



Grade / Age: 13

Topic: Improvement of non-cognitive skills through e-sports

Subject area: Technology

Keywords: e-sports, non-cognitive skills

Single/ team work: Team

Language: Japanese

Duration: 4×50 minute period

Description of the Task:

Collaborating with students from other schools via online to explore how e-sports can foster non-cognitive skills

The Specifics:

1. students and teachers discuss the non-cognitive skills that could be fostered by e-sports at your school.
2. The teacher and the collaborating companies inform that students will also work with students from other schools on this project.
3. Students have online meetings with students from other schools for the first time (encouraged open-mindedness).
4. To deepen understanding of e-sports, teachers and students try to use it in practice in each school. Games should be played in groups of five players and include situations in which the players have to cooperate.
5. On the day of the game competition, the schools will be connected online, and students will be in charge of everything, including emceeing, sound, and lighting.

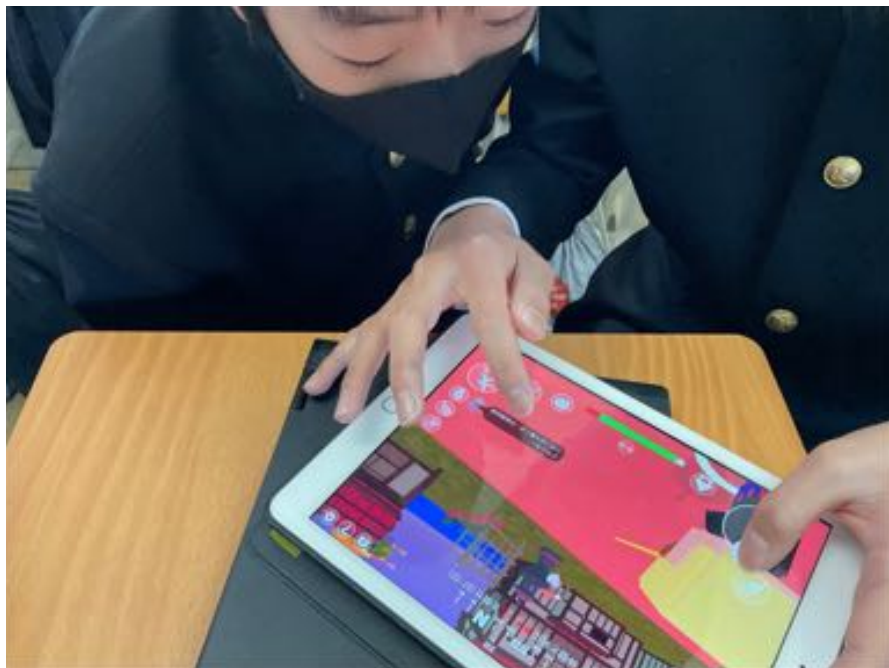
Solutions of the Task:

- Interaction with other schools



- Situations where you have to cooperate with your peers inevitably





- On the day of the competition



- Positive opportunities to play an active role provided, such as a MC



Prior knowledge:

Building better relationships with others, belief of e-sports for education

Comments:

There must be a value in working together with other schools, not just your own school.

It is essential to be willing to understand and cooperate with people you meet for the first time. We were able to nurture such non-cognitive skills in our students through the practice of e-sports.

Connection to other subjects/topics/areas:

Engineering, Art, spirit of inquiry