



THE Lodge AP

— At Sandbach House —

Year 10 Esports Curriculum Sequence

Intent

The Pearson Level 2 Esports curriculum is designed to prepare learners for progression into further education, employment, and the esports industry by developing strong communication, literacy, and professional skills within esports contexts. Learners engage with a range of esports-related texts and communication formats, enabling them to analyse information, evaluate digital content, and communicate effectively in both written and spoken forms. The curriculum places a strong emphasis on professional behaviour, appropriate online communication, and the use of accurate spelling, punctuation, and grammar. By embedding literacy and employability skills throughout, the curriculum aims to build learners' confidence, resilience, and readiness for real-world esports and digital environments.

Year 10 Esports Curriculum Sequence

Autumn HT1	Autumn HT2	Spring HT1	Spring HT2	Summer HT1	Summer HT2
Unit One: Introduction to Esports		Unit Two: Esports Teams and Tournaments		Unit Three: Esports Gameplay and Analysis	
<p>Intent: The intent of this unit is to introduce learners to the esports industry and its structure, roles, and career pathways. Learners develop an understanding of how Esports operate as a professional sector, including ethical behaviour, digital responsibility, and industry expectations. The unit aims to build learners' confidence in using subject-specific vocabulary, researching information, and communicating knowledge clearly, supporting informed progression into further study or employment.</p>		<p>Intent: The intent of this unit is to develop learners' teamwork, communication, and organisational skills within competitive esports contexts. Learners explore team roles, leadership, and tournament structures, while practising effective online and face-to-face communication. The unit emphasises professional behaviour, collaboration, and reflective practice, preparing learners for real-world esports environments and strengthening employability and interpersonal skills.</p>		<p>Intent: The intent of this unit is to develop learners' analytical and evaluative skills through gameplay performance and review. Learners analyse in-game decisions, strategies, and outcomes, using appropriate terminology and structured reflection. The unit supports the development of critical thinking, written evaluation, and verbal explanation, enabling learners to identify strengths and areas for improvement while applying feedback to enhance performance and progression.</p>	
<p>Flexible accreditation: The Pearson Esports qualification offers flexible accreditation, allowing students to achieve an Award after 2 units, a Certificate after 4 units, or the full Diploma after completing 6 units, ensuring that if students are unable to complete the full programme, they can still gain a recognised qualification for the units they have successfully achieved</p>					
<p>Intended Skills and Outcomes: The below 'I can' statements clarify what students will be able to do by the end of this unit.</p> <ul style="list-style-type: none"> I can explain what esports is and how it differs from traditional sports. I can identify different types (genres) of esports games. I can describe the structure of the esports industry. I can identify key roles within esports, including players, coaches, analysts and event organisers. I can explain different tournament formats used in esports competitions. I can describe the skills required to be successful in esports. I can explain the importance of teamwork and communication in esports. I can identify key organisations and stakeholders within the esports industry. I can describe career opportunities available within esports. I can explain how esports events are planned and delivered. 		<p>Intended Skills and Outcomes: The below 'I can' statements clarify what students will be able to do by the end of this unit.</p> <ul style="list-style-type: none"> I can explain the different roles within an esports team. I can describe the responsibilities of players, coaches, analysts and managers. I can explain how effective communication contributes to team performance. I can identify the skills and attributes needed to be a successful esports team member. I can describe different tournament formats, such as single elimination and round robin. I can explain how esports tournaments are structured and organised. I can identify the roles involved in delivering an esports tournament. I can explain the importance of rules, regulations and fair play in esports competitions. I can analyse the factors that contribute to a team's success in tournaments. I can evaluate how teamwork and preparation impact tournament performance. 		<p>Intended Skills and Outcomes: The below 'I can' statements clarify what students will be able to do by the end of this unit.</p> <ul style="list-style-type: none"> I can demonstrate effective gameplay skills in an esports title. I can apply game knowledge, strategies and tactics during competitive play. I can analyse my own gameplay performance. I can identify strengths and areas for improvement in gameplay. I can use performance data and statistics to evaluate gameplay. I can analyse the performance of professional players or teams. I can explain how decision-making impacts match outcomes. I can review recorded gameplay to identify key moments and turning points. I can provide constructive feedback to improve individual or team performance. I can create an action plan to improve future gameplay performance. 	
<p>Feeds from: Year 10 Level 1 builds on learners' prior knowledge, interests, and basic skills in gaming, teamwork, and digital literacy, introducing foundational esports concepts, practical skills, and industry awareness.</p>					
<p>Feeds into: The learning prepares students for Year 11 Level 2 work, providing the essential knowledge, skills, and confidence to engage with more complex tasks such as advanced gameplay analysis, event management, streaming, and enterprise projects. This ensures a clear progression, with Year 10 establishing the core understanding and practical experience that Year 11 builds upon</p>					