

# FUNDING OPTIONS FOR SCHOLASTIC ESPORTS



## NO BUDGET? NO PROBLEM!

Asking a principal, superintendent, or foundation/grant for money for esports won't go very far if they don't understand the tremendous benefits of esports.

Asking them for a scholastic program like *Gaming Concepts* that shows improvement in students' grades, attendance, and mental health in self-esteem and self-efficacy gets their attention and their spending money.

### ESSER FUNDS



#### Provisions

Purchasing educational technology (including hardware, software, and connectivity)

#### Mental Health Services

Resources to address the individual needs of the individual leader's school



### CTE/PERKINS

Schools can pay for esports labs using CTE funding Focusing your funding around CTE resources or curriculum like our STEM.org accredited *Gaming Concepts Fundamentals, Exploring Interactive Media, Shoutcasting, Streaming, and Cybersecurity* courses can benefit your esports programs as well



## CURRICULUM



*Gaming Concepts* is a course series that can be used as a class resource or a full curriculum that a school or district could pull from this funding line.

It's no different than purchasing an online textbook, *Teachers Pay Teachers* lessons, or other school subscriptions like Kahoot, typing.com, Quizizz, etc.

## FOUNDATIONS

Many schools have foundations that teachers can apply to and receive classroom grants.

Like grants, foundations want to see evidence-based data to show improvement in students in areas like grades, attendance, and mental health. *Gaming Concepts* can do that.



## ATTENDANCE



Some schools have line items in their budgets to use specifically for improving attendance.

Schools sometimes schedule CTE/STEM elective classes that incorporate scholastic gaming to motivate students to get to school on time for their favorite class.



## GRANTS

Grants in STEM and CTE are in abundance right now. The *Gaming Concepts* series is STEM.org approved and is written to meet CTE pathway standards. Grants want evidence-based research showing students' improvement as a result of what is being implemented. *Gaming Concepts* provides that research.



Need more ideas for growing an excellent scholastic gaming or esports program? Ask our education specialists for assistance. Visit [gamingconcepts.gg](https://gamingconcepts.gg) to schedule a time.