Curriculum Map - Esports 2026 - 27

CHAIGELEY EDUCATIONAL FOUNDATION
realising potential

Curriculum Rationale

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Intent

The Esports curriculum at Chaigeley School is designed to *prepare and empower our young people with the skills they need to live independent lives, become valued members of the community, and achieve their full potential*. Esports provides a modern and engaging learning pathway that builds essential academic, social, and digital competencies.

The curriculum develops teamwork, communication, digital literacy, strategic thinking, and problem-solving. It offers a structured and progressive approach that supports students' personal growth and prepares them for future education, training, and employment. Through a carefully planned sequence of learning, students engage with modern digital industries while developing transferable skills relevant to a wide range of future pathways.

Implementation

Students study a **BTEC in Esports**, combining theoretical understanding with practical experience. Lessons explore key areas such as competitive gameplay, event organisation, digital content creation, and responsible online behaviour within a structured and supportive learning environment.

Teaching methods are inclusive, accessible, and responsive to the needs of all learners. Students are supported to develop confidence, communication skills, and independence while working collaboratively as part of a team. Cross-curricular connections strengthen learning across subjects including ICT, literacy, mathematics, and PSHE.

The curriculum is delivered in a way that ensures students build knowledge securely over time and can apply it effectively in various real-world and digital contexts.

Impact

The Esports curriculum has a positive impact on students' academic progress, personal development, and future opportunities. By achieving a recognised vocational qualification, learners access clear progression routes into digital media, IT, creative industries, event management, and the wider Esports sector.

Students demonstrate improved digital competence, increased resilience, stronger communication skills, and high levels of engagement. They gain confidence in both independent and team-based tasks, supporting their readiness for adulthood and their ability to contribute positively to their community.

The curriculum ensures students leave Chaigeley School equipped with relevant, transferable skills that enable them to achieve their full potential, whichever pathway they choose to pursue.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10 & 11	**Unit 1: Esports Games, Teams and Tournaments** Learners investigate different genres of esports games and the professional teams that play them. They will study the online and live tournaments and leagues in which these esports team compete.		**Unit 2 :Establishing an Esports** Organisation Learners will investigate different types of global sports organisations; they will create a brand for an esports organisation as well as a plan to promote their chosen brand.		**Unit 3: Streaming for Esports** Learners will develop the knowledge, understanding and practical skills to produce and edit live-streams	
Year 10 & 11	**Unit 4: Plan for an** Esports Event Learners will develop a plan for an esports event and then pitch it to an audience who will provide feedback. Learners will use this feedback to revise their plan.		**Unit 7: Positive Health and Well-being in Esports** Learners investigate aspects of physical and mental health and well-being, including the importance of a balanced diet, and apply this to esports players and their performance.			

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