



Our Mission and Vision

We believe that through the Manor ISD gaming league, students will break down the stereotypes through the neutral platform of gaming.

- Promote relationship building through gameplay.
- Encourage career readiness and improve social skills.

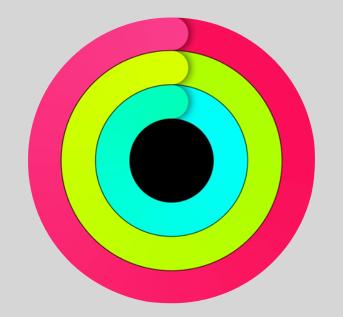




Ponies

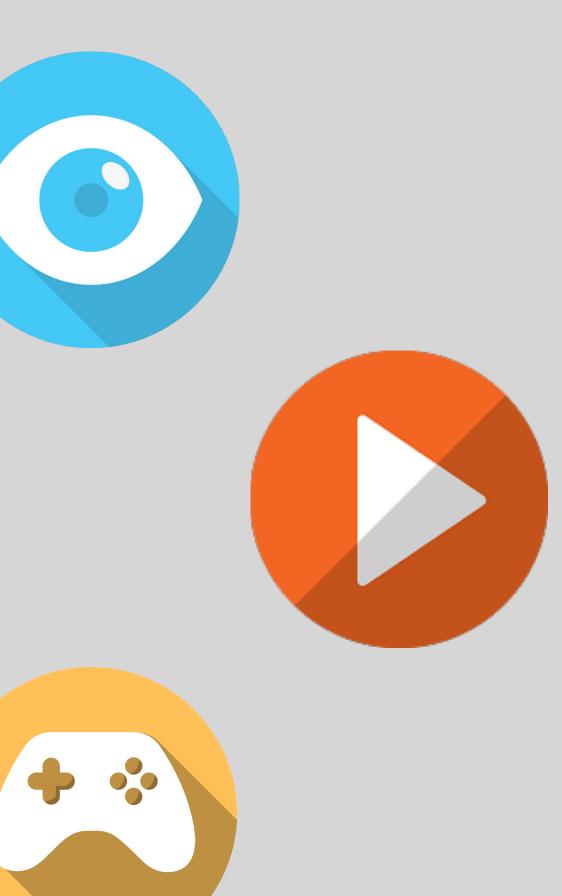
All Middle Schools



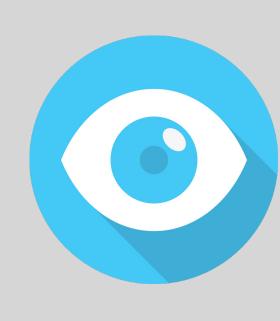


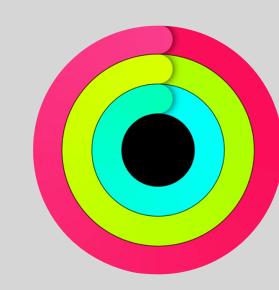
The Rotation Model

#MISDeSports

















Game Practice

Mindfulness & Eye Exercises

Actively moving game such as Just Dance

Film Review Station - Team strategizing





15 Minutes

Sitting meditation

Sit comfortably with your back straight, feet flat on the floor and hands in your lap. Breathing through your nose, focus on your breath moving in and out of your body. If physical sensations or thoughts interrupt your meditation, note the experience and then return your focus to your breath.

Focus Switching

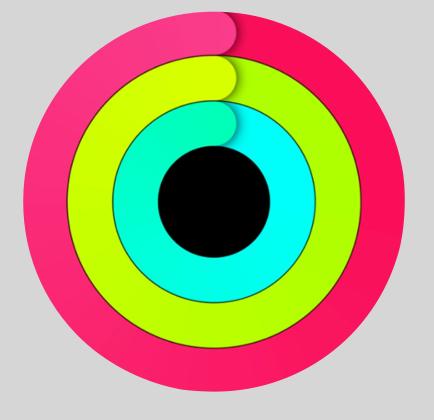
Hold out your arm with your fist in a thumbs up position. Breath in as you focus on your thumb, then breath out and focus on an object 5 to 10 meters away. Repeat this for 2 to 5 minutes.

Benefit: This will strengthen the muscles in your eyes over time and improve your vision overall.

Zoom Focus

Stretch out your arm with your fist in a thumbs up position. Focus on your thumb, now bring your thumb slowly closer to your face, all the time keeping focus on it. Stop once your thumb is 5inches in front of your face. Then move your thumb slowly back. Repeat this for 2 minutes. Benefit: This exercise will strengthen your focussing and your eye muscles in general.





Example:

Students will do physical activities including core muscle exercises and cardio

Nintendo Wii: Just Dance Go Noodle Timed Walks, Sit Ups & Push Ups

15 Minutes





15 Minutes

Example:

Teams w match va Teams c any othe website help the Teams a collabora docs tha

- Teams will strategize for their upcoming practice match vs another team in practice.
- Teams can utilize YouTube, social media, and any other school appropriate and approved
- website to look for strategies or moves that will help their team win a match.
- Teams are encouraged to discuss and
- collaborate on an online journal through google
- docs that they can refer back to at any time.





Example:

15 Minutes

- Teams will practice vs another team on one of two games depending on the game designation for that day.
- Teams will use the strategies they previously researched in the last station.





Super Smash Bros. is a series of crossover fighting video games published by Nintendo, and primarily features characters from various Nintendo franchises. Popular eSport format is Teams of 5 in a round robbing tournament with single elimination.

THE GAMES



Rocket League is a vehicular soccer video game developed and published by Psyonix and has become a very popular TEAM eSport game.





TEAM STRUCTURE



Teams of 3 for Rocket League

Teams of 3 will compete against each other in a Best out of 5 match with the finals being best out of 7.

Each Middle School can have up to 6 Teams per game to compete in the Manor ISD League



Teams of 5 for Super Smash Brothers Teams of 5 will compete in single elimination battles in a round robbing style game. Last team standing wins.





Members of the Manor ISD eSports League will have access to scheduled Video Game matches and game days as well as have the ability to play video games during non-scheduled times when available.

Members are required to have a positive academic standing, no F's on report cards, and present themselves in a positive light at all functions and outings associated with the eSports League.

Parent Permission Form

League Expectations



Research

The Social Benefits of Games Using Digital Games for SEL Assessment & Skill Building Soft Skills: Preparing kids for life after school

No Correlation between game play, weight or reduced grades

Positive Coping Mechanism



Thank You!

is modeled on.

"Gaming has the power to let people see each other beyond stereotypes imposed by society." - Josh Bound



Thank you to MISD CTO Alfredo Loredo & Instructional Technology **Department for supporting the program.**

Huge shout out to Josh Bound and the VGCUSA. Your model of bringing social and emotional learning to gaming is what is our program

