



GAMING CONCEPTS

In this course, students will participate in a variety of gaming experiences designed to support the following:

- Demonstration of competency in motor skills
- Understanding movement concepts, principles, strategies, and tactics as they apply to the learning and performance of specific games
- Comprehending concepts related to health and preventative care in gamers
- Demonstrating the ability to use the interpersonal communication skills that respect others in an online gaming environment
- Analyzing the reciprocal influence of Esports, culture, media, technology, and other factors.

This class is open to 10th – 12th graders, with good grades and attendance a priority. Students who enroll in this class need to understand this class involves much more than just playing video games.