

BTEC
INTERNATIONAL
LEVEL 2 IN

ESPORTS

DEPORTES
ELECTRÓNICOS



MONTESORI BRITISH



MONTESORI
BRITISH



Pearson
Edexcel

Approved Centre

Introduction

The Pearson BTEC International Level 2 Esports programme is an introductory vocational qualification designed to provide students with a solid foundation in the rapidly growing esports sector. It combines theoretical understanding with practical application, allowing learners to explore key aspects of esports, including gameplay, event organisation, and the wider industry.

This programme is intended for students at an early stage of their academic journey, supporting progression to Level 3 studies while developing essential knowledge and skills relevant to esports and related industries.

The qualification follows a learner-centred and applied approach, where students engage in project-based learning and real-world scenarios. Through this, learners develop an understanding of how esports operates as both a competitive activity and a professional industry.

The approach is practical and exploratory, encouraging students to build confidence, develop teamwork and communication skills, and understand the foundations of performance, strategy, and organisation within esports environments.

Qualification to develop a professional career

The BTEC Level 2 in Esports provides an accessible introduction to the esports industry, enabling students to develop both foundational knowledge and practical skills across a variety of areas.

This qualification allows learners to explore topics in esports games, event planning, streaming, teamwork, and the structure of the esports industry. It is ideal for those who are interested in progressing towards careers in esports or related fields such as digital media, business, or technology.

The programme supports progression to Level 3 Esports qualifications, where students can further specialise and deepen their understanding. It also helps develop transferable skills that are valuable across multiple professional contexts.

Montessori British offers this Pearson Edexcel qualification both online and at our in-person centres (UK or Spain), where we provide an Erdkinder or Montessori residential experience with very limited places.

Within our residences, we combine academic learning and scientific training with practical life skills, encouraging independence, responsibility, critical thinking, and personal growth.

Transferable skills

In recent years, higher education institutions and employers have consistently highlighted the need for students to develop a range of transferable skills that will enable them to respond confidently to the demands of university studies and the world of work.

The Organization for Economic Cooperation and Development (OECD) defines skills or competencies as "the set of knowledge, attributes and abilities that can be learned and that allow individuals to successfully and consistently perform an activity or task and that can be developed and expanded through learning."

The Pearson BTEC Level 2 Esports programme emphasises the development of transferable skills alongside sector-specific knowledge, preparing students for further education and future employment.

They enable students to adapt to further education and the evolving demands of the workplace. The programme develops competencies through practical, project-based learning and creative exploration.

These transferable skills that we develop together with the technical content are classified as: cognitive, intrapersonal and interpersonal.

Within the COGNITIVE skills, we have:

- Cognitive Strategies and Processes
 - Critical thinking
 - Troubleshooting
 - Analysis
 - Reasoning/Argumentation
 - Interpretation
 - Decision making
 - Adaptive learning
 - Executive function
- Creativity
 - Inventiveness
 - Innovation

On the other hand, we have the INTRAPERSONAL skills:

- Intellectual Openness
 - Adaptability
 - Social and Personal Responsibility
 - Continuous Learning
 - Curiosity
 - Intellectual Interest
- Work Ethic/Self-Awareness
 - Initiative
 - Self-management
 - Responsibility
 - Perseverance
 - Productivity
 - Metacognition
 - Ethics
 - Integrity
- Intrinsic Motivation
 - Self-assessment
 - Self-reinforcement
 - Life Purpose
- And finally, the INTERPERSONAL skills we work on are:
 - Teamwork and Collaboration
 - Communication
 - Collaboration
 - Agile Model
 - Cooperation
 - Interpersonal Skills
 - Empathy/Perspective taking
 - Negotiation
 - Leadership
 - Responsibility
 - Assertive Communication
 - Self-image

Comprehensive education

Esports education introduces students to the structure and dynamics of a rapidly evolving global industry. Learners explore the roles, organisations, and systems that make up the esports ecosystem, including teams, tournaments, publishers, sponsors, and media platforms. Through this, they begin to understand how competitive gaming operates beyond gameplay, recognising its professional, commercial, and cultural dimensions.

1. **Understanding of the Esports Industry:** Students develop a foundational understanding of the esports ecosystem, including teams, tournaments, organisations, and professional roles. They explore how esports operates as a global and rapidly evolving industry, gaining insight into its competitive, commercial, and media aspects. This knowledge allows learners to contextualise their practical work and better understand potential career pathways.
2. **Introduction to Gameplay and Performance:** Learners are introduced to the core principles of gameplay, including basic strategies, communication, and performance analysis. Through practice and reflection, students begin to understand how to improve individual and team performance, make decisions under pressure, and adapt to different in-game situations.
3. **Development of Practical Skills:** The programme provides opportunities to develop practical skills such as streaming, content creation, and event planning. Students gain hands-on experience using digital tools and platforms, helping them understand how different roles function within esports environments and building confidence in applying technical skills.
4. **Problem Solving and Strategic Thinking:** Students are encouraged to analyse situations, identify challenges, and develop effective solutions. Through gameplay and project-based activities, they learn to think strategically, adapt their approach, and respond to both expected and unexpected outcomes, fostering resilience and confidence.

5. Communication and Teamwork: Collaboration is a central element of esports. Students work in teams, developing effective communication skills, sharing responsibilities, and working towards common objectives. They also learn to give and receive feedback and manage team dynamics in a constructive and respectful way.
6. Planning and Organisation: Students develop organisational skills through structured activities such as planning esports events and managing projects. They learn to manage time, resources, and roles effectively, understanding the importance of preparation, coordination, and working towards deadlines.
7. Awareness of Professional and Ethical Contexts: Learners are introduced to professional standards within esports, including fair play, respect, and responsible online behaviour. They also explore the importance of health and wellbeing, promoting balanced participation and developing awareness of healthy habits in digital environments.

Students also gain awareness of career pathways within esports, such as players, coaches, analysts, event organisers, and content creators. This foundational understanding helps learners contextualise their practical activities within a real-world framework and supports informed decision-making about future progression.

In our Erdkinder programme, we complement the Pearson curriculum with activities adapted to each student's needs, including scientific workshops, project-based learning, practical life skills, cooking, meditation, calisthenics, hiking, and more.

Cultural education is also essential and is fostered through expert talks, science forums, visits to relevant institutions, and both classical and contemporary scientific activities.

See below the section "Erdkinder"

Professional outings

The BTEC Level 2 in Esports provides a foundation for progression into further education and future careers within the esports and digital industries.

The primary progression route is towards Level 3 qualifications in Esports, where students can specialise in areas such as performance, coaching, event management, or content creation.

Through this qualification, students gain an understanding of different roles within the esports industry, including players, coaches, analysts, event organisers, and content creators. They also develop essential skills such as teamwork, communication, and project management, which are highly valued across many sectors.

This qualification can also support progression into related fields such as media, business, sports, and technology, as well as entry-level roles or apprenticeships in digital and creative industries.

Subjects

Some of the core areas you will study in the Pearson BTEC Level 2 Esports include:

- Introduction to Esports
- Esports Skills, Strategies and Analysis
- Esports Events
- Streaming for Esports
- Health and Wellbeing in Esports
- The Esports Industry

These units allow students to develop a broad understanding of esports while gaining practical experience and transferable skills.

More information

For further insights into the curriculum based on Pearson standards for this program, [click here](#).

Equivalences of studies

BTEC Level 2 is an official British qualification with GCSE equivalencies (British secondary education).

This Level 2 BTEC is divided into several grades that can be extended later and continued during high school with Level 3.

Assessment is primarily based on coursework and project work, with a strong emphasis on practical application, creative development, and continuous assessment rather than final exams.

Grade	It is equivalent to	Course
Award	1 GCSE	Year 9
Certificate	2 GCSE	Year 10
Extended Certificate	3 GCSE	Year 11

The equivalences are not cumulative. For example, completing the Award gives a qualification equivalent to 1 GCSE, while completing the Extended Certificate gives the full equivalence of 3 GCSEs.

It is not mandatory to take the Award before the Certificate, but progression to the Extended Certificate requires completion of the Certificate.



MONTESSORI BRITISH

Montessori British is a centre that offers various virtual, residential and in-person programmes, with physical locations in Omagh (UK) and Murcia (Spain).

Accredited by Pearson Edexcel, it was founded by Mercedes Gil in 2014 and its Head of Studies is Azucena Caballero, co-founder of Pedagogía Blanca.

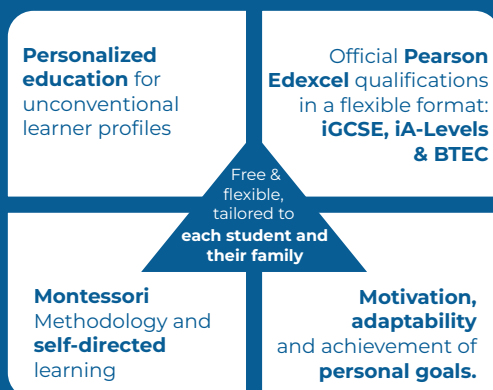
The school's main objectives include offering an alternative, free and flexible system that adapts to the needs of students and their families.

We bring an innovative and personalized programs for students who approach education in an unconventional way. Our typical students are digital nomads, world-traveling families, athletes, artists, gifted students, homeschoolers, and worldschoolers.

We offer the world-renowned Pearson Edexcel qualifications (iGCSE, iA-Levels and BTECS) which can be prepared independently, as private candidates at our official exam centre (in Murcia, Spain), online or in a hybrid mode from one of our Montessori Residences (Erdkinder), and a Montessori Primary programme based on the UK National Curriculum.

Our methodology includes tools from Montessori Pedagogy, the Agile model, self-directed learning, self-education, creativity and a global mindset. We want our students to achieve everything they set out to do: go to university, start their own successful businesses, pursue a professional or artistic career or work for the best companies in the world.

We can help restore confidence and motivation for studies. Geographical relocation, chronological freedom, adaptation to cognitive styles. We know that each student is different and we will adapt as much as possible the elements necessary to obtain a qualification that allows you to achieve everything you set out to do.





Pearson | Edexcel

Approved Centre



MONTESSORI BRITISH

PEARSON EDEXCEL

As a Pearson Edexcel authorized center, we have several levels of studies, which although we consider independent of age, have the equivalence with the Spanish system:

- iGCSE - we prepare subjects for secondary school approval, focusing on the most important content to ensure maximum results in the shortest possible time. Spanish, English, Mathematics, Geography and Science.
- iAlevels - we prepare you to obtain the equivalence to the Baccalaureate and access university courses all over the world. To access Spanish universities, it is necessary to obtain accreditation through Unedassis and, depending on the studies, perhaps take a general entrance exam from the British system (a simplified selectivity) or a specific one from the university of choice.
- iBTEC - we teach Business and Technology Education Council courses across a range of subjects and levels.

MONTESSORI
BRITISH



Programa Nomad+ (Online)

Our Nomad+ program allows you to travel and move around the world while maintaining your school relationships and personalized curriculum, without having to change schools, classmates, teachers, etc.

Putting the student at the center, we believe that the curriculum should be personalized and independent of age, sex, location, etc.

We offer online lessons in the morning and afternoon, depending on the program, between 1 and 5 lessons per day (in blocks of about 50 minutes). Our teachers are trained to achieve meaningful learning in students.

Students are involved in interesting and purposeful projects, they can progress independently but do not have homework or exams as a central part of the assessment.

The language of instruction is English in most programs, but we can also integrate Spanish and a multilingual platform.

Classes are held online, daily, and allow students to have the same group of classmates, teachers, progress monitoring, curriculum, etc. wherever they are: traveling, in a residence far from the school, in our Erdkinder...

No problem!



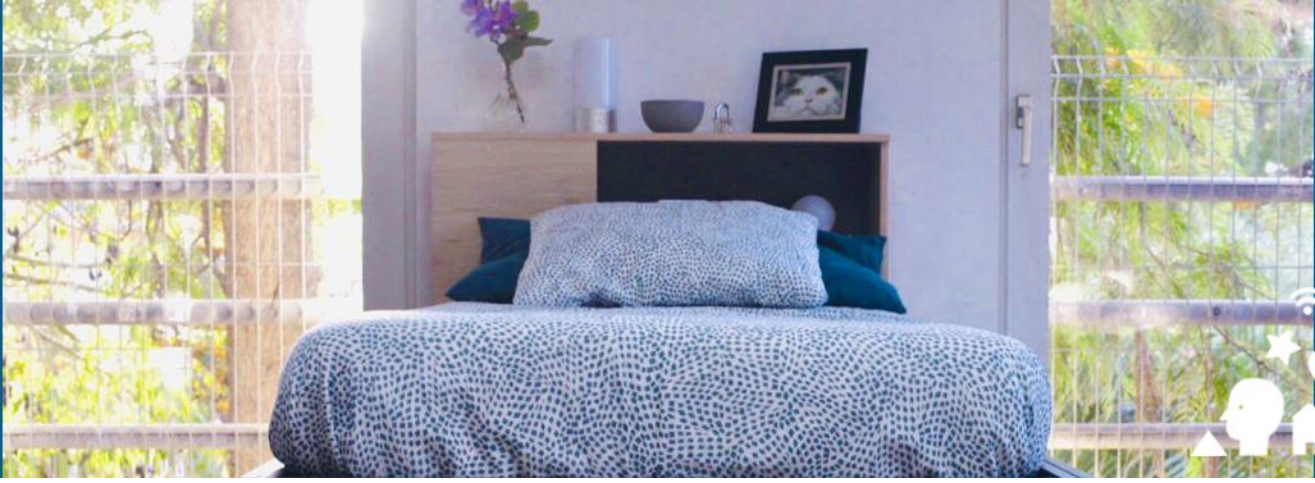
Erdkinder (Montessori Residence)

Erdkinder is a German term that refers to an education based on nature and real life, which focuses on the real needs of adolescents. It means "Children of the Earth" and Montessori chose it for the Secondary School program because of the idea of working productively, with the hands, with effective and real work.

Our Erdkinder is a secondary education programme that focuses on practical education and nature, and takes place in an outdoor environment, at our physical centres in the United Kingdom or Spain.

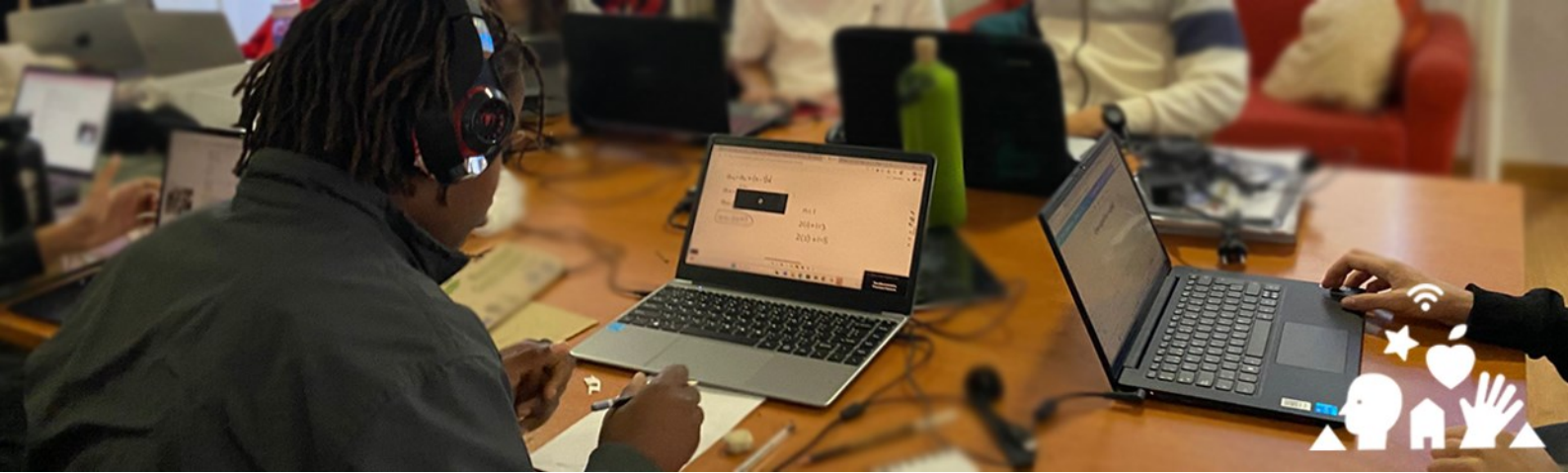
Among the reasons why we know that the Erdkinder program is the perfect complement to the academic and professional training we offer, are:

- **Development of practical skills:** Practical skills are acquired that are important in real life, such as farming, cooking, carpentry, gardening, mechanics, electricity, etc. These skills can help one become more independent and self-sufficient.
- **Fostering Responsibility:** Everything is geared towards being responsible for one's own learning and well-being. The program provides the opportunity to make decisions and assume responsibilities that are essential for one's own growth and development.
- **Social development:** Students work in teams and learn to collaborate with others to carry out projects. They also learn to respect and care for the environment and natural resources, which helps them develop a social and environmental awareness, and to find their purpose in life and to orient themselves at all levels: professional and personal.



Erdkinder (Montessori Residence)

- Practical and meaningful learning: The foundation is learning by doing and experiencing. The program focuses on practical experience and meaningful learning, which means that adolescents learn in a way that makes sense to them and that they can apply to their everyday lives.
- Emotional development: Responsible freedom implies greater self-confidence. Our students also learn to manage stress and anxiety, and develop a greater ability to cope with life's challenges and problems.



Hybrid model

Montessori British's hybrid classroom model combines the best of in-person and online education to provide students with a comprehensive and flexible educational experience. This approach is tailored to students' individual needs and preferences, allowing them to get the most out of their learning.

In the hybrid class model, students have the option to attend in-person classes at the Montessori British educational center or participate in online classes from the comfort of their home. This flexibility allows students to adapt their schedule and learning environment to their personal needs.

During in-person classes, students have the opportunity to interact directly with their peers and participate in hands-on activities.

Furthermore, the Montessori British hybrid classroom model focuses on the comprehensive development of students, not only in the academic aspect, but also in the development of practical, emotional and social skills. Project-based learning, problem solving and creativity are promoted.

In summary, Montessori British's hybrid classroom model combines the best of in-person and online education to provide students with a flexible and personalized educational experience. This approach is based on the principles of Montessori pedagogy and promotes the holistic development of students, adapting to their individual needs and encouraging their autonomy and collaboration.



BTEC INTERNATIONAL LEVEL 2 IN ESPORTS



MONTESSORI BRITISH



**Pearson
Edexcel**

Approved Centre

WWW.MONTESSORIBRITISH.COM