

# STEM FORGED

PLAY - LEARN - MAKE



## Scholastic Esports

# STEM FORGED ESPORTS PROGRAMS

Kids love games and need life skills. We teach them teamwork, collaboration, handling frustration, and leadership in a format they love. Teams can help boost school spirit, as well as generate excitement and pride among students, parents, and the community. NO GAMING EXPERIENCE REQUIRED.

Curriculum, IT Support, Software, and Coaches included.

## Subjects



Resilience



Strategy



Emotional  
Intelligence



Teamwork



Mental Health



Leadership



**We flip the script on gaming and esports to bring students an educational experience in social and emotional intelligence. Our esports teams learn to overcome the toxicity that is attributed to online games and replace it with goal-oriented, strategic teamwork, and learn the skills they need to lift each other up in and out of the game.**

**Grant Hathaway**  
STEM Forged CEO

# ESPORTS AND MENTAL HEALTH

## TODAY'S STUDENTS ARE IN A MENTAL HEALTH CRISIS

Students who spent two years of their youth in isolation are still recovering, and many of them have become more marginalized than before. Students who don't like traditional sports aren't engaged with school activities. Social-Emotional Wellbeing and Mental health of students is at an all-time low.

## STEM FORGED GIVES STUDENTS THE TOOLS TO DEVELOP SOCIALLY AND EMOTIONALLY

Our esports program brings an integrated social emotional learning regimen into the everyday practices, giving players actionable learning experiences that they practice alongside their game skills. We teach them to be emotionally resilient, self and socially aware, compassionate, strategic, and we do all of this while meeting them on their level with their favorite pastime.

## STUDENTS WILL GAIN BETTER OVERALL MENTAL HEALTH THROUGH ENGAGING SCHOOL ESPORTS PROGRAMS

While research has shown that recreational gaming can have negative effects, it also shows that organized esports has the reverse effect, demonstrating great results in improving students' mental health and social emotional wellbeing.



**It helps them see that they can do something with a passion they might already have. With technology what it is today the students are spending more time online and this gives them a more productive place to put that energy towards**

### DATA

The experimental group experienced an average reduction in depression symptoms of **57%** and **90%** of players agree that games bring joy through play. **79%** Inspire **87%** mental stimulation **87%** stress relief  
<https://news.ecu.edu/2011/02/01/1252/>  
<https://www.theesa.com/policy/screen-time/>



# THE STATE OF AFTERSCHOOL RESOURCES

## RESOURCES FOR AT-RISK AND UNDERSERVED YOUTH POPULATIONS ARE LIMITED

There are not always resources available to address the needs of at-risk-youth. Without the right resources, it's hard to have a program that students want to be a part of for extended periods of time. In most schools, staff aren't familiar with esports or even video games and their culture; and most of them aren't experienced with teaching meaningful lessons using them, either (understandably).

## STEM FORGED PROVIDES EXCEPTIONAL PROGRAMS FOR STRONGER CONNECTIONS

Students WANT to participate in esports programs, and our schools see kids from every demographic eager to join our teams; giving them a safe space and a feeling of belonging, while enriching them with meaningful skills. We provide your school with the expertise to build an exceptional, engaging, and very successful esports program and still give your staff the opportunity to build stronger connections with your students.



## SCHOOLS GAIN GREATER REACH TO ALL STUDENTS THROUGH ESPORTS

Students who spend time alone after school are more likely to exhibit at-risk behaviors; and at-risk youth disproportionately benefit from afterschool programs, giving them a safe place when they're out of school. When schools implement esports programs without the right expertise, they frequently fall into the trap of causing the same negatives for their students that appear in recreational gaming; toxicity, frustration, bullying.



**Giving them something they can do outside of school and having something for them to do after school, like with the esports program, is great so that we can keep them doing something positive.**

**That's what I appreciate about the STEM Forged coaches. It's not just about winning. We are here to monitor our behavior, and to get better at reacting, and all of those skills that sometimes people who don't understand why we put esports in schools don't realize. A big part of it is self regulation, communication, and all of those things.**

### DATA

GPA increases



esports clubs have shown on average to increase a student's GPA by 1.7 and attendance by **10%**.

<https://www.varsitiesportsfoundation.org/research>

Higher graduation rates, more class participation and greater social interaction with peers.

Exrta curricular activity participants reported better attendance than their non-participating classmates--half of them had no unexcused absences from school and half had never skipped a class, compared with one-third and two-fifths of nonparticipants, respectively.

<https://nces.ed.gov/pub95/web/95741.asp>

# ADDRESSING TEACHER SHORTAGES

## TEACHER SHORTAGES LIMIT OPPORTUNITIES FOR STUDENTS

Schools are facing an unprecedented level of teacher shortages. In many cases teachers, principals, and other staff are wearing multiple hats already; and asking them to learn and teach another student program isn't possible.

## STEM FORGED PROVIDES STUDENT PROGRAMS THAT INCLUDE REMOTE INSTRUCTORS

We put instructors in front of students to deliver the content, turning the role of a school staff member into a

supervisory one that requires no training, and can be doubled-up with their other responsibilities. Programs only require someone to stand-in as a supervisor for in-person students

## SCHOOLS GAIN MORE OPPORTUNITIES FOR STUDENTS, LESS WORKLOAD ON TEACHERS' SHOULDERS

Schools can easily expand their offers to students with exciting courses and student programs without the extra workload being placed on teachers' shoulders.



**We are in a little rural community here. So sometimes it's hard to bring in those extracurricular activities because our class sizes are so small. It's awesome that we have STEM Forged here so the kids can enjoy things they normally wouldn't be exposed to since we are in a smaller district.**



### DATA

Teacher Vacancies and resignations



**61%** of schools with vacancies report COVID-19 as a cause of vacancies



**44%** of public schools report teacher vacancies



**51%** of vacancies are through resignation

[https://nces.ed.gov/whatsnew/press\\_releases/3\\_3\\_2022.asp](https://nces.ed.gov/whatsnew/press_releases/3_3_2022.asp)





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