

ESports	Autumn Term		Spring term		Summer term	
Year 9	1	2	3	4	5	6
Topic Summary	Introduction to Esports Leadership Award, leadership qualities, esports case studies, self-reflection, tournament organisation, practical leadership and performance review	Developing leadership through practical activities, tournament formatting and planning, leading esports activities, reviewing leadership performance and sharing leadership journeys	Introduction to Level 2 Esports Leadership Award, understanding the roles and responsibilities of a leader, exploring essential leadership skills, and analysing effective leadership in esports environments.	Leadership skills audit, personal development planning, planning esports activities and events, risk assessment, organisation, and preparation for practical leadership delivery.	Practical leadership delivery, leading esports activities, managing groups, communication under pressure, adapting sessions, and collecting observation evidence.	Evaluation of leadership performance, analysis of activities led, re-audit of skills, reflection on leadership journey, and presentation of development and career progression.
Thinking Hard	To understand how effective leadership skills can positively influence individuals, teams and esports environments.	To understand how planning, organisation and reflection contribute to successful leadership within esports environments.	To understand the key roles of a leader and how leadership skills impact the success of esports activities and participants.	To understand how to develop leadership skills through structured reflection, planning and preparation for real esports leadership delivery.	To understand how to apply leadership skills effectively when leading real esports activities and managing participants.	To understand how evaluation and reflection improve leadership performance and support future development in esports and employment contexts.
Developing Character	Developing confidence when communicating and leading peers during practical activities. Theme: Developing resilience through self-reflection and responding positively to feedback	Esports: Developing responsibility and adaptability when leading practical esports activities and planning tournaments. Theme: Demonstrating leadership, teamwork and professionalism during practical delivery and performance reviews	Esports: Developing analytical thinking when exploring leadership roles and responsibilities. Theme: Developing curiosity and ambition when considering what makes an effective leader	Esports: Developing self-awareness when identifying strengths and areas for development. Theme: Demonstrating resilience when creating and committing to personal development goals.	Esports: Developing confidence and responsibility when leading real sessions. Theme: Demonstrating resilience when adapting to challenges during delivery.	Esports: Developing self-awareness through reflection on leadership experiences. Theme: Demonstrating maturity and professionalism when evaluating performance.
Understanding Diversity	Esports: Understanding that effective leaders adapt their communication and leadership style to support different individuals and teams. Theme: Recognising positive and respectful behaviour within esports communities and competitive environments.	Esports: Recognising that individuals respond differently to leadership and teamwork situations. Theme: Understanding how positive leadership can create inclusive and supportive esports environments.	Esports: Understanding how leadership must adapt to different players, roles and competitive formats. Theme: Recognising inclusion and fairness in esports communities.	Esports: Understanding how inclusive planning ensures all participants can access and enjoy esports activities. Theme: Promoting fairness and equality in event design.	Esports: Understanding how participants respond differently to leadership styles during live activities. Theme: Promoting inclusion and positive participation.	Esports: Understanding how leadership impacts different participants and team environments. Theme: Recognising the importance of inclusive and positive leadership.
Literacy, Reading, Oracy	Esports: Oracy – using appropriate esports and leadership terminology during discussion and practical activities. Theme: Reading and analysing esports case studies to identify effective leadership characteristics.	Esports: Oracy – verbally communicating instructions and feedback during leadership activities. Theme: Presenting and reviewing leadership journeys using appropriate terminology and reflective language.	Esports: Oracy – explaining leadership styles and decisions using appropriate terminology. Theme: Reading and analysing esports case studies and professional team structures.	Esports: Oracy – presenting plans and explaining leadership decisions. Theme: Writing structured plans and justifying organisational choices.	Esports: Oracy – giving instructions, feedback and managing groups effectively. Theme: Using clear communication under pressure during live leadership.	Esports: Oracy – presenting a structured leadership journey. Theme: Using reflective and evaluative language to explain development over time.
Gatsby, Careers	To understand the range of leadership and professional roles within esports industries. Careers: Esports coach, team captain, community manager, content creator, shoutcaster and how the skills learnt can be trasnfeered into the wider world.	To understand how leadership, organisation and communication skills apply to professional environments. Careers: Tournament organiser, event manager, esports operations staff, project manager, teacher or youth leader.	To understand leadership roles and career pathways in esports industries. Careers: esports coach, analyst, team manager, shoutcaster, event organiser.	To understand how planning and organisation skills support employment and leadership roles. Careers: project manager, event organiser, esports operations staff, teacher.	To understand how leadership skills are used in real esports and employment environments. Careers: team manager, esports coach, event staff, broadcaster.	To understand how leadership experience supports progression into further education and esports careers. Careers: esports coach, analyst, educator, event manager.
Mental and Physical Well-being	Developing confidence, communication skills and self-awareness through collaborative leadership and reflection activities.	Developing resilience, teamwork and emotional control through practical leadership situations, planning tasks and peer feedback.	Understanding how leadership, communication and teamwork affect stress, performance and wellbeing in esports environments	Developing confidence, resilience and motivation through structured planning and goal setting.	Developing emotional control, teamwork and resilience through live leadership experiences.	Developing resilience, confidence and self-awareness through reflection and evaluation of personal performance.
Cross-Curricular Links	English – communication and presentation skills. Business – understanding leadership qualities and teamwork. Computing – introduction to esports platforms and digital environments. RSHE – confidence and self-reflection	Maths – tournament brackets and formatting. English – verbal instruction and evaluation skills. Business – organisation and event planning.	English – analysis and explanation of leadership styles. Business – organisational structures. Computing – esports systems. PE – teamwork and communication.	English – planning and reflective writing. Maths – event structures and organisation. Business – project planning. RSHE – self-development	English – verbal communication. Business – operations and management. PE – teamwork and leadership under pressure.	English – reflective writing and presentation. Business – evaluation and improvement cycles. RSHE – personal growth and self-reflection.
Extra-Curricular Links	Students can apply leadership and communication skills during extracurricular esports clubs and gaming activities. Students can discuss and analyse esports leadership examples from professional competitions.	Students can support esports enrichment clubs by leading activities, organising tournaments and providing peer feedback during competitive situations	Students can analyse leadership in esports clubs and competitive gaming environments to identify effective behaviours.	Students begin taking small leadership roles in esports clubs, supporting planning and preparation activities.	Students lead esports club sessions and assist with school tournaments and competitive activities.	Students reflect on leadership experiences gained in school esports clubs and events and apply learning to future participation.
Precise Learning Endpoints Students will be able to/ will learn to:	1. Identify three qualities and responsibilities of an effective esports leader. 2. Analyse two esports case studies (coaches) and identify three key leadership characteristics. 3. Describe the five essential leadership skills required within esports environments and how they benefit tournament organisation. 4. Reflect on three personal leadership strengths and areas for development.	1. Demonstrate leadership during practical esports activities by organising and planning an esports tournament using the Learner Evidence Record. 2. Lead and review a practical esports activity highlighting three strengths and weaknesses. 3. Evaluate leadership performance and share personal leadership development via presentation.	1. Describe three leadership styles that can be used in esports. 2. Explain how communication affects team performance. 3. Identify how leadership differs across sporting events.	1. Complete self-reflection using the Leadership Skills audit. 2. Create a personal development plan. 3. Explain how leadership skills can be improved through multiple events. 4. Plan three different safe and purposeful esports activities. 5. Create atleast one print out to help support events (tournament brackets).	1. Demonstrate atleast two leadership skills during esports activities. 2. When needed, adapt sessions based on participant needs. 3. Lead at least three structured activities. 4. Gather and record all evidence during the course.	1. Evaluate the effectiveness of five leadership skills. 2. Analyse personal development across the course. 3. Re-audit leadership strengths and weaknesses. 4. Present a leadership journey using appropriate terminology. 5. Explain future career pathways in esports.