

**RIALTO UNIFIED SCHOOL DISTRICT
CURRICULUM PROPOSAL**

Name of Course: eSports Grade Level(s): 7-8

Brief Course Description:

In this elective, students will familiarize themselves with the different aspects of the eSports elective. eSports is competitive, organized video gaming. It promotes collaborative environment. Students would learn to play on teams, develop strategies, analyze footage, and reflect on their work. This semester long course would focus on the video game Rocket League.

Proposed By: Paulina Villalobos School: District Office Date: April 13, 2020

The Following is Proposed for this Course:

<input checked="" type="checkbox"/> Addition	<input type="checkbox"/> Revision	<input type="checkbox"/> A – G	<input type="checkbox"/> Deletion
<input type="checkbox"/> Required Course	<input type="checkbox"/> Content	<input type="checkbox"/> Honors	<input type="checkbox"/> Name of Course
<input checked="" type="checkbox"/> Elective	<input type="checkbox"/> Name Change	<input type="checkbox"/> Vocational	

The Following Maximum Credits are Proposed for this Course:

Units of Credit in (Subject Area): 10 Elective Credits or in:

The Following Schools will Offer this Course:

<input checked="" type="checkbox"/> Frisbie Middle	<input checked="" type="checkbox"/> Jehue Middle	<input checked="" type="checkbox"/> Kolb Middle	<input checked="" type="checkbox"/> Kucera Middle	<input checked="" type="checkbox"/> Rialto Middle
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The Proposed Course will have the Following Budget Implication:

Individual School Site: District Level: Total Estimated Cost:	Funding to start the class at each middle school is supported by Educational Technology.
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Approval Signatures for the Proposed Course:

Printed Name	Signature	Title	Yes/No	Date
Paulina Villalobos		Submitting School Department Chair	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	05/14/2020
Vince Rollins		Frisbie Middle School Principal	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	05/14/2020
Carolyn Eide		Jehue Middle School Principal	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	05/14/2020
Armando Urteaga		Kolb Middle School Principal	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	05/14/2020
Roxanne Dominquez		Kucera Middle School Principal	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	05/14/2020
Robin McMillon		Rialto Middle School Principal	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	05/14/2020
Paulina Villalobos Tech Committee		District Curriculum Committee Chair	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	04/14/2020
Dr. Patricia Chavez		Curriculum Council Chair	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	05/14/2020

Approved by Education Technology Curriculum Committee on (Date): 05/05/20
 Approved by Curriculum Council on (Date):
 Approved by Rialto Unified School Board on (Date):
 Approved by UC (or N/A) on (Date):

Course Title: **eSports**

Transcript Title/Abbreviation:

School:

Subject Area: Elective

Grade Level: **7th and 8th**

Unit Value: 0.5

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In this elective, students will familiarize themselves with the different aspects of the eSports elective. eSports is competitive, organized video gaming. It promotes collaborative environment. Students would learn to play on teams, develop strategies, analyze footage, and reflect on their work. This semester long course would focus on the video game Rocket League.

Course Goals and/or Major Student Outcomes:

In this course students will:

- Work on a collaborative team
- Develop and analyze strategies
- Learn different aspects of the eSports industry

Resources:

1. [Gaming Concepts Curriculum](#)

- a. After the first week, students should be playing Rocket League for about 20-30 minutes each day

Teacher Notes:

- Take the first week to set the tone of the class. Review the lessons for Week 1 and make sure you ask any questions (email me at pvillalo@rialto.k12.ca.us) before you do the activities.
- When students begin playing Rocket League, give them the opportunity to play by themselves. As the class progresses, put students on teams of 3. Teacher can place students in the groups or allow students to choose.

Course Outline:

Week 1: Introductions and Overview

- Student Survey
 - Create a Google Form instead of printing the survey
- Code of Behavior
 - YouTube Video: <https://www.youtube.com/watch?v=xjqXUE8ng3Y>
- Student Portfolio

- [Food and Activity Log](#)

- Distribute through Google Classroom and select “make a copy for each student”

- Game Play and In-Game Features

- [Rocket League Academy Google Slides](#)

Week 2:

- Goal-Setting and Decision-Making Skills

- [Goals Worksheet](#)
- [Gaming Log Book](#) (just an example)
- [John Doerr: Why the secret to success is setting the right goals](#)
- [Mouse DPI Video](#) (up to 4:30min)

- How Do I Teach Video Games?

- This activity can be spread out over a few weeks (it should take students about 4 days to complete their “library”)

- Why Do You Spend So Much Time On those Stupid Games?

Week 3:

- Team Building - Effective Communication

- Dowel rods will be delivered to each school site. Please email Erika (egibbs2@rialto.k12.ca.us) a few days before the activity.

- Wrist Exercises

- [Wrist Pain](#)

- Food Pyramid

Week 4:

- Router Basics

- Exercise and Sleep

- Toxic Play

- [Foul Play Article](#)

Week 5:

- How Much is Too Much?

- [The Drug-like Effect of Screen Time \(Video\)](#)
- [Students Addicted to their Cell Phones \(Article\)](#)

- Advocating for eSports (5-day lesson)

Week 6:

- Shoutcasting: You said What? (5-day lesson)

- YouTube Video: <https://www.youtube.com/watch?v=ub2S56UhFj0>
- YouTube Video: <https://www.youtube.com/watch?v=a7zj-eRqArw>
- [Notes for Shoutcasting](#)

Week 7:

- Professional Speaker: Gamer Health

- School Counselor, Psychologist, ...
- Log Book Reflection - 6 Week Check
 - [Why You Should Make Time for Self-Reflection](#)
- Gaming Survey: Argument vs Counterargument (at least 2-day lesson)
 - [Benefits of Play Revealed in Research on Video Gaming](#)
 - [This Is Your Child's Brain on Video Games](#)

Week 8:

- Gaming Survey: Survey Questions (5-day lesson)
 - YouTube Video: [7 Tips for Good Survey Questions](#)
 - [6 Steps to Survey Success](#)

Week 9:

- Physical or Digital Copy
 - YouTube Video: <https://www.youtube.com/watch?v=OVg3R81Wvdo>
- How to Build a Gaming PC (4-day lesson)
 - YouTube Video: <https://www.youtube.com/watch?v=zfNZZBI3iEM>

Week 10:

- Personal Computer Expert Speaker
- Basic Troubleshooting
- Overclocking
 - YouTube Video: <https://www.youtube.com/watch?v=GeITi8DrITI>
 - YouTube Video: <https://www.youtube.com/watch?v=4qawBizIpi8>
- Proper Computer Cleaning Procedures
 - YouTube Video: https://www.youtube.com/watch?v=qhP_rnPrXOw
 - YouTube Video: <https://www.youtube.com/watch?v=dLX54ounENY>

Week 11 :

- Shoutcasting
 - Students will repeat the lesson from week 6 but will use footage from Rocket League

Week 12

- Career Cruising (2-day lesson)
- Career Research (2-day lesson)
 - [Career Comparison](#)
- Gaming Career Speaker

Week 13:

- On the Right Career Path (3-day lesson)
- Team Building - Working Together
 - YouTube Video: https://www.youtube.com/watch?v=PO_ezpX7DwY
- Ergonomics
 - YouTube Video: <https://www.youtube.com/watch?v=4ZGTz8oNuz0>

- ❑ Article: [Gaming Ergonomics](#)

Week 14:

- ❑ Log Book: Week 12 Check
- ❑ The Next Level (4-day lesson)
 - ❑ Article: [Robert Morris University](#)

Week 15:

- ❑ What the Data Says (3-day lesson)
 - ❑ Article: [How to Visualize Survey Data](#)
- ❑ Team Building: Problem Solving

Week 16:

- ❑ Students will repeat the lesson from week 6 but will use footage from Rocket League

Week 17:

- ❑ Pixel Rate
 - ❑ YouTube Video: <https://www.youtube.com/watch?v=79RjLb5m3VA>
 - ❑ YouTube Video: <https://www.youtube.com/watch?v=DJDQrAcn6vk>
- ❑ Take a Little Virtual Field Trip
 - ❑ Website:
<https://footballbythenumbers.discoveryeducation.com/virtual-field-trip>
- ❑ Current Popular PC Games

Week 18:

- ❑ Final Log Book Reflection
 - ❑ [Reflection Guide](#)
- ❑ Final Course Survey