



CONCORDE GAMES

Esports Curriculum & Program Overview

Intro

Our esports curriculum is designed to promote 21st century learning skills for students by providing them essential skills for their futures. While team practices will focus primarily on in-game skill development for a specific game, our program contains curriculum to engage students through other creative avenues such as video editing, content creation, broadcasting, and team management.

Session Details



1. **Log on:** Team members log on using Discord for their sessions. Discord is the ideal application due to its ability to effortlessly stream gameplay, whereas Zoom or other platforms tend to lag when sharing streaming video or gameplay. Streaming gameplay is essential to our practices as it allows our coaches to effectively showcase their different skills, as well as provide real-time feedback to the team members.
2. **Presentation:** The coach reviews the skill or strategy for the day, provides examples and/or clips of the various gameplay strategies, and encourages team members to utilize their skills during the duration of practice.

3. **Practice:** Upon being introduced to the relevant gameplay, team members will practice skills by playing fellow teammates, their designated coach, or the CPU with direct coach supervision and feedback.
4. **Extra sessions:** Depending on the outline of a given program, sessions containing additional curriculum will be built in throughout, and some weeks the entire session may be dedicated to a supplementary skill.
5. **Competition:** This will consist of intra-school competition, external play against other teams within Concorde Education’s network, or playing against teams through an external league such as PlayVS or HSEL.

SAMPLE PROJECT		SUN	MON	TUE	WED	THU	FRI	SAT
	PRACTICE							
	EXTERNAL							
	INTERNAL							
	LESSON							

Curriculum

I. Gaming

Our coaches hold extensive backgrounds in the field of esports. They are ranked players in their respective game and have played for or managed collegiate or semi-professional esports teams.

The in-game skills will vary depending on the game. Please refer to the examples below. (For additional games, please inquire).

NBA 2K

NBA2K requires significant knowledge of the rules, playbooks, and strategy of traditional basketball. In an attempt to dominate other opponents, the best NBA2K players combine their gameplay skill with specific elements of the game of basketball. By engaging through an esports framework, students will be introduced to more advanced skills such as the ability to execute offensive and defensive playbooks.

Moreover, our coaches are tasked with broadening students' knowledge of the video game itself by developing their gameplay skills. Students will use these skills in tandem with their teammates to design unique opportunities through playmaking.

Here are just some of the skills and strategies are coaches cover.

Strategies: Man v. Zone defense, set plays, man plays (clusters, rolling, swing variation, pick & roll, picket fence, etc.), and Zone plays (double, overload, pitt, shallow, etc.)

Rocket League

Rocket League is a fantasy-based sports game that combines the strategy of soccer with the physics of ice hockey. Players use 'cars' to hit the ball into the opposing teams net with the goal of beating the other team to the ball. Our coaches work on reinforcing the fundamental skills necessary for students to succeed both as an individual player and in a team environment. Coaches will introduce students to the importance of coordinating strategies and playmaking. Effective passing techniques, positioning, rotations, and overall strategies for victory will be discussed.

Beginner skills: Fast Aerial, Half Flip, and Wave Dash.

Intermediate skills: Ground Dribbling, Forward Flick, and Quarter Turn Flick.

Advanced skills: Air Dribble, Ceiling Shot, and Flip Reset.

Super Smash Brothers

Super Smash Brothers is a fighting game that contains an immense variety of characters. Each character has a specific role that can be used to exploit the weaknesses of their opponent's character. Our designated coaches review each of the different character types to highlight their strengths and weaknesses to better serve your students. Significant time is devoted to helping users find their preferred roles and characters. Upon selecting their characters, skill development for each user will follow.

Combinations: Each character has a different set of attacks and capabilities, allowing them to synergize with a second character during a match. Our coaches specifically focus on team building exercises such as pairing playable characters together in order to provide the most challenging matchups for their opponents.

League of Legends

An internationally renowned video game, League of Legends is a complex game that requires comprehensive strategy, teamwork, communication, and team building skills. There is wide selection of characters that players can select and each character fulfills a unique and specific role for their assigned team. Moreover, each character possesses different timing, aiming, and movement sets that creates certain advantages and disadvantages when engaged in battle.

Our coaches help facilitate gameplay by assisting students in finding their designated roles, move-sets, and tasks to complete. Coaches are responsible for communicating more advanced techniques and strategies, so that users are more likely to achieve success during gameplay.

II. Supplemental Academic Workshops

Our program is designed to focus on more than just video game skills. We have incorporated 21st century learning skills to our esports curriculum to create a more robust offering. In addition to our amazing coaches, we bring in members of our STEAM faculty to instruct students on some of the essential academic areas that are important to the esports world.

Content Creation:

As a blend of creativity and technical know-how, team members will use graphic design tools to develop their own content as well as learn various ways to promote their content.

- A. *Logo design:* Using photo editing software tools (PhotoShop, Photopea, or similar software) team members select or create a mascot, choose a color palette, select a font and design their own squad logos.
- B. *Video editing:* Using video editing software (iMovie, Anomoto, or similar software), team members learn how to compile and edit their clips, apply clips, add audio tracks, and create their own esports based content to share.

Broadcasting & Streaming

Broadcasting & streaming are essential to esports and serve to market yourself and your team to the digital community. Streamers employ a variety of skills including improvisation, creativity, and public speaking to engage their viewers and increase their subscriber numbers.

While many esports athletes are streamers, many non-esports athletes broadcast or stream esports games. Learning the necessary skills to create an engaging and informative stream or media coverage of the school esports team will help increase the impact the program will have on your greater school community.

- A. *Voice exercises and speech training*: Reviewing common problems, ways to prepare/warm up, as well as skills for on enunciation.
- B. *Audio editing and streaming*: Twitch set up and execution.
- C. *Improvisation and individual thinking*: practicing improvisation scenarios with fellow teammates.
- D. *Interviewing skills*: Asking thought-provoking questions. Presenting different gameplay scenarios.
- E. *Presentation skills*: Planning and facilitating the actual media coverage of the team whether through print, podcast, video recording, or live streaming.

A Note About Our Accreditation

STEM.org Accredited™ Educational Experience

STEM.org™ maintains good taste and exercises strict editorial judgment as to programs that are eligible for STEM.org's endorsement to its constituents and the STEM community at-large. STEM.org bestows its STEM.org Accredited™ Educational Experience trustmark on those programs that have been evaluated by a STEM.org Elite Facilitator™ or acting Executive Director.

When parents, educators, grantors et al. observe the STEM.org Accredited™ Experience seal, they know programs will:

- Integrate seamlessly into STEM-friendly homes and communities
- Align to Science, Technology, Engineering, and/or Math standards
- Support the development of student's 21st Century Skills
- Engage students through hands-on learning and collaboration
- Ensure a secure, third-party review and evaluation process

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DATE OF COMPLETION
May 19, 2021

STEM ID
#32652111



A. B. Haupt

Founder / Executive Director