

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
12	<u>Topic:</u> Unit 1: Introduction to Esports <u>Knowledge and skills</u> • Organisation and structure of UK Esports • Organisation and structure of traditional sports in the UK <u>Topic:</u> Unit 2: Esports Skills, Strategies and Analysis <u>Knowledge and skills</u> • Skills tactics and training required in different genres • In game skills and strategies	<u>Topic:</u> Unit 1: Introduction to Esports <u>Knowledge and skills</u> • Classification of esports in different countries • Global organisations involved in esports <u>Topic:</u> Unit 2: Esports Skills, Strategies and Analysis <u>Knowledge and skills</u> • Characteristics of high performing teams • Best practice of high performing teams	<u>Topic:</u> Unit 1: Introduction to Esports <u>Knowledge and skills</u> • Esports teams • Esports Tournaments <u>Topic:</u> Unit 2: Esports Skills, Strategies and Analysis <u>Knowledge and skills</u> • The creation of an esports team	<u>Topic:</u> Unit 1: Introduction to Esports <u>Knowledge and skills</u> • Genres of esports games <u>Topic:</u> Unit 2: Esports Skills, Strategies and Analysis <u>Knowledge and skills</u> • Different strategies used • Different methods of analysis	<u>Topic:</u> Unit 1: Introduction to Esports <u>Knowledge and skills</u> • Job roles, career pathways and progression routes <u>Topic:</u> Unit 2: Esports Skills, Strategies and Analysis <u>Knowledge and skills</u> • Planning for individual performance • Planning for team performance	<u>Topic:</u> Unit 1: Introduction to Esports <u>Knowledge and skills</u> • Development planning for a career in esports <u>Topic:</u> Unit 2: Esports Skills, Strategies and Analysis <u>Knowledge and skills</u> • Analysing individual and team performance
13	<u>Topic:</u> Unit 3: Enterprise and Entrepreneurship in the Esports Industry <u>Knowledge and skills</u> • Esports enterprise and purpose • Esports entrepreneurial skills and behaviours • Entrepreneurial motivation, teamwork and creativity skills • Esports Entrepreneurial knowledge • Risks and concerns • Measures of success	<u>Topic:</u> Unit 3: Enterprise and Entrepreneurship in the Esports Industry <u>Knowledge and skills</u> • Generating enterprise ideas • Market research • Research methods • Business plans • Business pitches	<u>Topic:</u> Unit 4: Health, Wellbeing and Fitness for Esports Players <u>Knowledge and skills</u> • Types of physical activity • Benefits to esports players • Types of physical fitness • Signs of poor fitness	<u>Topic:</u> Unit 4: Health, Wellbeing and Fitness for Esports Players <u>Knowledge and skills</u> • Health monitoring • Measuring wellbeing • Validity and reliability	<u>Topic:</u> Unit 4: Health, Wellbeing and Fitness for Esports Players <u>Knowledge and skills</u> • Effective communication • Health testing • Interpreting results • Evaluating and feeding back to players	End of course.