LEARNING EXPERIENCE BRIEF

JA Stock Market Challenge®

Financial Literacy

JA Stock Market Challenge is a live event that is held face to face or virtually. Participant teams compete against each other in a simulated Stock Market environment.

LEARNING EXPERIENCE OVERVIEW

- JA Areas can facilitate fast-paced competitions based on a fictional marketplace.
- Educators can facilitate practice competitions based on fictional market scenarios. Participants can compete in teams or individually, in person or remotely.
- Complete templates are available for fictional market competitions including a variety of industries, stocks, and current events.
- Educators can assign participants to teams prior to competitions.
- Participants can research fictional stocks and submit their portfolios through the platform prior to a competition.
- A real-time market simulator allows participants to practice real-world investment strategy by investing fake money in the real market.

LEARNING EXPERIENCE DESCRIPTION



LEARNING EXPERIENCE HIGHLIGHTS

- Part of the JA Financial Literacy Pathway
- Complements awardwinning JA Take Stock in Your Future curriculum
- Grades 9–12 and posthigh school
- Standard competition is a 2-hour event
- Can be utilized for adult fundraiser events
- Incorporates turn-key volunteer opportunities
- System supports sponsor logos
- Flexible implementation engages participants in both real-world investing practice and fast-paced floor trading to help them synthesize their learning in JA Take Stock in Your Future.
 - The real-time market simulator can be utilized throughout the JA Take Stock in Your Future implementation and beyond.
 - The JA Stock Market Challenge competition should be utilized after participants have completed two or three sessions of JA Take Stock in Your Future. Session 5 should be utilized to debrief the competition.



RSM US FOUNDATION



- The platform provides opportunities for sponsor engagement and adult competitions and events.
- Technology requirements for competitions depend on whether volunteers will act as floor traders or participants will submit trades directly.
 - Two or three large display screens and two to five laptop or desktop computers will be required.
 - The facility should have reliable wifi connectivity.
 - If using floor traders, one tablet for every three to four teams will be required.
 - If not using floor traders, one tablet or computer per team will be required.
- The simulation was developed with the guidance of a JA Area Advisory group each with different experiences utilizing third party simulations for stock market events and competitions.
- A subject matter expert with experience coding and operating a stock market simulation has also provided direction.

Junior Achievement Stock Market Challenge STOCK MARKET EXCHANGE BOARD DAY 2 SYMBOL COMPANY NAME PRICE DAY CHANGE CHANGE % LAST 5 LAST 5% LOW HIGH Frontier Copper & Gold Corporation Flex Work **▼** - 0.05 % HAP Happy Home DIY Junior Achievement Stock Market Challenge PAUSE TRADING LEADERBOARD LAST TEAM NUMBER TEAM CASH STOCK VALUE NET WORTH ROI RANK 001 Group 1 \$ 500,000.00 \$ 0.00 \$ 500,000.00 0.00 % 002 Group 2 \$ 500,000.00 \$ 0.00 \$ 500,000.00 0.00 % 003 Group 3 \$ 500,000.00 \$ 0.00 \$ 500,000.00 0.00 % 004 Group 4 \$ 500,000.00 \$ 0.00 \$ 500,000.00 0.00 % 005 Group 5 \$ 500,000.00 \$ 0.00 \$ 500,000.00 0.00 % Junior Stock Market Challenge DAY 1 NEWSLETTER Welcome to the JA Stock Market Challenge (Day 1) ep your eyes peeled for news and alert en, and be sure to check the ticker for trends in the Marke

