Where to begin:

Esports in K-12

A “Getting Started” Checklist

1. Identify your financial plan
2. Understand the logistics
3. Consider requirements to participate:
   • Host a varsity club
   • Enroll athletes
   • Form a team
   • Consider additional activities like SMITE and League of Legends
4. Who will be involved?
   • Program supervisor to oversee competitive and recreational play
   • Senior-level manager to lead planning and execution
   • Faculty for curriculum development
   • Administrative support for personnel, financial, and facilities management
5. What new academic areas of study and research will be studied and researched?
   • Game design theory
   • Programming, or other areas?
6. Consider requirements to participate:
   • Equipment
   • Internet access
   • Additional activities like SMITE and League of Legends
7. Identify your technology goals
   • Create a list of all of your school’s existing laptops
   • Dedicate gaming workstations
   • Identify your technology goals

Where to buy:
Start the conversation

Number of Schools

- High Schools
- Middle Schools

Number of players

- High Schools
- Middle Schools

Number of Students

- High Schools
- Middle Schools

Number of tournaments

- High Schools
- Middle Schools

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