

ESPORTS CURRICULUM IMPLEMENTATION PROCESS

The duration of the implementation process depends on the status of esports in your state, district, and school. Typically, the implementation process ranges from 4 to 16 months. Factors such as hardware, software, facilities, pre-existing course offerings, and staffing significantly impact the methodology and approach to esports implementation.



Phase 1: Curriculum Assessment and Approval

- Curriculum Review, Alignment, and Approval

Phase 2: Planning, Preparation, and Enactment of Educational Content

- Planning, Preparation, and Committee Formation
- Esports Resource Review and Hardware, Equipment, and Software Acquisition
- Introduction of Esports Educational Content

Phase 3: Professional Development, Training, and Curriculum Adjustments

- Pre-Professional Development and Training Assessment
- Professional Development Workshops
- Unit Replacement Approach and Curriculum Refinement

Phase 4: Curriculum Implementation

- Full-Scale Implementation

Phase 5: Continuous Improvement, Assessment, and Curriculum Refinement

- Continuous Improvement

Contact

info@esportsintegration.com

www.esportsintegration.com

Copyright © 2023 Esports Integration. All Rights Reserved





info@esportsintegration.com
www.esportsintegration.com

#curriculumfirst