

30-60-90 Day School Esports Planning Worksheet

Use the first 90 days as a controlled pilot. Record evidence before deciding to continue, change, pause or scale.

SCHOOL

PROGRAMME OWNER

PILOT DATES

REVIEW TEAM

Days 1-30 - Design

Agree the purpose, owners and minimum safe operating conditions before launch.

Owner

Who is accountable for delivery, decisions, safeguarding coordination and reporting?

Objectives

Which two or three outcomes will guide the pilot? How will they be observed?

Participants

Age group, cohort size, access criteria, inclusion approach and student leadership roles.

Approved games

Titles, ratings, interactive features, accessibility and reasons for approval.

Safeguarding review

Accounts, chat, privacy, behaviour, supervision, incidents, parent information and local requirements.

IT readiness

Devices, network, filtering, updates, software, room, support owner and load-test result.

Budget

Existing assets, essential pilot costs, recurring costs, staffing and deferred improvements.

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Days 31-60 - Pilot

Run a manageable cohort, collect evidence and correct operating problems quickly.

Sessions

Dates, frequency, session structure, approved activities and planned breaks.

Attendance

Invited, attended, returned and participation patterns.

Roles

Player and non-player roles used; inclusion and rotation observations.

Feedback

Student, staff and parent feedback; what needs clarification or support?

Incidents and issues

Behaviour, safeguarding, wellbeing or communication concerns and actions taken.

Technical problems

Faults, access issues, latency, updates, support time and fixes.

Student work and evidence

Projects, reflections, broadcasts, analysis, leadership or event outputs collected.

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Days 61-90 - Evaluate

Review the evidence with leadership, IT and safeguarding or wellbeing staff.

Outcomes

What evidence relates to the original objectives? Avoid unsupported causal claims.

What worked

Programme design, participation, culture, learning, operations and communication strengths.

What failed

Activities, assumptions, technical choices or routines that did not work.

Changes required

Safeguarding, staffing, games, technology, timetable, budget or communication changes.

Next-term decision

☐ Scale

☐ Continue

☐ Change

☐ Pause

Decision summary, conditions and next action
