Washington Office of Superintendent of
PUBLIC INSTRUCTION

OSPI Career & Technical Education Student Leadership Template

Program of Activities (POA)/Program of Work (POW)
Extended Learning Documentation

Student leadership development is an integral part of the Career and Technical Education (CTE) model enabling students to practice, develop, and demonstrate the knowledge and skills learned through the CTE course or program of study. Leadership skills empower each student to assume responsible roles in family, community, and business and industry environments. Through state recognized Career and Technical Student Organizations (CTSO's), students have leadership skill development opportunities available at the local, state, national and international level. Leadership equivalencies must be **equal to or exceed** the appropriate CTSO standards related to the specific program area, for 21st Century Skills integration. This equivalency should include opportunities for students to participate in community service activities related to this course, opportunities for students to participate in related leadership activities outside the classroom at the local, regional, state, and/or national level, and explain how students will be engaged in activities that extend learning beyond the classroom/laboratory into the community that provides real world value.

Course Information		
School District: East Valley School District #90	Building(s): East Valley High School	Instructor(s): Scott A. Barba
Program Area: Information Technology	CIP Code(s): 110201, 110204	School Year: 2025-2026

Minimum Qualifications Checklist – Leadership Organization

The minimum qualifications reflect the equivalency and align with the Washington State CTE 21st Century Leadership Skills while establishing the leadership organization and program components reflected in the Program of Work.

(All boxes must be checked and reflected in locally planned and developed events.)

☒ Student leadership structure established (Ex: elected officers, committee structure, group roles)

☒ Student-led organization (activities are planned, conducted, and evaluated by students)

☒ Activities are conducted under the management and/or supervision of a certified CTE instructor

Program Components Reflected in Program of Activities

(Check all boxes that apply.)

☒ Organization and Management	☒ Finance and Fundraising	☒ Student Recognition
☒ Planning and Evaluation	☒ Competitive Events	☒ Recreational and Social Activities
☒ Community Service	☒ Employability and Career Skills	☒ Public Relations and Advocacy
☒ Leadership Development or Demonstration		☐ Other

Annual Program of Activities				
Activities reflected should only address extended learning components of the program; these should be learning and teaching activities **related to the career and technical education course** or program competencies which occur **beyond the scheduled school day and/or school year** under the supervision of a certified CTE teacher. Activities should place emphasis on personal and group activities that improve life skills and align with 21st Century Leadership skills, encourage students to work together, and include cooperative activities with other groups that make the community a better place to live and work. Descriptions of activities must be specific to the course.				
National or State Events Leave blank if not attending any state or national events.				
Activity/Event	**Program Component**	**Description**	**Who/When** (Responsible lead/ expected completion date)	**Focused 21st Century Leadership Skill**
WSSEA/PlayVs Fall eSports	**Competitive Events** If "Other" chosen, describe here.	Fall season of competitive eSports are played against high schools in WA State (WSSEA) and Nationally (PlayVS) as students engage in sportsmanship and team building skills over the season.	Advisor manages and coaches eSports teams and organizes career explorations. Esports college students help with team building and coaching of teams. Fall season ends with both state and national online playoffs and championship series in December 2025.	9.A Interact Effectively with Others 1.B Work Creatively with Others 3.B Collaborate with Others 3.A Communicate Clearly 11.A Guide and Lead Others
WSSEA/PlayVs Spring eSports	**Competitive Events** If "Other" chosen, describe here.	Fall season of competitive eSports are played against high schools in WA State (WSSEA) and Nationally (PlayVS) as students engage in sportsmanship and team building skills over the season.	Advisor manages and coaches eSports teams and organizes career explorations. Esports college students help with team building and coaching of teams. Spring season ends with in-person State Championship in May 2026 and National	9.A Interact Effectively with Others 1.B Work Creatively with Others 3.B Collaborate with Others 3.A Communicate Clearly 11.A Guide and Lead Others

			playoffs and championship series.	
Locally Planned and Developed Events Sample activities/events should be removed if they do not accurately reflect the local Program of Activities. Additional locally planned and developed events are required in addition to the examples provided.				
Activity/Event	**Program Component**	**Description**	**Who/When** (Responsible lead/ expected completion date.)	**Focused 21st Century Leadership Skill**
WSSEA/PlayVs Fall eSports Career Series	**Career Skills** and **Public Relations and Advocacy**. If "Other" chosen, describe here.	Students engage in graphic design/digital media, business management, broadcasting and journalism. Students advocate/manage school eSports program and develop key career skills. They advocate for the program through competitive events hosted on a public YouTube Channel.	Advisor manages and organizes career explorations and helps students to lead and organize a successful eSports season Fall season ends with online playoffs and championship series in December 2025.	9.A Interact Effectively with Others 6.A Apply Technology Effectively 1.B Work Creatively with Others 3.B Collaborate with Others 3.A Communicate Clearly 5.B Create Media Products 8.C Be Self-Directed Learners 10.A Manage Products 10.B Produce Results 11.A Guide and Lead Others
WSSEA/PlayVs Spring eSports Career Series	**Career Skills** and **Public Relations and Advocacy**. If "Other" chosen, describe here.	Students engage in graphic design/digital media, business management, broadcasting and journalism. Students advocate/manage school eSports program and develop key career skills. They advocate for the program through competitive events hosted on a public YouTube Channel.	Advisor manages and organizes career explorations and helps students to lead and organize a successful eSports season Spring season ends with online playoffs and championship series in May 2026.	9.A Interact Effectively with Others 6.A Apply Technology Effectively 1.B Work Creatively with Others 3.B Collaborate with Others 3.A Communicate Clearly 5.B Create Media Products 8.C Be Self-Directed Learners 10.A Manage Products

				10.B Produce Results 11.A Guide and Lead Others
Election of ASB club officers	**Leadership Development** If "Other" chosen, describe here.	This is our initial meeting to establish eSports club officers for the 2025-26 school year and go over officer duties and roles.	Past ASB president and other officers are responsible leads. Expected completion date 9/18/25.	11.A Guide and Lead Others
Fall eSports Competitive Team Building	**Planning and Evaluation** If "Other" chosen, describe here.	Initial planning meeting to establish student interest in competitive teams, journalism team, marketing/graphic design team, game design/coding team, shoutcasting team, and video production team.	Club advisor is responsible lead. Expected completion date with all assembled teams 9/23/25.	1.B Work Creatively With Others
Quarterly Fundraising Meetings	**Financial and Fundraising** If "Other" chosen, describe here.	Quarterly meetings with club members to set and maintain fundraising activities. Activities include running school sports concessions, coffee fundraiser, and school-wide tournament events.	Club officers and advisor will facilitate meetings. Meetings to occur quarterly and end in May 2025.	4.B Use and Manage Information 12.B Financial, Economic, Business and Entrepreneurial Literacy
Game Design and Programming with Unity	**Employability and Career Skills** If "Other" chosen, describe here.	Students in AP and IB CS courses extend their knowledge of game design and programming in Unity as they work towards preparing for the Unity Programmer certification.	Advisor manages deployment of curriculum. Students' complete individualized gaming projects. Students meet T-Th weekly. Course ends in May 2025.	8.A Manage Goals and Time 8.B Work Independently 8.C Be Self-Directed Learners
Mid-Year STEM Awards	**Student Recognition**	Mid-year celebration of student achievements in leadership, teamwork,	Advisor to manage and host event. Students will design and create certificates and 3D	5.B. Create Media Products

	If "Other" chosen, describe here.	innovations in STEM, and career explorations.	printed awards. Date of completion TBD.	
End of Year Esports Awards	**Student Recognition** If "Other" chosen, describe here.	End of year celebration of eSports team achievements in leadership, player support and career explorations..	Students will manage and host entire event. This includes the design and creation of certificates and 3D printed awards. Date of completion TBD.	1.B Work Creatively with Others 2.C Make Judgements and Decisions 3.B Collaborate with Others 10.A Manage Products 10.B Produce Results 11.B Be Responsible to Others
Community Esports Fortnite Fridays	**Recreation and Social Activities** If "Other" chosen, describe here.	Students will organize and manage community eSports Fortnite Friday events for students, parents and staff at East Valley High School. Some events may be fundraisers, but most will promote a positive school culture/climate and help to get the word out about our school's unique Computer Science and Esports offerings.	Advisor will manage Fortnite Friday events. Students responsible for the organization and execution of the event including all social media posts. 1st scheduled event is Friday, October 24, 2025. This event will be Fortnite Friday and will continue once per month until May 2025.	1.A Think Creatively 1.B Work Creatively with Others 4.B Use and Manage Information 3.A Communicate Clearly 5.B Create Media Products 12.C Civic Literacy
Cyberbullying and Game Raging Awareness	**Community Service** If "Other" chosen, describe here.	Students will organize, design and create media (website/posters/digital signage/video) to raise awareness around cyberbullying topics that include examples in social	Advisor will organize work and assist with getting media to various platforms. Students will be responsible for creating and designing content. Date of completion set for November 14th, 2025.	1.A Think Creatively 1.B Work Creatively with Others 4.B Use and Manage Information 3.A Communicate Clearly 5.B Create Media Products

		media and gaming. This will be a school-wide campaign to help build a better student culture.		12.D. Health Literacy

Additional activities may be added to this template, as needed.
Submission of Program of Activities/Program of Work – Extended Learning Documentation template is assurance that the Program of Work is ***annually*** *planned and that associated activities are active on campus as a required component of the CTE educational program.*