Sir Thomas Wharton



Delivering exceptional learning experiences that enable all young people to thrive in a competitive world and lead successful and fulfilling lives.

THE HIGHEST	INVEST TO	EVERYONE IS	NO	NEVER	CULTIVATE YOUR
STANDARDS	ACHIEVE	VALUED	EXCUSES	GIVE UP	CHARACTER
Always set and deliver the highest standards: never settle for less.	Care about the now; create the very best for your future.	We are unique individuals working together to be the best.	Create solutions, not excuses.	Resilience is essential; self-belief drives improvement.	Qualifications open doors; your character gets you through them.

E Sports | Year 12 | 2023-2024

	Week 0	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	
Half Term 1		Introduction to eSports	Unit I - 1A–1. Opening	Unit 1 - 1A – 2. Platforms			ame Companies Unit 1 - 1A - 4		Holiday
Half Term 2	Week 8	Week 9- LC1	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15	Holiday
	Unit 1 - 1A – 5. Promoters	Unit 1 - 1A – 6. Infrastructure	Unit 1 - 1A – 7. Broadcasters	Unit 1 - 1A Assessment	Unit 1 - 1B. UK and International eSports	Unit 1 - 1C. Global Marketplace	Unit 1 - B&C Assessment	Unit 1 - 1D. Monetisation	
Half Term 3	Week 16	Week 17	Week 18	Week 19	Week 20- LC2				
	Unit 1 - 1D Assessment	Unit 1 - 2A. Laws	Unit 1 - 2A Assessment	Unit 1 - 3A. Careers	Unit 1 - 3A Assessment	Holiday			
Half Term 4	Week 21	Week 22	Week 23	Week 24	Week 25	Week 26			
	Unit 1 - 4A. Gameplay	Unit 1 - 4A Assessment	Unit 1 - 5A. Evaluation	Unit 1 - Assessment	Unit 2 - 1A. Tournament Plan	Trial Examinations	Holiday		
	Week 27	Week 28	Week 29	Week 30	Week 31-LC3	Week 32			
Half Term 5	Unit 2 - 1 A. Tournament Plan	Unit 2 - 1A Assessment	Provisional Tournament Week	Unit 2 - 2A. Successful Tournaments		Unit 2 - 2B. Own Contribution	Holiday		
Half Term 6	Week 33	Week 34	Week 35	Week 36	Week 37	Week 38	Week 39		
	Unit 2 - Assessment	Unit 1 - 5B. Tournament Set Up Evaluation	Unit 1 - 5B Assessment	Unit 1 - Resubmission	Unit 2 - Resubmission	Trial Examinations			
How does this year deliver your curriculum intent? To build upon prior e-safety knowledge and safeguard all students against online threats. To facilitate computational thinking. To build an awareness of cyber secure and emerging technological advancements. To contextualise learning across all learning episodes. To develop transferable skills through digital literacy.								, , ,	