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 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

LEARNING EXPERIENCE DESCRIPTION

- 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.





JA Stock Market Challenge

- 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.



