

The Sixth Form

PARTNERSHIP

Between Maltby Academy and Sir Thomas Wharton Academy



eSports SCHOLARSHIP

Specialise in eSports alongside
A Level/Vocational Study



MALTBYLEARNINGTRUST
Exceptional Experiences. Successful Lives.

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The Sixth Form Partnership has recognised that eSports is one of the fastest growing industries in the country, and as such has levelled up it's facilities, resources, and it's course by offering the Pearson BTEC Nationals eSports course this year.

This is a full BTEC option, and available as a enrichment too. The Sixth Form Partnership also recognises the transferrable skills in and out of the industry, not just as a professional gamer, but that of many other areas too such as Marketing, Coaching/Personal Training, Design, and Entrepreneurship.

Students will study 4 units over the 2 years. "Introduction to eSports", "eSports Skills and Strategies", "eSports Enterprise and Entrepreneurship, and "eSports Health, Wellbeing and Fitness".

Our Vision

The eSports Scholarship is an opportunity for students with a passion and interest in gaming to take it to the next level and see how this can be applied to the wider world of business. Students will study their eSports Qualification, and they can combine this with another of our Level 3 BTEC Qualifications in either Business or IT, which go hand in hand together. eSports is the perfect combination of study and hobby, as learners will look at the eSports industry as a whole, and seeing how other industries can relate.

Learners will also have the opportunity to take part in a practical gaming tournament, and evaluate their performance in planning, organising, and delivering an eSports event.'

eSports Enterprise Scholarship

This exciting hands-on progression course will provide students with an excellent grounding in the business of eSports.

What is eSports?

eSports (or electronic sports) is a term used to describe competitive video gaming.

It is different from standard video gaming in that eSports is competitive (human-vs-human) and usually has an engaging spectator element to it, like traditional sports.

Tournaments usually involve amateur or professional gamers competing against one another. Examples include; League of Legends, this involves five players against another team in a virtual battle arena, while games like Rocket League and Counter-Strike can also be played competitively.

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Our Intent

- All eSports Enterprise scholars will develop an inner belief and ambition to fulfil their dreams, and become a global digital student
- All eSports Enterprise scholars will develop a lifelong passion for the gaming industry
- All eSports Enterprise scholars will gain first-class continuing professional development opportunities
- All eSports Enterprise scholars will develop exceptional character and become responsible citizens
- All eSports Enterprise scholars will gain an array of positive school memories
- All eSports Enterprise scholars will secure a positive progression route

Student Testimonials

"I really enjoyed being part of the eSports sessions this year. It has allowed me to develop my team work and organisational skills, whilst making me a more confident person."

Taylor, Y12

"It has been enjoyable to learn more about my hobby and the industry behind it."

Alex, Y12

"We have been able to play a range of games such as Team Fortress 2 and Rocket League, on multiple platforms, including PC and Playstation 4."

Andrew, Y12

"This course is not just about training to be a better gamer, it is also about learning skills that are transferable for many career paths."

Sam, Y12



Course Overview

eSports Enterprise Scholarship programme offered at Sixth Form is a specialist 16-18 programme delivering exceptional experiences in the digital, enterprise and eSports industries.

The scholarship is a development programme that ensures students access a first-class eSports experience, in addition to studying a range of first-class qualifications. Scholars access a high quality classroom based provision alongside training and guidance from industry professionals.

All students have the opportunity to combine a variety of Business, Information Technology and eSports qualifications, with further possibilities to participate in industry recognised experiences. The programme involves game based training which provides players with a fantastic opportunity to further develop their skills across a number of different roles, games, and platforms.

The Offer

All those enrolled onto the scholarship programme undertake academic or vocational qualifications alongside their programme. The eSports Enterprise Scholarship provides students with:

- Numerous opportunities to play a variety of different games and platforms
- Access to state-of-the-art facilities including the eSports Arena
- Opportunities to participate in national tournaments
- Engagement with industry professionals
- Structured Game Training Sessions

Facilities

eSports Enterprise scholars have access to high quality facilities to support each individual student in their development, performance and learning. Our facilities include:

- Bespoke gaming computers
- Dedicated eSports arena
- Access to networked gaming consoles
- Opportunity to purchase branded apparel
- State-of-the-art Sixth Form study and social areas
- Structured training programme
- Structured game training sessions





Careers & Future Opportunities

As part of the scholarship programme, students will gain access to many different career pathways, including:

- Business Administration
- Broadcast/Production
- In Game Coach
- Out of Game Coach
- Data Analyst
- Event Management
- Games Design
- Human Resources
- Journalist
- PR / Marketing
- Project Management
- Sales
- Social Media
- Content Creator
- Graphic Designer

Course Content

Core modules:

- eSports Business
- Practical Gaming
- eSports Tournament Organisation
- Gaming Citizenship
- Enterprise and Creativity
- Personal and Professional Development
- eSports Industry Marketing

Assessment

Assessments will occur continually throughout the programme. Students will have unit assignments to complete and will be assessed on their practical ability and application of theory. Students will have time-constrained assessments, oral presentations, professional discussions, and group work. Independent research into games of their choice to apply lesson taught theory. Pass, Merit, Distinction.

Competitions

Scholars compete in a number of leagues and cups, across a variety of games:

- British eSports Championships
- Digital Schoolhouse eSports Tournament
- In-house League

88%

LOADING

Esports



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