



Title

Computing – Esports Level 3 Pathway



the organisation of esports and traditional sports industries in the UK and globally

genres of esports games titles played by professional and grassroots esports teams and tournaments

YEAR 12



What is esports ?

KS5 Esports Level 3

Development planning for a career in esports

Explore career pathways and associated routes in esports



Skills and Strategies

Strategies and training requirements as associated with in-game skills

best practices, skills, techniques and tactics of high performing teams



performance analysis in a game. Recommend improvements for an individual or team

different methods of analysis for selected genres of games



Year 13

Explore enterprise and entrepreneurship in the esports industry

Create a business plan and pitch for a start-up enterprise idea in esports



Enterprise in Esports

Methods of health and wellbeing assessment for esports players

the importance of physical, social and psychological wellbeing for esports players



Health & Wellbeing in Esports

Carrying out a health and wellbeing assessment on a professional esports player

Analysis of wellbeing results and recommendations for improvement

