

<p>THE HIGHEST STANDARDS</p> <p>Always set and deliver the highest standards; never settle for less.</p>	<p>INVEST TO ACHIEVE</p> <p>Care about the now; create the very best for your future.</p>	<p>EVERYONE IS VALUED</p> <p>We are unique individuals working together to be the best.</p>	<p>NO EXCUSES</p> <p>Create solutions, not excuses.</p>	<p>NEVER GIVE UP</p> <p>Resilience is essential; self-belief drives improvement.</p>	<p>CULTIVATE YOUR CHARACTER</p> <p>Qualifications open doors; your character gets you through them.</p>
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E Sports | Year 12 | 2024-2025

	Week 0	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Half Term 1		Introduction to eSports	Unit 1 - 1A - 1. Opening	Unit 1 - 1A - 2. Platforms	Unit 1 - 1A - 3. Game Companies		Unit 1 - 1A - 4. Organisers		Unit 1 - 1A - 5. Promoters
Half Term 2	Unit 1 - 1A - 6. Infrastructure	Unit 1 - 1A - 7. Broadcasters	Unit 1 - 1A Assessment	Unit 1 - 1B. UK and International eSports	Unit 1 - 1C. Global Marketplace	Unit 1 - B&C Assessment	Unit 1 - 1D. Monetisation	Holiday	
Half Term 3	Week 16	Week 17	Week 18	Week 19	Week 20	Week 21	Holiday		
	Unit 1 - 1D Assessment	Unit 1 - 2A. Laws	Unit 1 - 2A Assessment	Unit 1 - 3A. Careers	Unit 1 - 3A Assessment	Unit 1 - 4A. Gameplay			
Half Term 4	Week 22	Week 23	Week 24	Week 25	Week 26	Holiday			
	Unit 1 - 4A Assessment	Unit 1 - 5A. Evaluation	Unit 1 - Assessment	Unit 2 - 1A. Tournament Plan	Trial Examinations				
Half Term 5	Week 27	Week 28	Week 29	Week 30	Week 31- LC3	Week 32	Holiday		
	Unit 2 - 1A. Tournament Plan	Unit 2 - 1A Assessment	Provisional Tournament Week	Unit 2 - 2A. Successful Tournaments		Unit 2 - 2B. Own Contribution			
Half Term 6	Week 33	Week 34	Week 35	Week 36	Week 37	Week 38	Week 39		
	Unit 2 - Assessment	Unit 1 - 5B. Tournament Set Up Evaluation	Unit 1 - 5B Assessment	Unit 1 - Resubmission	Unit 2 - Resubmission	Trial Examinations			

<p>How does this year deliver your curriculum intent?</p>	<p>To build upon prior e-safety knowledge and safeguard all students against online threats. To facilitate computational thinking. To build an awareness of cyber security and emerging technological advancements. To contextualise learning across all learning episodes. To develop transferable skills through digital literacy</p>
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