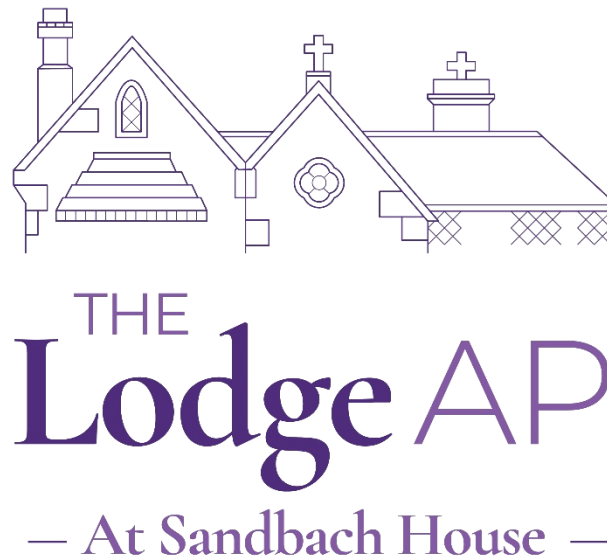




Qualification Stage Esports Curriculum Sequence (year 2)

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.

Qualification Stage Esports Curriculum Sequence (year 2)

Autumn HT1		Autumn HT2		Spring HT1		Spring HT2		Summer HT1		Summer HT2	
Unit 4: Plan an Esports Event				Unit 5: Start an Enterprise in Esports				Unit 6: Positive Health and Well-being in Esports.			
Intent: The intent of this unit is to develop learners’ organisational, planning, and communication skills through the design of a realistic esports event. Learners apply industry knowledge to budgeting, scheduling, promotion, and risk management, strengthening their problem-solving, teamwork, and professional written communication skills in preparation for progression and employment.				Intent: The intent of this unit is to introduce learners to enterprise and entrepreneurial thinking within the esports industry. Learners develop an understanding of business planning, marketing, and financial awareness while producing clear, purposeful written and spoken communication, supporting progression into further study, self-employment, or business-related pathways.				Intent: The intent of this unit is to develop learners' understanding of the physical, mental, and emotional factors that affect performance and wellbeing in esports. Learners explore healthy lifestyles, stress management, and safe online behaviour, enabling them to reflect on personal habits and make informed decisions that support long-term performance, resilience, and employability.			
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											
Intended Skills and Outcomes: The below ‘I can’ statements clarify what students will be able to do by the end of this unit. - I can outline the purpose and objectives of an esports event. - I can identify the target audience for an esports event. - I can create a detailed plan for an esports event. - I can develop a realistic budget for an esports event. - I can identify the resources required, including equipment, venue and staff. - I can assign roles and responsibilities for delivering the event. - I can create a schedule or timeline for the event. - I can identify potential risks and propose contingency plans. - I can explain health, safety and safeguarding considerations. - I can justify the decisions made in my event plan.				Intended Skills and Outcomes: The below ‘I can’ statements clarify what students will be able to do by the end of this unit. - I can identify different enterprise opportunities within the esports industry. - I can generate and develop a viable esports business idea. - I can carry out market research to support my enterprise idea. - I can identify a target market and customer profile. - I can analyse competitors within the esports sector. - I can outline the aims and objectives of my esports enterprise. - I can create a basic business plan for my enterprise. - I can develop a marketing strategy to promote my esports business. - I can produce a simple financial plan, including costs and potential revenue. - I can evaluate the strengths and risks of my enterprise idea.				Intended Skills and Outcomes: The below ‘I can’ statements clarify what students will be able to do by the end of this unit. - I can explain the importance of physical health in esports performance. - I can describe how nutrition, hydration and sleep impact gameplay. - I can identify common physical health risks associated with esports. - I can explain strategies to prevent injury, including posture and ergonomic setup. - I can describe the importance of mental well-being in competitive esports. - I can identify signs of stress, burnout and performance anxiety. - I can explain coping strategies to manage pressure in esports. - I can describe the importance of work–life balance for esports players. - I can explain safeguarding and online safety considerations in esports. - I can create a personal health and well-being plan to support esports performance.			
Feeds from: The course builds on learners’ prior interest and experience in gaming, as well as foundational knowledge of teamwork, digital skills, and basic industry concepts. Feeds into: Each unit progressively develops skills and knowledge that support later units, enabling learners to apply industry understanding, organisational skills, performance strategies, wellbeing practices, streaming, event planning, and enterprise in an integrated, real-world esports context. This structure ensures learning is cumulative, with each unit both reinforcing previous learning and preparing learners for more complex concepts and practical applications. In addition, Units 4, 5 and 6 feed into further study, apprenticeships, and employment by developing learners’ planning, enterprise, communication, and self-management skills. These units prepare learners for progression to Level 3 Esports and related pathways by building leadership, resilience, business awareness, and professional behaviours required in esports and wider digital industries.											