

HPE215118 eSports (Community Sport and Recreation)

15 TCE Points



You will work through the following units as part of eSports:

Unit 1: Recreation Concepts

Explore communication, teamwork, and relationships in gaming. Examine how gaming connects communities by addressing social barriers, equity, diversity, and inclusion. Understand cultural and historical influences and how online groups, role models, and family shape identity.

Unit 2: Active and Healthy Lifestyles

Learn the role of fitness and nutrition in gaming. Create fitness plans, undergo testing, and explore ergonomics for healthy gaming. Engage in active gaming and adopt healthy eating habits for positive outcomes.

Unit 3: Individual and Team Games

Develop strategies, tactics, and coaching skills in individual and team games. Learn rules, scoring, and terminology while gaining insights into sport psychology and game theory. Practice equipment use and compete in tournaments.

Unit 4: Personal Development

Focus on growth through digital citizenship, goal setting, and teamwork. Foster inclusivity, address safety, and support others. Reflect on performance to improve as a player and teammate.

How you'll be assessed:

Common types of internal assessments are:

- Written reflections on individual and team performance in various games.
- Project-based assessments such as designing and presenting strategies for specific games.
- Practical skill demonstrations in tournaments or gaming sessions, showcasing teamwork and tactics.
- Research tasks exploring the cultural and historical aspects of gaming.
- Fitness plans and evaluations, incorporating healthy gaming habits.
- Group presentations on topics like digital citizenship, goal setting, or community engagement.

To be successful in this subject, students will need:

- Strong teamwork and communication skills to collaborate in gaming and group tasks.
- Critical thinking abilities to analyse strategies and tactics.
- Basic research and writing skills for reflections and research tasks.
- Commitment to self-improvement, including fitness and mental health habits.

COMPLETION OF WORK POLICY

Assessment due dates are provided in the Program of Learning and on Canvas. Work must be submitted by the due date unless an approved extension has been granted. Unapproved late submissions will incur penalties as outlined in the *Completion of Work Policy*. Students needing extensions should contact their subject teacher before the due date with valid reasons, such as illness or unforeseen circumstances.

For more details refer to the Launceston College: [Completion of Work Policy](#).

ACADEMIC INTEGRITY

All senior secondary students in Tasmania are expected to uphold academic integrity, meaning they complete their work honestly and fairly. This includes properly referencing any ideas, images, or information borrowed from others, allowing teachers to distinguish between original and sourced content.

Assignments will be submitted through Canvas, email, hard copy as directed in the task sheet.

For more details, refer to the Launceston College: [Academic Integrity Policy](#).

REFERENCING

The Harvard referencing system is recommended for eSports. The standards for criterion 1 state that a student must:

- create appropriate reference lists/bibliographies and use in-text referencing.
- clearly identifies the information, images, ideas and words of others used in the student's work.

COURSE DOCUMENT

The TASC website provides considerable information about the course. [Sport and Recreation Experiences - TASC](#)

Week	Date	Program of Learning 2025	Notes / Assessments
1	6 Feb	Code of conduct, class expectations, appropriate use of equipment, understanding the computer, problem-solving, year overview, gamer profiles, ergonomics and being safe	<i>Yr 11s and 12's return February 8 (Thursday)</i>
2	10 Feb	Code of conduct, class expectations, appropriate use of equipment, understanding the computer, problem-solving year overview, gamer profiles, ergonomics, being safe	
3	17 Feb	Introduction to health and fitness.	
4	24 Feb	Health, nutrition and fitness activities/journal	<i>Wed 26 Feb – Launceston Cup</i>
5	3 Mar	Health, nutrition and fitness activities/journal	
6	10 Mar	Health, nutrition and fitness activities/journal	<i>Mon 10 Mar – Public Holiday</i>
7	17 Mar	Communication, relationships and teamwork	Rocket League
8	24 Mar	Communication, relationships and teamwork	
9	31 Mar	Personal growth and wellbeing through digital citizenship, goal setting, and supporting others.	
10	7 Apr	Personal growth and wellbeing through digital citizenship, goal setting, and supporting others.	
Term 1 break – Saturday 12 April – Sunday 27 April			
1	28 Apr	Rules, scoring systems, and terminology of popular games	Need a list of games?????
2	5 May	Introduction to coaching	
3	12 May	Understanding of strategies, tactics, and coaching in both individual and team-based games.	Student choice of game
4	19 May	Practicing coaching/leading and game tactics	
5	26 May	Practicing coaching/leading and game tactics	
6	2 June	Practicing coaching/leading and game tactics	
7	9 June	Practicing coaching/leading and game tactics	<i>Mon 9 June – Public Holiday</i>
8	16 June	Cultural and historical aspects of gaming and understand how online groups, role models, family, and friends shape identity	
9	23 June	Cultural and historical aspects of gaming and understand how online groups, role models, family, and friends shape identity	Mid-Year Assessments Level 3 & 4 <i>Start Thursday 26th June – Thursday 3rd July</i>
10	30 June	Investigate how gaming connects communities by addressing social barriers, equity, diversity, and inclusion.	Mid-Year Assessments Level 3 & 4 <i>Start Thursday 26th June – Thursday 3rd July</i>
Term 2 break – Saturday 5 July – Sunday 20 July			
1	21 July	Game theory	
2	28 July	Fostering a positive and inclusive environment, addressing safety concerns, and volunteering to assist teammates.	
3	4 Aug	Fostering a positive and inclusive environment, addressing safety concerns, and volunteering to assist teammates.	
4	11 Aug	Tournaments – Investigating sport psychology	
5	18 Aug	Tournaments – Investigating sport psychology	
6	25 Aug	Tournaments	
7	1 Sep	Tournaments	
8	8 Sep	Tournaments	
9	15 Sep	Tournaments	
10	22 Sep	Tournaments	
Term 3 break – Saturday 27 September – Sunday 12 October			
1	13 Oct	Game Industry	
2	20 Oct	Game Industry	
3	27 Oct	Multifaceted Gaming Experiences	
4	3 Nov	Multifaceted Gaming Experiences	<i>Mon 3 Nov – Public Holiday</i>
Exams begin (Monday 10th November) - Exams end (Thursday 20th November)			

ASSESSMENT

Criterion-based assessment helps students see how well they're meeting course outcomes at the end of their study. While there is continuous feedback to guide learning, final assessments focus on showing what students have achieved by the end. Ratings are given as 'A', 'B', or 'C', based on course standards. A 't' indicates partial achievement below a 'C', and a 'z' means no evidence provided.

Schools follow TASC's quality assurance to keep standards consistent. More details are on the [TASC website](#). Final awards are based on both internal and TASC-supervised external assessments.

Criteria

The assessment for Sport and Recreation Experiences Level 1 will be based on whether the learner can:

1. Apply basic skills, techniques and safety practices appropriate to selected sport and recreation activities
2. Describe and use basic personal organisational skills
3. Communicate basic information and ideas about sport and recreation experiences
4. Recognise and contribute to building a sporting culture and environment that is positive, inclusive and supportive
5. Identify a range of motivating factors and actions that build and support lifelong involvement recreation activities
6. Identify and access a range of sport and recreation options for maintaining a healthy, active lifestyle
7. Identify and reflect on personal goals related to selected sport and recreation activities

Award Requirements

The final award will be determined by the Office of Tasmanian Assessment, Standards and Certification from 6 ratings.

The minimum requirements for an award in ***Community Sport and Recreation Level 2*** are as follows:

Exceptional Achievement (EA)

5 'A' ratings, 1 'B' rating

High Achievement (HA)

3 'A' ratings, 2 'B' ratings, 1 'C' rating

Commendable Achievement (CA)

4 'B' ratings, 2 'C' ratings

Satisfactory Achievement (SA)

5 'C' ratings

Preliminary Achievement (PA)

3 'C' ratings

A learner who otherwise achieves the rating for a SA (Satisfactory Achievement) award but who fails to show any evidence of achievement in one or more criteria ('z' notation) will be issued with a PA (Preliminary Achievement) award.