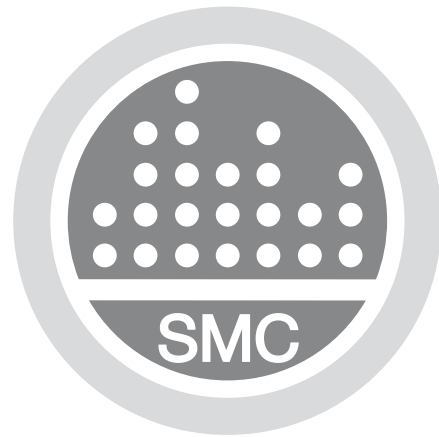




Stock Market Challenge
Maths, Business Studies
and Key Skills Development

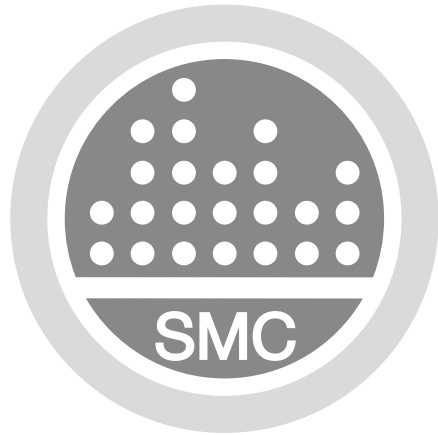
Dealing Room Game
Teacher's Guide

Contents



1	Introduction	3
2.	Getting started	4
2.1	Accessing your account and setting up a game	4
2.2	Playing the game	5
2.3	Timings	6
2.4	Accessibility	6
3	Running the game	7
3.1	How the game works	7
3.2	Roles in the game	7
3.3	The trading day and interface	7
3.4	Buying and selling	7
3.5	News	8
4	Learning objectives and outcomes	9
5	Technical requirements	10

1. Introduction



Stock Market Challenge is a rewarding and enjoyable activity that supports the teaching of several subject areas (Maths, Business Studies, Economics, Media Studies, Modern Foreign Languages, ICT, 14-19 Diplomas) and the cross-curricular areas of Skills Development, Enterprise Education and Financial Capability.

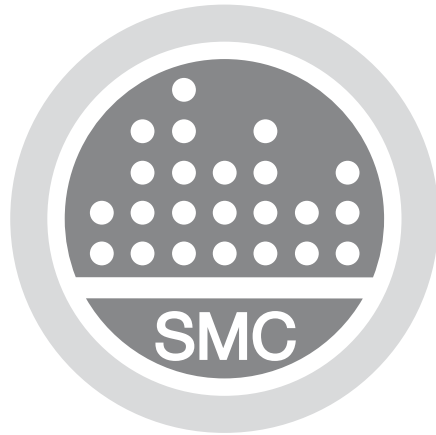
The Dealing Room version of Stock Market Challenge has been designed to be used in a classroom or ICT suite. Working in teams of two or three, students buy and sell shares and currency online, just like brokers do in dealing rooms across the world every day.

In recreating the excitement of a real dealing room, the activity provides a platform for your students to learn how to solve problems and analyse information under pressure.

The fact that the game is simulated and time-pressured makes the learning experience effective and rewarding, and it enhances the development of skills such as team-working and communication.

The Dealing Room game is easy to set up and run. This guide explains what is required to ensure a successful outcome.

2. Getting started



2.1 Accessing your account and setting up a game

Stock Market Challenge is delivered online and can be accessed as follows:

(1) Go to www.stockmarketchallenge.co.uk and select 'Game login' at the top right of the home page. Then select the 'Teachers' account login' and enter the following information:

Your access code: [AS SUPPLIED]
 Your password: [AS SUPPLIED]
 Account language: English, French,
 Spanish or Dutch

N.B. Games can be set up in any of the 4 languages whichever account language is selected.

(2) You are now logged in to the home page of your account. You will see your customer details, IP address and licence expiry date displayed at the top right of the screen. From here you can access both versions of the game, download Adobe Flash and Reader if required, and view the demonstration and walkthrough videos.

(3) Select 'Go to controls' to access the 'Your Games' screen of the Dealing Room game. The system keeps a library of games and records their status in three tabbed screens: Current, Completed and Deleted.

You can access the data from any game. Current games become Completed

games once the week's trading has been completed. If a game is Deleted it can either be reactivated or be permanently removed from the system.

(4) The right hand menu of the Your Games screen gives access to four sub-sections: Resources, which contains the guidance materials; Curriculum, with summaries of its application in the relevant subject areas; a summary of the game's Technical Requirements; and some useful Quick Tips.

(5) To set up a game select 'Create a new game' from the Your Games screen, then complete all the fields:

First, reference the game with a TITLE and the name of the TEACHER. This is essential if several teachers are using the school's account. Then make your selection from the SUBJECT, YEAR GROUP and LANGUAGE drop-downs.

Now select your preferred BANDWIDTH connection per team/terminal, either 300kbps or 64kbps. The functionality or speed of the game is not affected by the choice of bandwidth, only the resolution of the TV news, which appears grainier at 64kbps.

Select the number of TEAMS taking part in the game. Remember that each team will have 2 or 3 members so you will need 10/15 teams for a class of 30.

Once you have set the game parameters press the 'Create game' button.

(6) A summary of the new game's status is displayed on the 'Your game' screen. Click on the game's name to view the details and access the game controls. Each new game's status is displayed as 'NEW. Monday 07.59'.

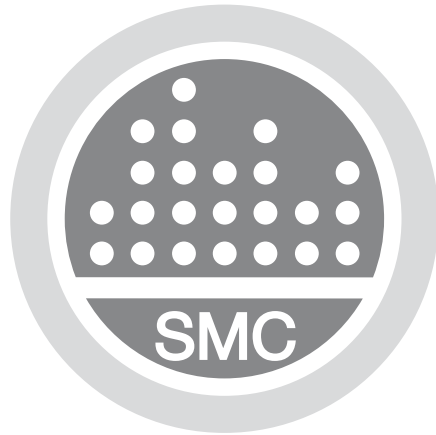
(7) On the 'Overview' screen you can access and display the News Website, the teams' Trade History and Portfolios, and the Scores. We recommend that you display these on the main whiteboard screen throughout the game.

TIP: Each team's game data can be exported to an Excel spreadsheet for graphical or statistical analysis. From the Trade History screen select the team and confirm the other parameters before exporting.

(8) A unique team log-in code is generated for each game. This is displayed on the game Overview screen and can be enlarged so that it can be easily seen by all your students.

TIP: Demonstrate the game or play alongside your students by selecting 'Teacher: Join Game'. A new tab on your browser is opened automatically so you won't lose the connection to your main account screen.

2. Getting started (cont.)



(9) Once the teams are ready to play the game (see 2.2 below) select Start Game and the game begins on all the teams' terminals. Your students can now begin trading.

(10) Games can be paused and returned to it at any time although we recommend keeping the number of paused games to a minimum. The game automatically stops at the end of each trading day. Select 'Resume Game' to restart.

TIP: Although the game can be paused at any time, we recommend that each trading day is run without interruption to maximize the impact of the experience.

2.2 Playing the game

(1) Each team of students goes to the main website and selects 'Game Login' at the top right of the home page. They then select the 'Teams' account login and enter the following information:

Login code: The unique 8 digit game password.
Account language: English, French, Spanish or Dutch

N.B. This is the language of the account pages not of the game itself.

(2) The next screen contains a brief explanation of the how the game works. Students can also view and print the Student's Guide. Before the game begins get your students into teams, distribute the Student's Guide and Worksheet and ask them to complete the preparatory tasks.

(3) Once you are ready to begin the game ask the students to choose the team number you have given them from the drop-down list and select 'Join the game'. This takes them to the main game screen ready to play when the game is started.

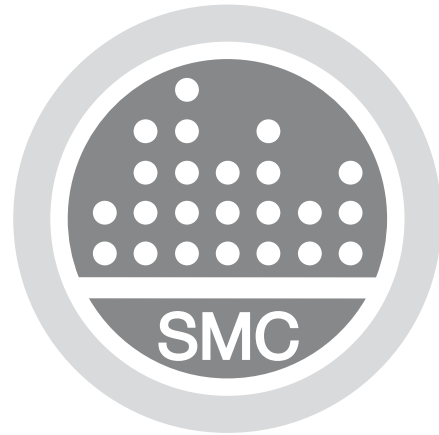
TIP: We recommend that each team displays its game on two terminals. Both terminals join the game as the same team, displaying the trading interface on one terminal and the news website on the other.

(4) Before the game begins, teams can access the news website via the 'News Website – Click here' link at the top right of the trading screen. Once a game has been created, but before Monday's trading begins, students can view the news website and read the latest stories and background information on the listed companies.

(5) Once they have completed their initial research students should now decide on their initial investments so that they are ready to trade when the market opens. The Worksheet can be used to facilitate their preparation.

(6) Once the teams are ready to play the game, select 'Start Game' and the game begins on all the teams' terminals. Your students can now begin trading.

2. Getting started (cont.)



2.3 Timings

The Dealing Room game is designed so that it can be run over a series of lessons. For example:

Lesson 1

- 9.00 Access the game you have previously set up.
- 9.05 Students log in and join the game as a team.
- 9.10 Distribute the Student's Guide and Worksheet.
- 9.15 Students choose their roles, view the news website, discuss their strategy and decide on their initial investments.
- 9.25 Begin the game.
- 9.50 Monday finishes.
- 9.50 Display the scores and team positions on the whiteboard.
- 9.55 Discussion & preparation for Tuesday's trading.
- 10.00 Lesson ends. Game paused and saved for next session.

TIP: If you pause a game and return to it later, make sure that your students make a note of which team they are in.

Lessons 2 & 3

Each trading day lasts 25 minutes so there should be enough time to run two days of trading in each of the subsequent lessons.

Homework

Ask your students to complete the evaluation provided in the Resources section of the game control panel.

2.4 Accessibility

Stock Market Challenge follows industry guidelines on the accessibility of online learning resources i.e.:

Documentation is available that is easily understood and available in accessible electronic forms.

The Teacher's and Student's guides can be viewed on screen and are provided as printable PDFs. All the stories on the news website can be printed from within the game programme.

Easy-to-read alternative texts are available on request.

Transcripts of the game's media content in Word documents are available in the Resources section of the teacher's account pages.

Large mouse pointers, sticky keys. etc. can be used within the game.

To activate, follow the accessibility options on your PC's control panel.

Game windows are easily identifiable and simply manipulated.

Navigation tools and orientation information on the game interface and news website are clear.

Menus and controls are accessible from the keyboard.

Depending on your browser settings you may have to go to full screen for the keys to work.

Alt+Ctrl+1, 2, 3, 4, 5, 6, 7, 8, 9, 0 Selects the stocks (left to right, down the screen)

Alt+Ctrl+B: Buy

Alt+Ctrl+S: Sell

Alt+Ctrl+A: Enter an amount

Alt+Ctrl+Y: Confirm a trade

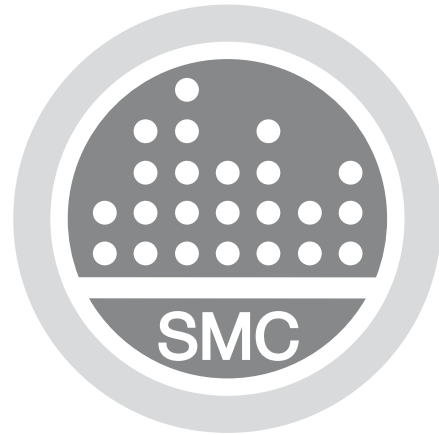
Alt+Ctrl+N: Cancel trade

Alt+Ctrl+L: Launches the news website

Alt+Ctrl+H: Trade history

Alt+Ctrl+V: Current price of stock

3. Running the game



3.1 How the game works

The aim of Stock Market Challenge is to maximise the value of investments in shares and dollars during five days of trading, Monday to Friday. Each day lasts 25 minutes. With short breaks between days, the whole game takes around 2¼ hours to complete.

Each team has £50,000 to invest in a market comprising nine companies and the US dollar.

Share prices and the dollar's exchange rate are largely determined by information on the news website and in the radio and TV news bulletins. Prices also respond to the volume of trading in the game, making each playing of the game unique.

The winning team is the one with the highest-valued fund at the close of Friday's trading.

3.2 Roles in the game

There are three roles in the game, each with its own responsibilities and skills requirement. The team should work together to ensure they are buying and selling at the right price and at the right time.

The Finance Manager has overall responsibility for managing the team's finances and can track the total value of the team's portfolio by adding together the Portfolio Value and Available Funds figures.

The Investment Analyst is responsible for tracking the team's investments using the

information in the Trade History screen. The Media Analyst reads the news website, listens to the TV and radio news bulletins and informs the rest of the team how the latest information may affect prices.

TIP: Although there are three roles, you can combine the Finance Manager and Investment Analyst roles for a two-player game.

3.3 The trading day and interface

When the trading bell rings to signal the start of the day, the game begins. The market opens at 8.00 and closes at 16.00 each day. Each day lasts 25 minutes.

Each trading day runs automatically through a sequence of changing prices and news reports. At the end of a day the programme pauses at the Market Closed position ready for the next day's trading.

All the prices data appears in the top section of the trading interface. The layout of the price information is shown in the table below.

COMPANY	CURRENT	PREVIOUS	+/- %	HIGH	LOW
Aqualux	247	252	-2%	279	225

The key data to track during the game is the current price. The other data on the screen is there to help teams plan ahead or calculate previous gains or losses.

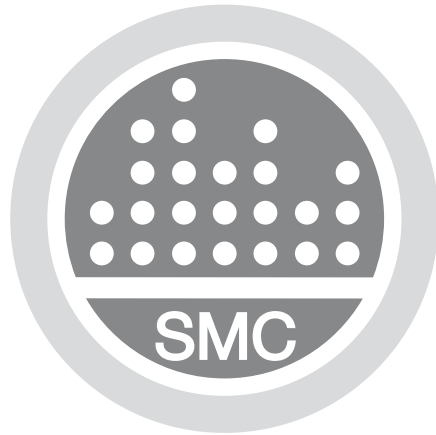
When a company's share price goes up or down, the arrow in the Current column changes direction accordingly. A red arrow indicates a fall, a green arrow a rise.

TIP: A change in the dollar's exchange rate is indicated by a white arrow because whether a change is beneficial or not depends on whether a team is buying or selling.

3.4 Buying and selling

To make a trade, players select the stock or dollar they want by clicking on its name. The current price appears in the box. They then select Buy or Sell and the number of shares or dollars they want to buy. The total value of the transaction is displayed. The price is held for 30 seconds while the trade is completed.

3. Running the game (cont.)



Once Confirm Trade is selected, the system automatically calculates the value of the trade and the trade is added to the team's portfolio.

Data on the team's portfolio is summarised on the trading interface by the Current Holdings, Portfolio Value and Available Funds. The Trade History screen contains a more detailed summary of each team's transactions.

3.5 News

The news website is accessed by clicking the Latest News header at the top right of the screen. The first time the news website is visited a new tab opens allowing teams to navigate easily between the trading interface and news website.

TIP: Remind students to only click once to open the News Website. A new window/tab is opened each time they click which can overload the system.

Players receive information affecting company prices and the dollar's exchange rate from several news sources:

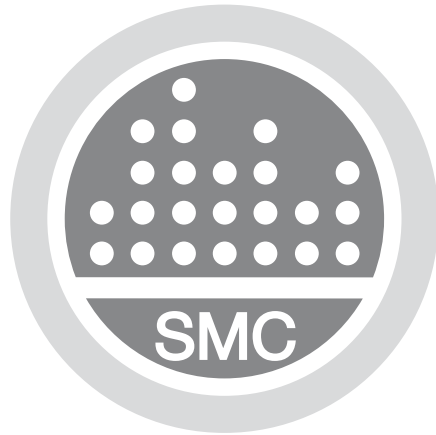
- the news website
- TV news (two bulletins per day)
- radio news (two bulletins per day)
- breaking news

Students' investment decisions should be based on this information, which can be either good or bad and can have a direct effect on share prices and/or the dollar's exchange rate.

The stories on the news website can be printed should you wish to discuss or analyse particular stories with your students.

TIP: You can also use the newspapers from the Trading Floor game to introduce each trading day. The content of each day's paper covers the first set of stories from each day and some stories from the end of the previous day.

4. Learning objectives and outcomes



Stock Market Challenge has been designed to deliver many of the key objectives of secondary national curriculums.

This unique collaborative learning resource for teachers of Maths, Business Studies, Economics, English, Media Studies, Modern Foreign Languages and ICT meets many of the core objectives of the UK's 14-19 Curriculum. It has also been designed to assist the development of four cross-curricular areas: Skills Development, Enterprise, Financial Capability and Work-Related Learning.

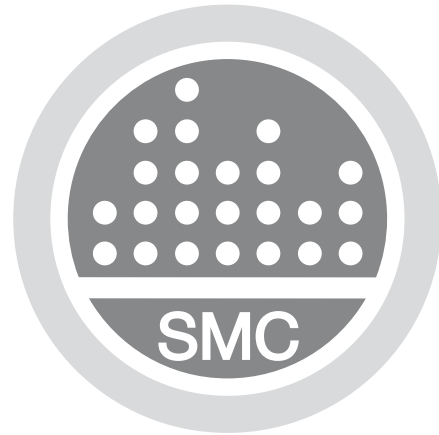
The resource fulfills many of the subject criteria of the 14-19 Curriculum in the UK, particularly in applied learning. It enables young people to develop an understanding of the knowledge and skills relating to a particular industry sector and has direct relevance to the world of work.

Many of these objectives also apply at KS3 (11-14 year olds), especially in the development of skills, and the resource can be used productively with minimal adaptation for younger age groups.

The resource fulfils students' growing expectations of game-based learning and can be used for a range of classroom and whole year group activities. It is particularly suitable for enterprise education activities across the 14-19 age range.

Curriculum mapping for Maths, Business Studies/Economics, Media Studies, Business Administration & Finance Diploma, Functional Skills and PLTSS are available on the website and via the teacher's Control Panel.

5. Technical



In creating Stock Market Challenge we have followed industry guidelines for software developers. However, certain adaptations may have to be made depending on how each individual school's system is configured.

Bandwidth

The game is available in 300Kbps and 64Kbps versions. 10 teams/terminals will require 3Mbps or 640Kbps of broadband capacity respectively. Wireless networks are supported.

Network and stand-alone use Stock Market Challenge has been designed to industry standards and can run on network systems, a local or wide area network, or on a stand-alone PC or notebook.

Learning platforms

The software is compatible with most learning platforms. Your learning platform should be flexible enough to enable your ICT Manager to add Stock Market Challenge to the system as a digital learning tool. Most learning platforms have an Add Link option to show external or online content.

Firewalls, filters and permissions

The game requires http access through any firewalls or filters to two IP addresses per team/terminal: one URL links to the trading interface, the other to the news website. Your system's content permissions may have to be adjusted to allow it to view Flash Animation.

File types

File names and types may change in the future but at the time of publication of the resource the game uses flash video files and

MINIMUM SYSTEM REQUIREMENTS:

	PC	MAC
PROCESSOR	Pentium 3 (500MHz)	500MHz PowerPC (G4 and later)
RAM	256Mb	256Mb
OPERATING SYSTEM	Windows XP or Vista	OSX 10.3
RESOLUTION	1024 x 768	1024 x 768
AUDIO	Sound card	Sound card
GRAPHICS	Graphics card	Graphics card
SOFTWARE	Acrobat 7.0+ and Flash 9.0	Acrobat 7.0+ and Flash 9.0

MP4 audio files with the .flv file extension. Permissions may have to be created for these files.

Internet browser

The game can be viewed using most browsers, including Internet Explorer, Mozilla Firefox, Google Chrome and Apple Safari.

Screen resolution

Although the minimum display resolution is 1024 x 768 we recommend viewing the game at 1280 x 1024.

Access and password-protection

Stock Market Challenge uses a password system that restricts access to the game control panel to the teacher. Each team/terminal accesses the game through a dedicated URL and unique game password displayed on the game control panel.

Terminal synchronisation

Although several teams participate in the same game, each team/terminal has its own independent connection to the game server. Therefore, the sending and receiving of data and news reports will never be exactly synchronized. This will not affect your students' enjoyment of the game and in fact creates a more authentic 'dealing room' atmosphere.

The reason for this is that each team/terminal 'checks in' with the game server every 5-10 seconds. If a game is started two seconds after one team/terminal has 'contacted' the server that team won't begin the game until the next time it checks in with the server. If another team has contacted the server in the meantime, it will have begun the game and these two teams may be out of synch by a couple of seconds.