
- The game will then no longer show on the educator or student "Home" tabs.
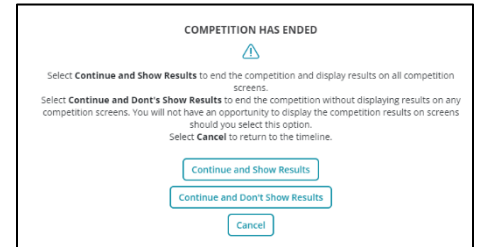
I want to see or make changes to a Stock or News/Alert Item: You can make changes to the stock and news/alert items either before the game starts (click on "Trading Round 1" on the blue bar for the full itinerary to show) or it automatically shows once you click "Start".

- Click on the "View/Eye" icon to see the news/alert item and what industry/specific stock it will affect.
- Click on the "Edit/Pencil" icon to make changes.
  - You can change or add industries and/or stocks that are affected as well as the % value and the effect. (Impact Up, Impact Down, Gradual Up, Gradual Down, etc.)
  - You can also change the trigger day a news/alert item appears.

How to add students to a game that JA staff has set up:

- Click on the **"Edit"** tab from the Game Start Screen.
- Click on the **"Teachers"** tab.   Click on **"Create"**.
- Click on Group Type: "**Individual**" (and then **"Apply"**).
- **Click on "Select Option" and use the drop-down arrow to select the correct class period.**
- Click on the box next to "Select" to select all student teams on that page. Use the arrow on the bottom to advance to the next page and click on the box next to "Select" again to select all teams on that page. Continue until all student logins on all pages have been selected.
- Click on **"Add"** at the bottom.
- **Double check that you have selected all the students from the correct class period.**
- Click on **"Save"** in the top-right corner.

How to edit students if the wrong class period is loaded into a game that JA staff has set up:

- If you notice the error in advance of the volunteer's visit, please contact the JA office right away so we can recreate and correct the game for you with the correct class period of students loaded.
  - You cannot delete students already loaded, you can only add the correct student logins and then hide the wrong students from showing on the Leaderboard.
  - However, the wrong student logins will still see the wrong game option – so be sure to over-emphasize the game title if you know a set of students was loaded incorrectly and JA didn't have time to fix it.
- If you don't have time to contact the JA office:
  - Click on the **"Edit"** tab from the Game Start Screen.
  - Click on the **"Teachers"** tab.
  - Click on **"Edit"** (right side of screen).
  - Click on **"Add"** (right side of screen).
  - **Click on "Select Option" and use the drop-down arrow to select the correct class period.**
  - Click on the box next to "Select" to select all student teams on that page. Use the arrow on the bottom to advance to the next page and click on the box next to "Select" again to select all teams on that page. Continue until all student logins on all pages have been selected.
  - **Double check that you have selected all the students from the correct class period.** **Please note, clicking "Add"** automatically adds the students, there is not a save or undo option.
  - Click on **"Add"** (bottom of screen).

- At this point, the correct student logins should have access and they can log into the game and start buying stocks. You can also "Start" the game when they are ready. Before or after starting the game, you can hide the wrong student logins from the Leaderboard:
  - Click on the **"Edit"** tab from the Game Start Screen.
  - Click on the **"Teams"** tab.
  - Click on the **"View/Eye icon"** on the right side of the team you want to hide.
  - Click on **"Yes Hide"**.
- Reminder to make a note of which class period was incorrectly loaded so that you can tell that class to avoid clicking on the wrong game title. (They might focus on the "visit" rather than the "period".)

To set up your own game (only if desired, JA is happy to set up additional games as need):
- Go to the "Competitions" tab.
- Click on "Create Competition" in the upper right corner.
- "Pre-Event Setup" tab:
  - Competition Name: Create an identifiable name – include the class period if you have multiple sections. JA Suggests: School-TchrLastName-Prd#-Visit#
  - Bank: Indicate the amount of money you'd like to start with; don't include $ or commas: ie: 500000.
  - Start Date: Does not matter – JA suggests selecting tomorrow's date.
  - Start Time: Does not matter – JA suggests selecting 1:00 (military time).
  - Click on "Set To Do List".
    - Start Date: Does not matter – JA suggests selecting "tomorrow's date". (Same as above.)
    - Start Time: Does not matter – JA suggests selecting 1:00. (Same as above.)
    - End Date: Does not matter but needs to be after the start date/time. JA suggests selecting the last day of the month that shows.
    - End Time: Does not matter but must be after the start date/time. JA suggests selecting 1:00.
    - Title: Add a task title: i.e. Explore and Buy Initial Stocks.
    - Description: Copy/paste the task title (or add additional details).
    - Click on "Save" in the upper right-hand corner (or "Add Task" if you want to add another task).
  - Ignore the "Event Rules and Instructions" unless you want to activate and add them.
  - Click "Save" in the upper right corner.
  - Click on "Ok" when it says successfully added (or make corrections as prompted).
- Click on the next tab: "Event Setup"
  - Event Start Date: Select the same day as before.
  - Event Start Time: Select the same start time as before.
  - Trading Options: Click on "Allow Both".
  - News Options: Click on "Allow Both".
  - Trading Round:
    - Time of Real Time: Indicate the amount of time you want the game set up for.
    - # of Days & Seconds per Day: these two are connected – and will auto fill once one is determined. Either enter the number of days you want in the game or enter the number of seconds you want each turn to be. Please note – you cannot advance the days "faster" than the number of seconds you select. So double check that the seconds per day are reasonable. JA suggests 60 second turns for the first visit.
  - Ignore the Knowledge Challenge unless you'd like to add a "pop quiz".
  - Click on "Save" in the upper right-hand corner.
- Click on the next tab: "Stock & News"
  - Select Round: Round 1
  - Under Round 1 – use the dropdown arrow to either "manually" create your own game (see directions at the end of this document) or scroll down to select a pre-made template to then customize.
    - JASoDak has created a variety of templates that can be used. Scroll all the way to the bottom and you'll see templates such as 20-Day, 30-Day, 45-Day, 50-Day in class practice.

- Please note: you are able to see and utilize templates from across the nation. **JASoDak cannot guarantee that all templates that show are ready to be used.** No matter the template you select, you need to view the itinerary and make changes as needed before starting the game. The template generated is very limited, and we cannot make the same changes to days and news affects like you can from the class view.
  - After selecting the template, you want to use, select "Apply Mode".
- Click on the next tab: "Itinerary"
  - Click on "See Detail" on the right-hand side of the blue bar "Trading Round 1".
  - This is where you can see (and make changes if desired) to the day in which news is shown. Click on the "View/Eye" icon to see the details of what will occur and the "pencil" icon to make changes.
  - If you want to make changes to the news/alerts/values go back to the "Stock/News" tab OR you can easily make these changes after you publish the game – by going into the game and clicking on the "Blue Itinerary Bar". The stocks and news will appear and the easiest way to make changes is from this view.
- Click on the next tab: "Participants"
  - Click on Group Type: Individual (and then "Apply").
  - **Click on "Select Option" and use the drop-down arrow to select the corresponding class period.**
  - Click on the box next to "Select" to select all student teams on that page. Use the arrow on the bottom to advance to the next page and click on the box next to "Select" again to select all teams on that page. Continue until all student logins on all pages have been selected.
  - Click on "Add" at the bottom.
  - **Double check that you have selected all the students from the correct class period.**
  - Click on "Save" in the top-right corner.
- Ignore the next tab: "Configuration" – this is for large event competitions.
- Click on the final tab: "Preview" (to review the stocks and news)
  - This tab showcases the days in which news items will occur as well as provide a snapshot of how the stocks will "move" throughout the game.
  - If you'd like to make changes to the day a news/alert item shows, you can go back to the "Itinerary" tab, the "News/Stocks" tab, or make changes after you publish the game.
- Click on "Publish" in the upper right corner and then "OK" on the pop up.
  - If "Publish" is not active – it means a step didn't save. Double check that the Stock & News items have been selected and that other tabs are fully completed. Often participants weren't fully added or saved.

To **duplicate a game** for quicker set up if you have multiple periods - only needed if you chose to set up your own games:
- After setting up the first game, go to the "Home" tab – and click on the "Duplicate" icon (far right) on the game you want to duplicate.
- Rename the game for the appropriate class period. Click "OK" when it says it was duplicated successfully.
- Jump to the "Participants" tab.
  - Click "Reset" under Group Type Individual.
  - Reselect "Individual" and repress "Apply".
  - **Click on "Select Option" and select the new class corresponding to the class period.**
  - Click on the box next to "Select" to select all student teams on that page. Use the arrow on the bottom to advance to the next page and click on the box next to "Select" again to select all teams on that page. Continue until all student logins on all pages have been selected.
  - Click on "Add" at the bottom.
  - **Double check that you have selected all the students from the correct class period.**
- Click on "Save" in the top-right corner.
- Click on "Publish".
- Repeat with additional class periods!

**If you don't remember to click "Save" before you click on publish – the teams will default back to students selected on the original game before you duplicated. Be sure to "Save" before publishing!