

6A2

## Being a great esports team player

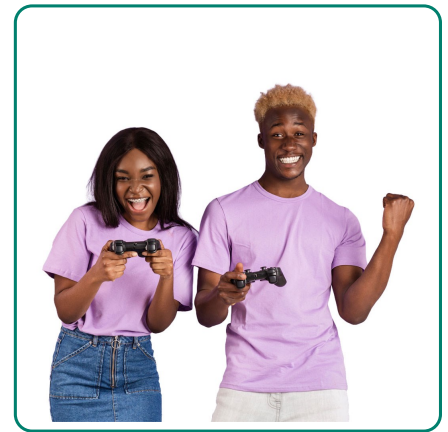
What does it take to be a great esports team player?

Esports teams rely on players who communicate well, support each other, and stay positive under pressure. In this challenge, you'll explore how real teams work together, practise key teamwork behaviours, and think about your own strengths as a teammate.







### What you'll do

This challenge helps you understand and practise the behaviours that make esports teams work well. You will:






- research two or three real esports teams and note how their players work together
- find a short video clip of a real esports player or coach demonstrating effective team working behaviours and make a note of three behaviours that make a great team player (eg listening, giving feedback, supporting others)
- take part in a team activity (real or simulated) and practise using these behaviours
- ask a peer or teammate to tell you what one of your strengths as a team player is and record their answer
- reflect on what you do well as a team player and one way you could improve



#### ✓ Skills I used:

	Learning	<input type="checkbox"/>
	Decision-making	<input type="checkbox"/>
	Communicating	<input type="checkbox"/>
	Team working	<input type="checkbox"/>
	Thinking	<input type="checkbox"/>
	Self-awareness	<input type="checkbox"/>

### How I might show the skills

Skills	Examples
 Learning	Researches how real esports teams work together. Identifies effective team behaviours used by professional players. Applies new ideas during the team activity.
 Decision-making	Selects which team behaviours to focus on during the activity. Chooses how to apply feedback from a peer. Decides on one improvement to work on as a team player.
 Communicating	Shares ideas clearly when discussing teamwork behaviours. Listens carefully to teammates during the activity. Asks a focused question to gather feedback about their team skills.
 Team working	Cooperates with others during the team activity. Supports teammates through positive behaviour. Contributes to shared tasks and group decisions.
 Thinking	Reflects on what makes someone a strong team player. Connects behaviours seen in real teams with their own actions. Evaluates their strengths and areas for development.



## Self-awareness

Identifies their own strengths as a team player. Recognises how their behaviour affects others in the team. Sets one goal to improve how they work with teammates.

2A6

## Respect and safety online

How can gamers show respect and stay safe online?

Esports brings people together from all over the world, but online spaces work best when players show respect and care for others. In this challenge, you'll explore what positive behaviour looks like in gaming and how to help keep online communities safe and enjoyable for everyone.







### What you'll do

This challenge helps you explore how respect and kindness make online gaming safer and more enjoyable. You will:







- find at least three examples of positive online actions (eg teamwork, fair play, supporting others)
- explain how each action helps players stay safe, happy and respectful online
- create a poster or blog called "Respect and Safety in Online Gaming" with your tips and examples
- include a quote or short comment from a peer about which tip they found most useful
- share your poster or blog with others to encourage positive gaming behaviour



#### ✓ Skills I used:

	Learning	<input type="checkbox"/>
	Decision-making	<input type="checkbox"/>
	Communicating	<input type="checkbox"/>
	Team working	<input type="checkbox"/>
	Thinking	<input type="checkbox"/>
	Self-awareness	<input type="checkbox"/>

### How I might show the skills

Skills	Examples
 Learning	Finds examples of positive online behaviour in gaming. Lists three or more actions that promote safety and respect. Applies learning to explain how these actions improve online experiences.
 Decision-making	Chooses which positive actions and safety tips to include. Selects the best examples to share publicly. Justifies choices with short explanations or reasons.
 Communicating	Creates a clear poster or blog to share ideas. Uses positive, inclusive language. Explains how respect and safety build a better online community.
 Team working	Includes a quote or short comment from a peer. Listens to others' perspectives. Encourages positive behaviour and shared responsibility in discussion.
 Thinking	Explains how behaviour affects others online. Links respectful actions to positive outcomes. Reflects on how to reduce harm or conflict in online spaces.
 Self-awareness	Recognises their own online habits and behaviour. Describes how they can show more respect and kindness online. Shows understanding of how actions affect themselves and others.

1A1

## Exploring esports

What is esports, and how did it become a global industry?

Esports, short for electronic sports, has grown rapidly over the past 15 years to become a global industry. Throughout the history of esports there have been many games, players, tournaments and events that helped it to grow and become popular.







### What you'll do

This challenge helps you learn what esports is and how it became popular. You will:







- identify five important moments, events, players, games or teams in esports history from the last 15 years
- collect pictures, logos or facts to go with each moment
- create a poster or digital timeline showing how esports has grown over time
- share your poster with someone else and ask what they learned from it



#### ✓ Skills I used:

	Learning	<input type="checkbox"/>
	Decision-making	<input type="checkbox"/>
	Communicating	<input type="checkbox"/>
	Team working	<input type="checkbox"/>
	Thinking	<input type="checkbox"/>
	Self-awareness	<input type="checkbox"/>

### How I might show the skills

Skills	Examples
 Learning	Identifies five key moments, games or players in esports history. Records images, logos or facts for each one. Applies research to create a visual timeline or poster.
 Decision-making	Chooses which events, games or people to include. Selects suitable pictures and facts for each. Gives reasons for these choices during reflection or feedback.
 Communicating	Designs a poster or digital timeline using clear layout and images. Presents final product to another person. Asks questions to find out what others understood.
 Team working	(Optional if working in pairs) Shares research or design ideas. Offers help or feedback on each other's work. Combines ideas to create a joint product.
 Thinking	Sorts events into chronological order. Explains how esports changed over time. Points out patterns in growth (eg game releases, streaming, big tournaments).
 Self-awareness	Reflects on what they found interesting about esports history. Describes what they learned during the challenge. Shows interest in how others responded to their poster.

4B1

## Create your esports business starter pack

How can I design a simple starter pack to explain and launch my esports business idea?

A starter pack brings together the most important parts of a new business plan in one place. It helps others understand the idea, the brand, the customers and how the business will work. In this extended challenge, you'll bring together the key parts of your esports business and present them clearly. You can build on work from other challenges in the module or create a starter pack based on a new idea.







### What you'll do

This extended challenge helps you bring together and present the key parts of your esports business. You will:





- research two examples of real business starter packs (eg welcome packs, pitch decks)
- create a starter pack for your esports business with at least six sections: business idea, logo and brand, product or service, two customer profiles, promotion (poster, slogan or flyer), simple money plan
- present your starter pack using a suitable format (slides, a booklet or a digital file)
- share it with two or three peers and ask them which sections were most useful, and why
- record their answers and write a short reflection on what worked well and what you would improve if you were to create another starter pack





#### ✓ Skills I used:

	Learning	<input type="checkbox"/>
	Decision-making	<input type="checkbox"/>
	Communicating	<input type="checkbox"/>
	Team working	<input type="checkbox"/>
	Thinking	<input type="checkbox"/>
	Self-awareness	<input type="checkbox"/>

### How I might show the skills

Skills	Examples
 Learning	Researches real examples of starter packs. Identifies key features used in professional business introductions. Applies these ideas to structure their own pack.
 Decision-making	Selects the most important information to include in each section. Chooses visuals, layouts and examples that best represent their business. Justifies choices in their final reflection.
 Communicating	Presents business information clearly across different sections. Explains their ideas using simple language and visuals. Asks peers for specific feedback and records their responses.
 Team working	Works with others to produce a starter pack. Agrees who will prepare each part of the pack and contributes to the key decisions such as the design and content and to

	the overall pack.
 Thinking	Organises multiple parts of a business into a clear structure. Links customer needs with products, branding and promotion. Evaluates which parts of the starter pack are strongest.
 Self-awareness	Reflects on which parts of the starter pack show their strengths. Recognises areas they found challenging. Considers how their skills might support future business planning.

5B3

## Create and present an esports brand

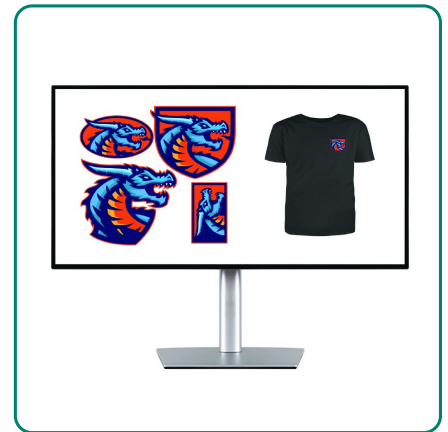
How can I create an esports brand and present it in a way that reflects real industry practice?

Esports professionals work together to create brands that audiences recognise instantly. In this challenge, you will design a full esports brand and present it as if you are pitching it to a real industry client. You will explore real examples, create your own visual identity, and receive feedback from someone with real-world experience (teacher, digital media practitioner, or employer link).







### What you'll do

In this challenge, you will:




- look at three esports or gaming brands (teams, cafés, creators, products)
- create a brand concept for an esports team, café, product or event
- design a logo and explain the choices you made
- design three branded assets used in real esports workplaces, such as:
  - a social media header or profile banner
  - a branded social media post
  - a merchandise mock-up
  - a streaming overlay panel
  - a short promotional slogan
- present your brand to a guest, industry-linked staff member, or teacher taking the role of an esports/digital media professional and ask which part of your brand identity looks the most industry-ready, and why
- record their feedback and write a short reflection






#### ✓ Skills I used:

- |   |                 |                          |
|---|-----------------|--------------------------|
|    | Learning        | <input type="checkbox"/> |
|    | Decision-making | <input type="checkbox"/> |
|    | Communicating   | <input type="checkbox"/> |
|    | Team working    | <input type="checkbox"/> |
|   | Thinking        | <input type="checkbox"/> |
|  | Self-awareness  | <input type="checkbox"/> |

### How I might show the skills

Skills	Examples
 Learning	Researches industry examples and extracts branding techniques. Applies industry practice when creating original brand assets.
 Decision-making	Selects brand colours, fonts, tone and visuals with purpose. Chooses the most effective brand assets to build a strong identity.
 Communicating	Presents their brand clearly using visuals, explanation, and a professional tone. Asks focused questions and records feedback accurately.

 Team working	Works with others during peer review. Responds respectfully to feedback. Collaborates during industry-style review sessions.
 Thinking	Compares industry brands, identifies patterns, and links design decisions to audience expectations. Reflects on what makes a brand memorable.
 Self-awareness	Reflects on personal strengths in branding work. Identifies areas for improvement based on professional feedback.