

Curriculum area/subject: Enterprise: **Esports L3 (Year 12)**

100% Coursework

Unit 1 Introduction to Esports	Unit 2 Esports Skills, Strategies and Analysis	Unit 3 Enterprise and Entrepreneurship in the Esports Industry	Unit 4 - Health, Wellbeing and Fitness for Esports Players
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	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 12 - Karl's Lessons	<ul style="list-style-type: none"> Introduction to esports genres: MOBA, FPS, RTS, Sports, Fighting and Online Card Games. 	<ul style="list-style-type: none"> The Esports Industry structure – how has it become so successful? Esports teams' analysis and performance Esports tournaments. 	<ul style="list-style-type: none"> Explore career pathways and associated routes in esports 	<ul style="list-style-type: none"> Examine the importance of physical, social and psychological wellbeing for esports players 	<ul style="list-style-type: none"> Explore how physical, social and psychological wellbeing affects the performance of esports players Investigate methods of health and wellbeing assessment for esports players 	<ul style="list-style-type: none"> Undertake health and. wellbeing screening and provide feedback to improve health status
Year 12 - Jack's Lessons	<ul style="list-style-type: none"> Examine the importance of physical, social and psychological wellbeing for esports players 	<ul style="list-style-type: none"> Explore how physical, social and psychological wellbeing affects the performance of esports players Investigate methods of health and wellbeing assessment for esports players 	<ul style="list-style-type: none"> Undertake health and. wellbeing screening and provide feedback to improve health status 	<ul style="list-style-type: none"> Explore enterprise and entrepreneurship in the esports industry 	<ul style="list-style-type: none"> Conduct market research for a start-up enterprise idea in the esports industry Create a business plan for a start-up enterprise idea in the esports industry 	<ul style="list-style-type: none"> Pitch and review a start-up enterprise idea in the esports industry

Curriculum area/subject: Enterprise: **Esports L3 (Year 13)**

100% Coursework

Unit 3 Enterprise and Entrepreneurship in the Esports Industry	Unit 4 - Health, Wellbeing and Fitness for Esports Players	Unit 14 Nutrition for Esports Performance	Unit 10 Business Applications of Esports in Social Media
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	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 13 - Josh's Lessons	<ul style="list-style-type: none"> Examine the importance of physical, social and psychological wellbeing for esports players 	<ul style="list-style-type: none"> Explore how physical, social and psychological wellbeing affects the performance of esports players Investigate methods of health and wellbeing assessment for esports players 	<ul style="list-style-type: none"> Undertake health and wellbeing screening and provide feedback to improve health status 	<ul style="list-style-type: none"> Explore the impact of social media on the ways in which esports organisations promote their products and services 	<ul style="list-style-type: none"> Develop a plan to use social media in an esports organisation to meet its business requirements 	<ul style="list-style-type: none"> Implement the use of social media in an esports organisation
Year 13 - Jack's Lessons	<ul style="list-style-type: none"> Examine the importance of physical, social and psychological wellbeing for esports players 	<ul style="list-style-type: none"> Explore how physical, social and psychological wellbeing affects the performance of esports players Investigate methods of health and wellbeing assessment for esports players 	<ul style="list-style-type: none"> Undertake health and wellbeing screening and provide feedback to improve health status 	<ul style="list-style-type: none"> Examine concepts of nutrition, hydration and diet 	<ul style="list-style-type: none"> Explore energy intake and expenditure for esports performance 	<ul style="list-style-type: none"> Produce a diet and hydration plan to support an esports player, meeting the demands of a balanced lifestyle