

## THE STOCK MARKET GAME™

Investing in the market, investing in education, investing in our youth.



Spring 2008 dates: February 11 ~ April 18, 2008

Registration Deadline: February 11, 2008. No Late Registrations Permitted.

**What is SMG?** The Stock Market Game™ (“SMG”) is an interactive, motivational tool to learn about the world of economics, finance, current events, math, social studies and technology. In addition to being a great team building activity, the SMG is a resource that reinforces concepts and build skills within Mathematics, Social Studies, Economics, Language Arts, Business Education and Technology curricula. SMG is an electronic simulation of Wall Street trading, designed to teach students how financial markets work and how they affect the economy. Students in grades 4 through 12 form teams to create and manage a hypothetical portfolio of stocks and mutual funds over a ten-week period. The SMG challenges students to achieve the largest portfolio gains while learning in the process. See the website for more program information.

**How does SMG work?** Each team has \$100,000.00 in “imaginary funds” to invest in stocks and mutual funds listed on the major stock exchanges. You’ll visit [www.stockmarketgame.org](http://www.stockmarketgame.org) to register, submit trades, review team activity, research stocks, obtain quotes, look up ticker symbols, and review your team's ranking. During the ten-week simulation, stocks are traded via personal computer by simply typing in the ticker symbol and the transaction (buy, sell, short-cover, or short-sell). Team activity and team rankings are updated every business day on the SMG web site. Rankings for the top three teams in our 18 county service area are published each Saturday in the Business Section of the **Cleveland Plain Dealer**; [www.plaindealer.com](http://www.plaindealer.com)

**Awards:** Prizes are awarded to the Top 3 teams in our total service area for both the elementary/middle and high school divisions. Pls. note – our service area bridges three different “regions” with the Ohio SMG reporting system. Winning SMG teams and their teachers will be recognized at an awards luncheon on Friday, May 16<sup>th</sup>, 2008 at The Plain Dealer in downtown Cleveland. Occasionally space constraints require that a limited number of students represent a team.

SMG Ranking	Team \$'s	Teacher \$'s
First Place	\$150.00	\$ 75.00
Second Place	\$100.00	\$ 50.00
Third Place	\$ 50.00	\$ 25.00

**Registration:** Enrollment is limited to teachers in grades 4 -12. Please check the SMG website for the cost per team. We recommend 3 – 5 students/team. Please enroll only the number of teams needed as you will be invoiced for the number you enroll. To access the registration form and register your teams, visit [www.stockmarketgame.org](http://www.stockmarketgame.org) and follow these steps:

- Click on the red “Registration” tab in the top right corner of the home page
- Choose the Ohio site by selecting “United States” and then “Ohio”
- Under the Find Your Coordinator “Select a Program” link click on “Greater Ohio SMG”
- Review our program information by clicking on the tabs across the top of the webpage
- After you have reviewed the program information and are ready enroll, click on the tab at the top right called “Register Now”
- Log-in information will be e-mailed directly to you
- Once you have your Teacher “User Name” and “Password” visit the SMG home page to gain access to the “Teacher Support Center”. Be sure to visit the **green** section “Understanding the SMG”, especially the “Rules of the Game” link. The Teacher Support Center is filled with great information on how to manage the program in your classroom and maximize its effectiveness as a teaching tool.

Thanks, and have fun! **EconomicsAmerica**, Cleveland Center of Ashland University  
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