ASTEC Charter Schools
Syllabus

ESports
2023-2024 Syllabus

Teacher: Mr. Jose Alvarado
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Plan Period: Tuesday-Friday; 1:48 p.m. - 2:38 p.m.
Phone: 405-947-6272
Textbook: *N/A*

eSports Course Description: The eSports Academics Classroom will create an interactive method of engaging students in ELA and project based learning while creating a fun environment, centered around the development of professional gaming. The eSports Academics classroom will focus on introducing core concepts and knowledge surrounding the growth and development of the eSports Industry. The classroom will build the foundations by explaining the origins and collegiate pathways for students, while later connecting them to relevant career pathway based units.

Course Objectives:
1. Practice in Cornell Notes relating to daily lessons presented to students.
2. Demonstrate independent research on assignments relating to Esports topics.
3. Participate in new gaming experiences and write constructive journal entries about the experiences.
4. Knowledge of Esports culture and Career Technology Education surrounding the following topics:
    a. Introduction to Esports
    b. Esports Communities
    c. Personal Wellness in Esports
    d. Careers in Esports & STEM
    e. Graphic Design & Journalism in Esports
    f. OBS and Streaming & Esports Reels
    g. Esports Events & Community Engagement
    h. PC Building

eSports+ Course Description: The eSports Competitive Classroom is a "tryouts based" competition class that will focus on the development of competitive Esports athletes, and will follow a mix of a growth from specific gaming titles with lessons based on SEL. Weekly progression will be based on difficulty scaling, and their leagues competitive schedule. SW practice in their respective sport to better market themselves in esports, for both an organization and in a collegiate setting. SW be required to write reflective journal entries on their personal growth, constructive criticism towards their team, and portfolio journaling of their match statistics. Classes will be made up of a **practice-only Junior Varsity Middle School class**, and a **competing Varsity High School class.**

Course Objectives:
1. Participate in the active growth of games assigned and commitment towards comfort and proficiency in-game.
2. Engage in physical activity and understanding the benefits of a healthy lifestyle.
3. Demonstrate qualities of sportsmanship that nurture the competitive spirit in eSports.
4. Assessing the growth and development of each Esports team surrounding their knowledge and skills in the following areas:
    a. Fundamental Esports Skills & Game Strategy
    b. Holistics Coaching & Mental Skill
    c. Gaming Concepts & Game Knowledge
    d. Competitive Esports League Matches

Required Materials:
- Sharpened pencils with an eraser.
- Binder with dividers and non-spiral notebook paper (this binder will be graded weekly for organization and bellwork)

Attendance Policy and Classroom Expectations:
- All scholars are expected to attend class with required materials, be on time, and participate.
- Ten or more excused and unexcused absences will result in a No Credit (NC) for this class.
- Three tardies will equal one absence.
- All scholars are expected to be respectful to all individuals in the classroom at all times.
- There is to be absolutely no gum in the classroom.

Academic Meaning of a Grade:
The reporting of grades to parents and students will be given in two parts. A traditional "A-F" grade will be given to reflect the percentage assigned to the academic work attempted by the scholar. It DOES NOT reflect the mastery of the content by the scholar. In addition, scholars will be given a Mastery-Based Learning grade. The last grade of the year will express how well the scholar has mastered the state-required content.

For example, a scholar may be given an "A" for the traditional grade but a "2" on the Mastery-Based Grading system and would be reported as "A/2." Ideally, these grades will match up as "A/4."
- Grades should accurately reflect individual scholar achievement about course evidence outcomes related to Oklahoma Academic Standards / National Standards for the subject taught.
- A "3" on a task/assessment is considered proficient or meeting grade-level standards, while a "4" is considered advanced or meeting grade-level standards with a high level of excellence.
- Extra credit is not applicable, but an extension or alternative assignments/assessments may be offered to show proficiency or advanced proficiency.
- Scholars are given timely feedback, and reteach/relearn/reassessment opportunities are provided to promote proficiency in the standards.

Weighted Category:
40% - Tests/Projects
30% - Quizzes
15% - Daily Work
10% - Monday Work
5% - Participation

Grading Scale:
A   90-100%
B   80-89%
C   70-79%
D   60-69%
F   Less than 60%

Formative Versus Summative Scores: "Teachers record and track *formative scores* from individual assessments as indicators of students' knowledge or skill at particular moments in time. In comparison, *summative scores* are final scores based on the pattern of students' responses over time. Teachers may base each score on several common assessment forms, such as obtrusive, unobtrusive, and student-generated assessments. However, formative scores are used for tracking progress. In contrast, summative scores express students' mastery of a topic, generally at the end of a unit."   -Robert Marzano

Enrichment/Remediation: When students struggle on an assessment with one or more standards, they may be assigned enrichment during the school day and may be required to attend Saturday morning enrichment as well. When students have completed enrichment, they are given a reassessment to show their level of understanding of the standard. The grade on the reassessment will replace the original grade.

Scholar Progress:
- Progress reports for scholars are prepared three times each year, midway of each 9-weeks grading period *except for the first quarter*. Parents MUST come onsite to pick up and sign for the progress report on the day they are issued. Parents/guardians of scholars making a grade of "0" or "1" must meet with teachers at that time. If a parent/guardian does not attend this important meeting, their scholar will not be allowed back in class until the progress report is picked up and the meeting attended. The meeting will be scheduled during the work schedule of the teacher.

- School dismisses at 3:30 pm. Students not making adequate progress may be required to attend Saturday school and be assigned to ACE (remediation class) instead of an elective.

Student Athlete Contract & Eligibility
As a requirement to participate in the ASTEC Esports competitive teams, students will be required to return permission slips and student athlete contracts detailing the expectations involving proper technology usage, fitness requirements, volunteering hours, competition attendance, study hall requirements, and coaching participation worksheets. Students who fail to meet these expectations and eligibility requirements will not be considered for the following years Esports teams.

Sportsmanship & Behavior
In-class, online, and competitive match behavior will model the ideals as presented by ASTECs mission and the OSSAA code of conduct. Students will not foster any type of behavior that may be considered intolerant of any kind. Bullying or harassment of any nature will be met with a one on one meeting with the coach and faculty, followed by a communication with parents at home, followed by a disqualification for participation in class activities and practice until proven to have gained back privileges.

Discord
For many gaming communities, Discord has become an integral part of relaying information and providing a space for communication between an organization and its players. ASTEC will create a community Discord server for students to be able to communicate with each other on their teams, to post eSports related information, to provide streaming and event information, and to provide students with similar gaming experiences to form teams. Students must use an ASTEC schools email account to participate in the server. Harassment of any kind will not be tolerated, and violations of ASTEC's student handbook and proper technology usage will result in removal from the class and the contact of proper disciplinary authorities.

Broadcasting of Matches
Students will be introduced to how to set up a stream on their performance machines to be a part of an afterschool steam broadcast and production club. Once students have been taught proper procedures, etiquette, and expectations for running a broadcast, matches will be streamed on an official school branded Twitch page to showcase our matches. Additionally, matches will be recorded and edited down to create player highlight reels to share with our parents on our social media pages.