DIGITAL SCHOOLHOUSE

together with

NINTENDO SWITCH

Tournament Starter Pack

In this tournament starter pack, you'll find everything you need to know about participating in the BBC Children in Need Just Dance for Pudsey.

Should you have any further queries about running an in-school tounrament, please don't hesitate to contact the Digital Schoolhouse team at dsh@ukie.org.uk.

Good luck and we hope to see you in the live final!

ukie   PlayStation   SEGA®   UBISOFT   OG Outright Games

Contents

About.

Who is Digital Schoolhouse?

Digital Schoolhouse together with Nintendo UK, uses play-based learning to engage the next generation of pupils and teachers with the Computing curriculum. Digital Schoolhouse is delivered by the UK games industry trade body Ukie and is backed by the video games industry and government. Sponsors include PlayStation®, SEGA, Ubisoft and Outright Games.

Digital Schoolhouse has proven that through immersive careers education, esports can help to engage students with developing digital skills and soft skills, as well as enabling future talent to aspire to careers they have yet to discover.

Learn more about Digital Schoolhouse on our website.

What is esports?

> esport *noun*
> plural noun: **esports**
> > a multiplayer video game played competitively for spectators, typically by professional gamers.
> > "Millions of people enjoy watching esports"

Esports is an emerging sector in the UK with increasing opportunities for careers. Millions of viewers watch esports via popular live streaming video platforms around the world. The global audience is estimated to be more than 400 million viewers, with global revenues exceeding $700m and prize pools in the millions of dollars.

Here's a taste of esports and its growing impact:

- Watch what's the future of esports? (BBC My World, 2020)
- Watch what is esports? (Global Esports, 2020)
- Watch our Esports Immersive Careers Education (Digital Schoolhouse, 2022)
- Watch our 60 second trailer (Digital Schoolhouse, 2018)
- Watch BBC Three broadcast esports tournament featuring Digital Schoolhouse (Newsround, 2017)
- Watch how video games skills can get you ahead (TED Talks, 2021)
- Watch why esports should be in the Olympics in 2024 (TED Talks, 2017)

DIGITAL SCHOOLHOUSE together with **NINTENDO SWITCH**

🔍 **Teachers! This is a good section to show your Senior Leadership Team!**

Ukie's Digital Schoolhouse together with Nintendo Switch, delivers its annual esports tournament to schools & colleges across the UK. Its aim, to provide an immersive careers education experience. Students aged 12-18 years can participate as players or fulfil professional roles crafted by the video games industry, for education.

81.8% of players said they were **more likely to participate** in other team sports as a result of taking part in the **DSH esports tournament.**

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With 99% of 8-15 year olds playing games, this tournament capitalises on the popularity of video games to engage a greater number of male and female students in STEAM subjects and Computing.

The tournament's impact is backed by the 2018 report by Digital Schoolhouse, Esports: Engaging Education[1]. Read the Esports: Engaging Education report.

93.94% of students said that taking part in the tournament made them **more interested in computer/ computing**

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87.88% of students said that taking part in the tournament made them **more interested in a career in the video games industry**

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[1] Esports: Engaging Education seeks to examine its potential impact on the participants of Digital Schoolhouse's esports tournament 2018. Digital Schoolhouse worked with Staffordshire University to develop a study that collected data using a number of methods, including questionnaires, case studies, discussion groups and informal feedback.

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The impact.

Taking part in the esports tournament has a significant positive impact on students. Findings from our 2018 report Esports: Engaging Education, show that participation with the tournament. Download the impact report to learn more.

In 2021, we also launched our junior tournament for 8-11 year olds. Read our pilot evaluation report.

Our key findings from these reports show that taking part in esports:

- Significantly improves student's soft skills, especially communication and team working

- Improves and increases friendship bonds, especially across year groups

- Increases student interest in participating in other physical team sports

- Increases interest in studying computing

- Improves careers education in school

How can I become a Digital Schoolhouse?

Digital Schoolhouse applications will open in January 2024.

Express your interest to join the programme here and in the meantime, stay tuned by following us on Twitter (@DigSchoolhouse).

How to run a tournament.

School Heats

This is the initial stage of the competition that will see the highest number of students participate. The aim is to whittle down your competing teams to a single team of two (with two reserves) who can then be crowned the winners of your school tournament and even be entered into a ballot to compete at the live show!

Technical requirements

All you need to take part is a smartphone, an internet-connected screen and a wifi connection. You can find more information about how to play here.

How to run a tournament

Just Dance Now will allow students to practice dancing along to a variety of songs. You might want to start your tournament by allowing students to compete individually. Maybe teachers could run class competitions as part of a PE lessons?

Esports resources

You can integrate esports into class time by delivering our free curriculum-aligned resources developed by some of our very own Lead Teachers. These will help introduce students to esports and structure your in-school tournament.

To be viable to enter the competition, teams will need to submit a score for one to the following songs:

- Radioactive – Imagine Dragons
- Eye of the Tiger – Survivor

Both songs will be available on the Just Dance Now app for free.

Once you've found your top performers, students can then compete in teams to battle it out for the top score. The team with the most points at the end of the song wins the battle and can be entered into the competition ballot draw.

Seek support from our Schoolhouses

If you enjoy using our resources as part of your lessons, you can reach out to one of Schoolhouses to book a workshop and discover new lessons structured around our innovative play-based learning approach to teaching computing.

How to enter the competition

Once you have run your in-school tournament, you can enter your winning players into the competition via a ballot to take part in the live TV final!

The ballot opens on Wednesday 27th September and closes on Monday 9th October, after which the winning team will be selected by a random generator.

If your entry is successful, your winning team will be invited to join the live show for the final on Friday 10th November.

Monitoring player behaviour

- Teams should be observed to avoid having offensive behaviours displayed.
- Offensive behaviour should not be tolerated; any offender being offered the choice to adhere to good manners or stop playing.

Tournament rules

Summary

Game	Just Dance Now
Platform	Any mobile device (preferably a mobile phone) in schools. Nintendo Switch at the live final.
Format	Teams of students can combine their collective score to enter the competition
Age of student participants	8-11 years old. This is a strict age limit and CiN reserve the right to withdraw participants that are not within this limit for the live final draw.
Team names	Each team needs a team nickname. These will remain constant throughout the tournament. Remember to keep it clean! We will be talking about you using the same name!

Getting started

Key considerations

Before you get started, it is important to emphasise that Digital Schoolhouse continues to encourage more female student engagement in computer science and the UK video games sector, including esports.

DSH believes that mixed teams and more familiarisation time should help to achieve more female participation in the competition. Please see below the ways in which you can maintain these key considerations throughout the tournament.

Mixed teams	Familiarisation time
Female students were underrepresented in the tournament. We believe that actively encouraging mixed teams should encourage more girls to get involved.	Unfamiliarity with esports or video games discouraged students from entering the esports tournament. We believe that building in more familiarisation time will remove any fear of the unknown and encourage more signups. 🔍 You can implement this easily by [downloading our lesson plans](#). You don't have to be a Computing teacher to deliver these lessons. Why not teach during tutor time or PSHE?
▪ Try to avoid any unconscious gender bias e.g. talking about the competition to male students explicitly ▪ Actively talk to female students about the tournament and promote the other job roles available (in additional to players) ▪ Incentivise mixed teams.	▪ Don't assume that students have knowledge of esports, even if they love games! ▪ Try to build in time i.e. in class, to familiarise students with the esports competition ▪ Allow students to practice dancing with a variety of songs before starting the school heats.

Playing games safely and responsibly

Schools are responsible for the safeguarding of participating pupils in the tournament. If you would like further guidance on playing games responsibly and safely, you can find more information below.

GET SMART ABOUT PLAY

PLAY games with your kids
LEARN about family controls
ASK what your kids think
YOU are in charge

ask about games
From The VSC Rating Board

Get Smart About P.L.A.Y.

The Get Smart About P.L.A.Y campaign aims to increase parent's confidence over play in their household by helping them to set limits on spend and screen time that work for their families. It provides parents and caregivers with a four-step process to help set parameters around play:

P   Play with your kids. Understand what they play and why.

L   Learn about family controls. Visit askaboutgames.com for simple step-by-step guides.

A   Ask what your kids think. Discuss ground rules before setting restrictions.

Y   You're in charge. Set restrictions that work for your family.

There are also a number of resources available to help parents manage play, including advice on how to set ground rules from psychologist Emma Kenny, a Family Game Database listing age-appropriate tiles and advice from family games expert Andy Robertson. Find out more about Get Smart About P.L.A.Y.

AskAboutGames

Askaboutgames is a joint venture between the VSC Rating Board and Ukie, run with input and advice from across the games industry, that aims to advise parents on the best ways to help their children play safe and sensibly.

It gives advice on how parents, carers and families can come together through play. It provides tips on how to activate family controls to help manage spend and play time in a way that works for them through the Get Smart About P.L.A.Y campaign.

It also provides valuable advice on game age ratings to ensure children are accessing age-appropriate games online and offline. Find out more about askaboutgames.

PEGI Age Ratings

The PEGI rating considers the age suitability of a game, not the level of difficulty.

A PEGI 3 game will not contain any inappropriate content but can sometimes be too difficult to master for younger children. Reversely, there are PEGI 18 games that are very easy to play, yet they contain elements that make them inappropriate for a younger audience.

PEGI is used and recognised throughout Europe and has the enthusiastic support of the European Commission. It is considered as a model of European harmonisation in the field of the protection of children. Find out more about PEGI.

Promote

To maximise awareness of the competition and to allow students - who aren't familiar with esports - time to get to know the tournament, keep spreading the word. Remember, word of mouth is one of the strongest forms of communication, so start with one class…

Tweet

Twitter is an incredibly powerful tool for engaging students and the school community en masse, instantly. Remember, everyone's newsfeed is constantly regenerating, so one, two or even three Tweets isn't enough. You need to be consistent and concise.

Use TweetDeck to schedule all your promotional tweets in one go! It's a free, browser-based dashboard that allows you to schedule all your tweets, over any period, therefore removing the extra worry of having to continually tweet.

Make the tournament visible

Why not get a student or group of students to produce some posters advertising the tournament. Here's some example copy that you might want to use in marketing materials:

Connect

PR and media

Let your local press know what your school or college is up to. Make it easier for them by providing a summary of your tournament.

Other methods can include:

- Updating your school website (a student can write the content!)
- Keep tweeting (and tagging relevant influencers)
- Keep spreading the word in school newsletters or local paper

Learn from real esports industry professionals!

One Minute Mentor (OMM) is a careers resource for discovering the breadth and depth of roles in the video games industry.

[Watch OMM videos from games professionals](#).

Tips and tricks.

How to get the best experience for your students. The following section is based on feedback from students and their participating teachers in the previous tournaments.

Practice time

Provide ample opportunities for students to practice. The more notice that students have, the more time they can spend learning to work together as a team.

Room layout

Choose the location for your tournament carefully. You may want to give spectators an indication of where to sit so that the players have enough room to focus on their play without disrupted viewing, whilst adhering to social distancing measures when appropriate. Remember that the Nintendo Switch can be used without a monitor, so you have a lot more flexibility with this tournament!

More teams

Be as inclusive as possible. Students want to participate, and for them the more teams the better. The limit on the number of your students should be based on the maximum number of students you can work your way through in the school heats stage of the tournament.

Share your story

Whether it's getting in touch with your local or regional press, adding content to your website or sharing on your school's Twitter, make sure you are documenting your journey.