

POST-16 ESPORTS & GAMING COURSE



Course Information Pack



TAYLORED MENTORING SERVICES



TMS POST-16 COURSE

ESPORTS & GAMING



Welcome to the TMS Post-16 eSports & Gaming Course, an accredited qualification for young people with a passion for all things gaming and the eSports industry.

Education is about more than results. Developing self-confidence, strong relationships, and supporting one another are all part of the experience on this course. We encourage all of our learners to challenge themselves, develop their passions and work as a team – whilst they are and also whilst they aren't gaming!

With a unique blend of practical gaming, digital learning, and theoretical knowledge, this innovative course helps learners grow in confidence, knowledge, and develop essential skills for their future careers.

Dean Brooks

TMS eSports & Gaming Manager

ABOUT THE COURSE

Our flexible course structure enables learners to progress at their own pace, and blends practical and theoretical learning in a fun and tailored style.

The **OCN London L2 Award in eSports** and **L2 Certificate in Skills for Professions in Digital Industries and Technologies** equips our young people to progress into a successful career within the many roles available in the eSports industry, as well as wider career pathways within the IT and digital space.

The course runs for two and a half days per week, and learners will also progress through a functional skills and PSHE curriculum.

WHO IS THIS COURSE FOR?

This course is designed for learners aged 16-18 looking to improve their understanding, skills and knowledge of gaming and the eSports industry, and explore future careers within this and the wider digital sector.

GET IN TOUCH!

Email us at
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MEET THE TEAM



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eSports & Gaming
HLTA



Amie Taylor
Bridge Training
SEND & SEMH Manager

YEAR 1

OCN Level 2 Award in eSports

Who is this qualification for?

This qualification is designed for post-16 learners who aspire to develop skills and experiences to prepare them for possible careers in the eSports and Gaming industry.

Why choose this qualification?

This accredited level 2 course focuses on key aspects within the eSports industry, including competitive gaming, streaming, organising tournaments, social media marketing and administration. It is the perfect starting point for those who are interested in pursuing one of the many career pathways within the sector.

How is it delivered?

Sessions are delivered in short bursts to small groups and blended with opportunities for practical activities, competitive gaming, teamwork and enrichment.

The course is taught across two and a half days each week throughout the academic year, mirroring Gloucestershire school term times.



Modules on this course include:

- Understanding the esports and gaming industry
- Competitive gaming
- Planning events and tournaments
- Strategies for digital promotion
- Coordination and evaluation of events and tournaments
- Broadcasting and commentary
- Accessibility in eSports
- Health and nutrition

YEAR 2

OCN Level 2 Certificate in Skills for Professions in Digital Industries and Technologies

Who is this qualification for?

This qualification is an ideal progression pathway for post-16 learners who have completed the eSports Award. Having established an understanding of the industry, this level 2 certificate is tailored by our team to focus on eSports and Gaming.

Why choose this qualification?

Through achieving this certificate, learners will continue to learn about eSports and Gaming, whilst also developing essential digital competencies and skills that will further prepare them for career pathways within the digital sector!

How is it delivered?

Exactly the same as the year 1 course!



Modules on this course include:

- Collaboration and teamwork using digital technologies
- Networking, broadcasting and streaming
- Digital content creation
- Online safety within eSports and Gaming
- Emerging technologies within eSports
- Career planning and employability

HOW WE TEACH

The TMS eSports Course is designed to ensure every student feels involved and valued, and has an enjoyable and effective learning journey.

Our inclusive and trauma-informed teaching has practical, hands-on learning at heart. We immerse students in activities that boost their knowledge of the competitive gaming industry whilst applying their knowledge in real-world scenarios and projects. This dynamic approach makes learning fun and helps to transform a hobby into a passion and career prospect.

We create a learning environment where students can engage more deeply with the material being taught, and feel comfortable asking questions or seeking guidance when they need it. Small group teaching ensures every student gets the attention they need to thrive.

Students learn the importance of building connections and nurturing relationships – and workshops and networking opportunities inspire our young people to pursue a successful career in the digital world.

Tracking progress and achievements

Weekly targets help keep our learners motivated and on-track - as well as enabling us to monitor their progress and achievements. One-to-one tutorials encourage learners to discuss their progress and establish both short and long-term goals. These targets provide an effective way for learners to see their growth and development over time.

Supporting learners with SEND and additional needs

We recognise the importance of addressing every student's social, emotional, physical and psychological needs, and tailor our learning environments to address the requirements of students with special educational needs and disabilities (SEND).

By fostering an inclusive atmosphere we create opportunities for all learners to thrive through acceptance, collaboration and understanding. The TMS eSports team are committed to helping each and every student to enjoy their course and achieve their full potential.

PSHE (Personal, Social, Health Education)

Interactive weekly PSHE sessions focus on physical, social, health and education topics. We encourage participation in open discussions, group activities and real-life scenarios, to help students grasp the importance of these topics in their everyday lives.

OUR VALUES & ETHOS

The best results are achieved when learners are supported in all areas of their development. We take a holistic approach to learning that combines personal development with educational outcomes – empowering all learners to thrive.

We've created an inclusive environment where students feel comfortable interacting, socialising and forming relationships: boosting social, emotional, physical and psychological growth in the process.

Our work with young people is underpinned by three fundamental principles: tenacity, motivation and support.

Our values help to shape a positive learning environment – and provide a solid foundation for students to realise their full potential.



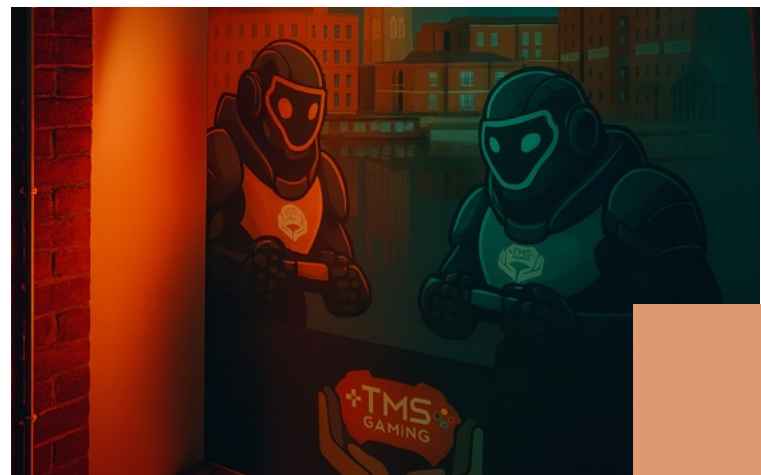
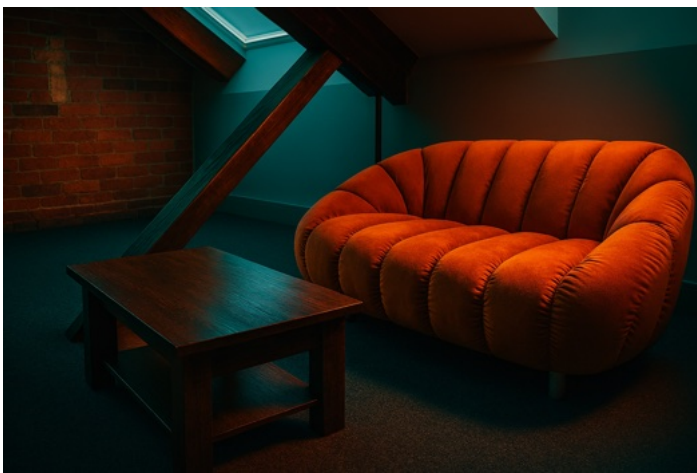
TENACITY is crucial for helping young adults confront and overcome obstacles, improve emotional and psychological resilience and develop a determined mindset. It encourages the dedication, effort and perseverance required to achieve their goals.



MOTIVATION is the driving force that empowers learners to take ownership of their development and become self-sufficient. We help them to discover their own motivation and inspire them to develop a lifelong passion for eSports and digital spaces.



SUPPORT is central to creating a safe, nurturing environment where learners thrive and feel seen, heard and valued. By embedding these values into our curriculum, we equip our students with the tools they need to successfully navigate their journey.



PROGRESSION & OPPORTUNITIES

The TMS eSports Course Post-16 is designed to kickstart exciting careers in the eSport and digital technologies sector.

It supports learners to apply for entry-level roles such as:

- Junior eSports Player
- Social Media Assistant
- Content Creator
- Streamer
- Junior Editor
- Events/Tournament Assistant
- Digital Assistant
- Studio Runner
- eSports Administrator

With continued training, learners can aspire to roles such as:

- Competitive Player
- Community Manager
- Events/Tournament Coordinator
- Marketing/PR Executive
- IT/Digital Support
- Data Analyst
- Production Manager
- Team Leader

Beyond these and our Sports courses, TMS and Bridge Training offer a Supported Internship that can assist in finding entry pathways into employment across a range of industries.

However, those who wish to undertake another eSports course could progress on to:

- Pearsons BTEC Level 2 Skills eSports

There are various other level 2 and level 3 qualifications within the Computing, IT and Digital vocations, such as System Support, Games Design/Development and Media Studies.

CAREERS & PSHE

We're committed to creating a warm, welcoming environment where learners can thrive.

As part of this commitment, we host weekly Careers and PSHE sessions that cover a wide range of fun and important topics related to personal development, physical health, social skills, emotional wellbeing and education.

Our friendly team help learners feel comfortable exploring these important subjects – and learners leave the sessions feeling informed, confident and prepared for whatever comes their way.

Our topics include:

- Future career pathways
- CVs and Interviews
- Employability skills
- Healthy Relationships
- Sex Education
- Coercive Control
- Online and Grooming
- Gangs and Knife Crime
- Drugs and Alcohol
- Health and Wellbeing
- County Lines

OUT IN THE COMMUNITY

Helping our learners grow in confidence is at the heart of what we do – and spending time in the community plays an important part in this.

Involvement in activities and trips help to build essential life skills such as teamwork, communication and social interaction.

Collaboration with local businesses

Events like the Gloucester and Cheltenham Jobs Fair at Kingsholm Rugby Club help our young people connect and collaborate with potential employers, and gain valuable and relevant experience in the process.

We also nurture networking opportunities with local businesses and schools, and encourage students to embrace the chance to develop valuable life skills and self-esteem.

Through this work, learners who aspire to progress into a Supported Internship have opportunities to identify and meet potential employers who can offer employment for the next stage of their educational journey.

OUR PARTNERS

We partner with trusted local businesses and organisations to fund and support our training, and to enrich the learning experience for our young people.

Thanks to our partners, learners will benefit from a high-spec digital playground within our setting and have access to the most up-to-date facilities, to harness their passion for gaming into a realistic career prospect.

OUR EDUCATION PARTNER



MORE OF OUR PARTNERS



Gloucestershire
COUNTY COUNCIL

CONTACT US



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