Year 12, eSports, 2022/23

Half Term 1: 5th September – 21st October (7 weeks)							Half Term 2	
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9
		Introduction to eSports	Unit 1 - 1A - 1	Unit 1 - 1A - 2	Unit 1 - 1A - 3	Unit 1 - 1A - 4	**Holiday** / Unit 1 - 1A - 5	Unit 1 - 1A - 6&7

Half Term 2: 31st October – 16th December (7 weeks)							Half Term 3: 3rd January - 10th February (6 weeks)	
Week 10	Week 11	Week 12	Week 13	Week 14			Week 15	Week 16	Week 17
Unit 1 - 1A Assessment		Unit 1 - 1B	Unit 1 - 1C	Unit 1 - B&C Assessment	**Holiday**	**Holiday**	Unit 1 - 1D	Unit 1 - 1D Assessment	Unit 1 - 2A

Half Term 3: 3rd January - 10th February (6 weeks)				Half Term 4: 20th February – 31st March (6 weeks)				
Week 18	Week 19	Week 20		Week 21	Week 22	Week 23	Week 24	Week 25	Week 26
Unit 1 - 2A Assessment	Unit 1 - 3A	Unit 1 - 3A Assessment	**Holiday**	Unit 1 - 4A	Unit 1 - 4A Assessment	Unit 1 - 5A	Unit 1 - 5A Assessment	Unit 1 - Assessment	Unit 2 - 1A

Half Term 5: 17th April – 26th May (6 weeks)								Half Term 6
		Week 27	Week 28	Week 29	Week 30	Week 31	Week 32	Week 33
Holiday	**Holiday**	Unit 2 - 1A	Unit 2 - 1A Assessment	Provisional Tournament Week	Unit 2 - 2A	Unit 2 - 2B	Unit 2 - Assessment	**Holiday** / Unit 1 - 5B

Half Term 6: 5th June – 21st July (7 weeks)						Curriculum Intent:
Week 34	Week 35	Week 36	Week 37	Week 38	Week 39	
Unit 1 - 5B Assessment	Unit 1 - Resubmission	Unit 2 - Resubmission				

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 security and emerging technological advancements
- ✓ To contextualise learning across all learning episodes
- ✓ To develop transferable skills through digital literacy