



2024-2025 Scholastic Fellow Program

Milestone #1: Implementation Plan

Completed Milestone by December 1st, 2024

For your first assignment, you will be strategically planning out the implementation of your program. This includes what curriculum resources you will be using for the year as well as goals and objectives for the overall school year. Also keep in mind as you are planning - for Milestone #2 you will have the choice of either formally creating your own curriculum module / program framework or facilitating a capstone project either individually or collaboratively with other Scholastic Fellows. We have included tools in this document to support your planning but we also realize that everyone's process and flow is different - feel free to use any, all, or none. *Our intention is to help document your overall plan for the year as a potential sample plan for others.*

Guidelines:

- **Please spend some time reviewing the various curricula and toolkits available then choose the appropriate resources that align with your educational outcomes for the year. *You'll find a variety of the available options in our Shared Google Drive:***
 - Middle School / Community-Based Organization Curriculum
 - High School English Language Arts Curriculum
 - High School CTE Pathways
 - Health + Wellness Toolkits
 - Other Curricula Modules by Scholastic Fellows
- **Working with your Scholastic Mentor, Jihan and/or James consider ways that you can integrate elements of the NASEF curriculum and club frameworks into your current program - *to support your thinking we ask that you respond to the following questions:***
 - Before becoming a Fellow, what educational aspirations had you been working on at your site(s)?
 - What are you currently doing with esports in your program? What resources have you been using?
 - What curricula did you review? Which ones are you most interested in implementing this year?
 - What are your Initial thoughts on how we can integrate these resources into your program?
 - What ideas do you have in regards to creating your own curriculum module OR facilitating a capstone for Milestone #2?
- **Using the tools included below (or your own), begin to develop a plan with your colleagues for how you'll start your implementation by January 2024.**
 - Once completed - please upload your implementation plan to our google shared drive with your name in the title of document (ex: First Name Last Name - Milestone #1): <https://drive.google.com/drive/folders/1rltgFrBkRbufxTCHTay5AZ6TbNhbyuWX> and send the link,

james@nasef.org, and jihan@nasef.org by **December 1st, 2024**

- **Once you have completed your plan, you will also be required to record a video:**

- Video Content:
 - *In 3 minutes or less* - give us an "MTV Cribbs" style tour of your esports scholastic learning space! If you are facilitating virtually / hybrid this year, share some insight into how you will be facilitating (i.e. Discord, Online LMS) and share examples!
 - Here are some guiding questions to help you get started:
 - *Which curriculum are you focusing on (MS, HS ELA, HS CTE, Custom)?*
 - *How do you organize your lesson plans?*
 - *What materials will you be utilizing in your space?*
 - *What games will you be playing?*
- Please upload your video to the same google drive here:
https://drive.google.com/drive/folders/1F-qU_ak5_3fHv1cLRaLtyw4vCuBy_mVO?usp=drive_link

Vision

A vision statement in our context can help frame a bigger picture “why” for the work you plan on doing this year. While having a vision statement is not necessary, a broader vision of what you want to accomplish provides a proverbial “mountain top” that you are climbing towards as you embark on this journey of integrating Scholastic Esports as well as your participation as a *Scholastic Fellow* this year.

Write out one or two sentences (3 sentences maximum) that summarize your overall goals for the year. It may be helpful to utilize the other tools of analysis, goal setting, and action planning first to help create a clearer picture that will help you craft this statement. Here are some guiding questions to help you get started:

Battle of the Oranges: Developing Esports Elementary Leveled League in Orange Public School District

- What values will your program bring to the community?
 - Will bring esports to my entire district, especially for the elementary level. Currently, only the middle school and high school have esports programs.
 - Creating a sub league with Garden State Esports between the school district of the “oranges” that will support district and state esports participation.
- What are your key focus areas?
 - Building relationship with leaders in my district and other district leads between the “oranges”
 - Hosting events such as Summits/PDs alongside GSE to aid spreading esports resources/support
 - Demonstrating the benefits of game based learning and esports by presenting at conferences
 - Sharing my presenting material to my district
- What is your main objective?
 - Host a week long esports event in my district to do I pilot view of esports on the elementary level
- What do you hope to accomplish over the course of the year?
 - Have four elementary schools in my district have the basic equipment to run an esports program
 - One being the school I work at

SWOT Analysis

Environmental Factors

- The goal is to have the school libraries in my district to have it run out of their programs
- Working to get at least 5 nintendo switches and class set Minecraft Education License

Opportunities

List out potential opportunities for your program

- I am meeting with my district's community engagement officer to create a week long esports event that will act as our pilot esports program
- Applying for any funding opportunities

Threats

List out potential threats for your program

- Lack of funding

Specific Factors

Strengths

List out your current program's strengths

- I am already pushing game based learning through my information literacy curriculum through my library
- My work with GSE gives me access to resources to share with my district

Strategies to make use of Opportunities through our Strengths

- Keep a running record of my success in my classroom and school community with the usage of games in the learning environment
- Continue to engage my community in impactful gaming initiatives/projects

Strategies to prevent Threats through our Strengths

- Continue to apply for funding
- Demonstrate to my district why we need the funding

Weaknesses

List out your current program's weaknesses

- Funding

Strategies to make use of Opportunities to minimize Weaknesses

- Talk to educational gaming communities for opportunities
- Look for funding resources in my district

Strategies to minimize the potential dangers lying in sectors where Weaknesses meet Threats

- Not staying stagnant when I do not see instance development
- Continue too stay positive and proactive

S.M.A.R.T. Goals**Specific***What do you want to accomplish?*

1. Get at least four elementary schools in my district to have the basic tools to start an active esports program for the 2025 - 2026 school year
2. Complete one esport season in my school
 - a. Either with GSE or NASEF

Measurable*How will you know when you have accomplished your goal?*

1. When each school has at least 5 nintendo switches and a class set of Minecraft Education license
2. When one of my classes in my school compete/complete and esports challenge ran through my school's library

Attainable*How can the goal be accomplished?*

1. By helping run a week long esports event in my district
2. By partnering esports challenges with my library lessons or through clubs I run

Relevant*Is the goal worthwhile? Will it meet your short-term and long-term goals?*

I believe it will meet both as I am making notable progress with getting esports rolling on an elementary level.

Timely*When will the goal be accomplished?*

	There will be various accomplishments through the course of the school year, but the ultimate timely goal will be June 2025 when the planned esports week long event will take place.
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Strategic Action Plan

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