Activity: AVID Weekly Reading and Vocabulary

Week: May 18 – May 22

Grade 6

Class AVID

Teacher: Ms. Bull, Ms. Carter, Mr. Dedrick

Key Content/Modeling

• Summarizing what you’ve read.
• Determine the main idea of an article.
• Use multiple reading strategies.

You Try

• Read the provided article: This small Pennsylvania school wants to be the Notre Dame of esports.
• Answer questions, create a recruitment brochure

Show me what you know (Proof of learning)

Complete your work and e-mail pictures (or solutions) to your teachers.

Self-Assessment

Did I complete all of the tasks?
Did I try my best?

Priority Standard(s):

• Determine the main idea of grade appropriate text.
• Develop awareness of visuals.
• Use multiple reading strategies to better understand text.

What am I learning?

Summarizing what you’ve read.

Reading For Understanding

How do I know I learned?

Learning Evidence in 1-3 Descriptors

• I can concisely explain the information from the article in my own words, including the use of newly learned vocabulary.
• I completed the questions, reflection, and goal setting activities following the article.

Extra Learning Opportunities: Find another article of your own choosing online, pick a topic that interests you. Define important vocabulary terms in the reading, then create a tl;dr to summarize what you just read. Check out the companion video and complete the extension questions.
May 22, 2020

Essential Question: How do esports at the collegiate level compare to other traditional sports programs?

Quick Write - Take 90 Seconds to write in the provided space based on the given prompt:

What are esports? How do esports compare to traditional sports? How has the current health crisis affected both esports and traditional sports?

(Possible sentence stem - eSports are... eSports includes games like... eSports is different from traditional sports like football because... eSports is similar to traditional sports like football because... )

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**Vocabulary** - Define each word using a dictionary, google, or family member to help.

<table>
<thead>
<tr>
<th>Word</th>
<th>Definition</th>
</tr>
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<tbody>
<tr>
<td>Traditional</td>
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<tr>
<td>Approach</td>
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<tr>
<td>Regulatory</td>
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<tr>
<td>Culture</td>
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<tr>
<td>Team</td>
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Use as many of those vocabulary words as you can to make a single, coherent, authentic sentence.

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Many words have more than one meaning. While reading the text, use contextual clues to determine if the definitions that you found make sense within the provided article. If you find that your researched definition doesn’t make sense, use the space below to modify your definition to fit the meaning in the article.
Read

Read the article three times.

First read – Give yourself nine minutes to try and get the gist of the article. Read through the article without interruptions from start to finish.

Second read – Get organized! Number the paragraphs, underline all vocabulary words. Remember when numbering paragraphs you only need to identify the first couple words of each paragraph and put a number in the margin.

“HARRISBURG, Pa. – It’s not often” – 1, ”But that’s exactly” – 2, etc.

Third read – Write a summary that captures the main idea and sums up the gist of the article. Then complete the three questions, reflection, and goal setting following the article.
This small Pennsylvania school wants to be the Notre Dame of esports

SOURCE: The Washington Post By Alex Andrejev

It’s not often that Ohio State enters a sporting event against a smaller school as an underdog, especially when the competition comes from a recently founded science and technology college with an undergraduate enrollment of just 750 fulltime students.

But that’s exactly how Ohio State’s student newspaper, the Lantern, described its team.

“With no jerseys, scholarships or prior practice as a team, Ohio State League of Legends was the underdog heading into its semifinal match against Harrisburg University Team A,” student reporter Aaron Lien wrote in a recent article about a college esports tournament.

Through a traditional sports lens, it’s a ludicrous scenario: A school that has no other varsity sports teams is expected to beat a competitor that has an NCAA Division I athletic program with a budget of $175 million or more and a student body more than 10 times its size. But there is nothing traditional about esports, nor Harrisburg University.

The school’s esports training facility is state-of-the-art. DC comic books, Lego action figures and vibrating massage therapy balls lie scattered next to HP OMEN monitors and ergonomic gaming chairs. The 2,500-square-foot space, known as Stage 2, is a gamer’s haven.

Since 2017, Harrisburg has invested heavily in its esports program. In preparation for its inaugural season, the university embarked on a $750,000 project to build the on-campus facility. Harrisburg’s communications
director, Steve Infanti, estimated the total annual budget at $2 million for the esports teams, including coaching and staff salaries, facilities, technology, travel and event production.

The thinking behind the move is twofold. Investing in the emerging field of competitive gaming can help separate Harrisburg from other schools, giving it a way to appeal to students who otherwise may not have been interested in the tiny school in central Pennsylvania. Second, by aggressively moving into the territory, Harrisburg can establish its brand through gaming while other, better-known institutions with deeper coffers aren’t involved. If the university can establish a brand of excellence in college esports similar to what traditional powerhouses such as Alabama or Duke have done in football and basketball, the thinking goes, it can elevate the profile of the school as a whole.

“That’s why we have to move as quickly as we can to differentiate ourselves and to build a reputation,” said Eric Darr, the school’s president. “And in some sense, [the goal is to] become the Notre Dame of esports — a smaller, private, independent [university] that can keep pace and, on any given day, beat the big guys.”

The Harrisburg University Storm — the varsity esports program that fields teams in Overwatch, League of Legends and Hearthstone — has many points of pride. In the program’s first year, the Overwatch team won the 2019 ESPN Collegiate Esports Championship. The six players competing in the finals turned down offers from professional teams in the Overwatch League. The program also recently won an international Tempest Award for “Best Collegiate Esports Program,” beating out schools such as UC Berkeley, UC Irvine and Utah.
“It’s definitely increased the recognition for the university,” Darr said. “We’ve generated sponsorships for the team, so we’ve generated revenue in a way that we haven’t been able to before.” The school’s sponsorships include Intel, HP and D&H Distributing.

“There’s also programmatic opportunities for us, meaning expanding our academic programs to provide sports management and audio-video production programs to support esports events,” Darr added. “There’s a whole burgeoning and growing esports industry, and there’s a whole workforce that’s needed to support that industry. We’d like to be one of the universities that supports the education of that workforce.”

Harrisburg isn’t alone in its approach to using esports to attract students to a small school. Maryville University, based in St. Louis, won the Harrisburg University Esports Invitational in League of Legends and Overwatch. Full Sail University in Orlando and Robert Morris University Illinois in Chicago also have devoted significant resources to esports programs.

“Smaller schools are extremely interested [in adding programs] because of recruitment and retention,” said Victoria Horsley, head of marketing at the National Association of Collegiate Esports (NACE). The NACE is one of several esports regulatory operations at the college level. “They see esports is popular so they want to jump in and try to grab all the students in their market as soon as they can.”

As schools with larger student pools add esports programs, the Storm and its small school peers will face stiffer competition, in both their gaming matchups and recruiting. NACE membership nearly tripled to around 200 teams in the past year. Only a fifth of its members are
also Division I institutions in the NCAA, which has so far declined to govern collegiate esports.

“Some colleges are just kind of dipping their toe into esports,” said Chad Smeltz, the Storm’s program director. “They’re feeling it out because they know it’s something they should look into, but more schools are actually committing to it and wanting to do more.”

Smeltz, a former professional gamer and team manager, said the secret to the Storm’s success lies in how the university supports the program. For example, players are scouted online and selectively recruited, just as any other elite college athlete is. Each of the 26 roster members receives a full-tuition scholarship and housing stipend, which is better than what most athletic programs offer.

The players also commit to the program knowing they will undergo a demanding training and academic schedule, which includes mandatory physical training, regimented meal plans, study hall, four-hour daily practices and a full course-load in which they must maintain a 2.0 GPA to remain on the team.

“Our team here is no different than my experience I had as a college athlete,” said Ryan Korn, who runs the university’s high school partnerships program. “I had a full [scholarship] for football. The experiences [that players] have with regards to training, with having the work-life balance between their sport and college . . . that’s how it was for me.”

The program has rapidly claimed a spot within the university’s culture and the surrounding community. Students wear Storm gear to class. The school president knows each of the players on a first-name basis and
regularly attends their events. Classes were canceled for two days in September when the school hosted its invitational tournament, which drew 64 teams from across the country.

Joshua Street, also known by his gamertag, “LikeAMaws,” is a fourth-year player on the Storm’s League of Legends team. He said that while he doesn’t feel like a celebrity, he occasionally gets stopped by strangers when he’s walking around campus and is asked whether he’s on the team. When he says yes, the response is usually, “That’s so cool!” or “How is that?”

“The initial goal of having the scholarships and having all the players here on-site is to help foster a community,” Street said. “And I know that one of the drivers the school had for even creating this program is to kind of make Harrisburg flourish again.”

Darr agreed, saying he was inspired to launch the program last year in response to students’ growing interest in gaming. He wanted to create a program that would have a lasting impact.

“We couldn’t do what other people were doing,” Darr said. “Which is, ‘Here’s a glorified computer lab or a rehabbed classroom, and we’re going to call that the home of our esports.’ That’s not going to make an impact. That’s not going to raise brand awareness, and that’s just not good enough.”

So far, the university has done more than “good enough,” putting Harrisburg on the national (and even international) esports map. For now at least, the program is enjoying the view from above.

“I’m looking forward to big schools getting in,” Smeltz said. “When they get in, depending on the school, there
will probably be an attitude of, you know, ‘We’re Penn State’ or we’re this or whatever, ‘and we’re going to be the best.’ And they’re not going to be the best right off the bat, because it takes a lot of work to start up…

“It’s going to be kind of funny to see that adaptation.”

Reflection Questions

What are eSports?
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What are traditional sports?
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What does it mean to be “the Notre Dame of eSports?”
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Questions: After reading “This small Pennsylvania school wants to be the Notre Dame of esports” complete the following challenge.

Challenge – Design Your Own Collegiate eSports Team

Consider the following question:

What supports would assist college students struggling to maintain a balance between eSports practice and coursework?

While you imagine what your program would look like consider:

- What college would you join?
- What’s your team name?
- What’s your team logo?
- What does your team’s jersey look like?
- What games would your program play (Fortnite, Overwatch, League of Legends, World of Warcraft, Street Fighter, others)?
- How will you recruit people to join your program?
- What supports are offered to eAthletes?
- What networking opportunities will be provided by your program?
- Will your student athletes need to maintain a specific schedule?

Now it’s time to share what you’ve imagined by creating a representation of your vision.

- Format: Create a brochure.
- Content: Describe the eSports program that you created. Recruit new players to your eSports program. Include pictures of your team logo, and jersey.
Jersey Design Template

Front

Back
Extension: Complementary Video

This video shares an inside look at the world of eSports at Harrisburg University, as described in the article:


In the video they mention various supports and benefits present in the program. What are three of the supports and benefits for students that are shown or mentioned in the video?

1. ______________________________________________________
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2. ______________________________________________________
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3. ______________________________________________________
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Several students and program members compare eSports to traditional sports. Some even go so far as to state that there's no difference between eSports and traditional sports. What are some of the similarities and differences between traditional sports and eSports?

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<th>Similarities</th>
<th>Differences</th>
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