Beyond the Game Challenges
Learning Standards

Clip It: **Submit Video Clips of Your Club In Action**
- ISTE 2a: Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
- ISTE 2b: Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.

We’re Going Live: **Stream a Club Event**
- ISTE 2a: Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
- ISTE 2b: Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.

Time to Party: **Host a Viewing Party**
- ISTE 2a: Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
- ISTE 2b: Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.
- ISTE 6d: Publish or present content that customizes the message and medium for their intended audiences.

When I Grow Up: **Interview an Esports Professional**
- ISTE 3d: Build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.
- NGSS SEP/Asking Questions: Ask questions that arise from careful observation of phenomena, or unexpected results, to clarify and/or seek additional information.

Bring the Game to Life: **Create Fan Art or Cosplay**
- VAPA: 2.1 Solve a visual arts problem that involves the effective use of the elements of art and the principles of design.
- VAPA: 2.3: Develop and refine skill in the manipulation of digital imagery (either still or video).
- ISTE 2c: Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.
- ISTE 6b: Create original works or responsibly repurpose or remix digital resources into new creations.
Beyond the Game Challenges
Learning Standards (cont.)

Making Money Moves: **Host a Fundraiser**
- ISTE 2a: Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
- ISTE 2b: Engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.
- ISTE 4b: Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.

Let’s Get Hype: **Create a Club or Team Video**
- VAPA: 2.1 Solve a visual arts problem that involves the effective use of the elements of art and the principles of design.
- VAPA: 2.3: Develop and refine skill in the manipulation of digital imagery (either still or video).
- ELA-SL.6: Adapt speech to a variety of contexts and tasks, demonstrating a command of formal English when indicated or appropriate.
- ELA-L.6: Acquire and accurately use general academic and domain-specific words and phrases, sufficient for reading, writing, speaking and listening at the college and career readiness level; demonstrate independence in gathering vocabulary knowledge when considering a word or phrase important to comprehension or expression.

Create Your Own: **Submit a Beyond the Game Challenge**
- Standards alignment will depend on the game challenge submitted.

An Apple a Day: **Create a Healthy Gaming Plan**
- PE: 1.9 Create or modify practice/training plans based on evaluative feedback of skill acquisition and performance in aquatic, rhythms/dance, and individual and dual activities.
- PE: 2.7 Develop and implement a one-month personal physical fitness plan.

Adopt a Bot: **Implement a Bot in Your Discord Server**
- CS: 9-12S.AP.11 Implement an algorithm that uses artificial intelligence to overcome a simple challenge. (P3.1, P5.3)
- CS: 9-12S.AP.17 Construct solutions to problems using student-created components, such as procedures, modules, and/or objects. (P4.3, P5.2)
- ISTE 5d: Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

Fix the Meta: **Develop a Better Game Patch**
- ELA-W.2: Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content.
- ELA-W.7: Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation.
Beyond the Game Challenges
Learning Standards (cont.)

Blocks Rock: **Create an Esports Map Using Minecraft**
- VAPA: 2.1 Solve a visual arts problem that involves the effective use of the elements of art and the principles of design.
- ISTE 1c: Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.
- ISTE 5d: Students collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.

Put Me In, Coach! **Analyze Game Play (VOD Review & Analysis)**
- ELA-W.2: Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content.
- ELA-W.7: Conduct short as well as more sustained research projects based on focused questions, demonstrating understanding of the subject under investigation.