

**BTEC
INTERNATIONAL
LEVEL 3 IN**

ESPORTS

**DEPORTES
ELECTRÓNICOS**

MONTESSORI BRITISH



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**Pearson
Edexcel**

Approved Centre

Introduction

The Pearson BTEC International Level 3 Esports programme is an international qualification designed to provide students with a comprehensive understanding of the esports industry, combining theoretical knowledge, technical skills, and applied practice.

This programme prepares students for progression to university studies in areas related to esports, digital media, business, and technology, as well as for their gradual integration into professional esports and digital environments.

The qualification is structured around a holistic and industry-focused approach, encouraging students to explore gameplay, performance, event management, and content creation while engaging with real-world scenarios and industry practices.

The approach is practical and project-based, fostering the ability to analyse performance, solve problems, manage projects, and communicate effectively within competitive and professional esports contexts.

Qualification to develop a professional career

The BTEC Level 3 in Esports qualification offers students the opportunity to explore and develop their knowledge and skills across a broad range of areas within the esports and digital sectors.

This qualification provides a strong foundation in both theoretical and practical aspects of esports, including performance analysis, event organisation, streaming, and the structure of the industry. It is ideal for students wishing to pursue careers in areas such as professional gaming, coaching, content creation, event management, esports marketing, or related digital industries, as well as for those seeking to develop transferable skills applicable 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 the development of 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."

In the context of Esports, students develop cognitive, intrapersonal, and interpersonal skills alongside technical, digital, and communication abilities. These competencies are embedded throughout teaching, learning, and assessment.

The competencies have been interpreted for this option to ensure that they are appropriate for the subject. All competencies listed are evident or accessible in the teaching, learning and/or assessment of the qualifications.

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

The study of Esports has a significant and transformative impact on students, as it combines digital competence, strategic thinking, and collaborative practice, in alignment with the values of the Pearson Edexcel BTEC Level 3 Esports qualification. This programme not only develops technical and industry-specific abilities but also contributes to students' intellectual, social, and personal growth, preparing them for both further education and professional environments.

1. **Understanding of the Esports Industry:** Students develop an in-depth understanding of the esports ecosystem, including its structure, key stakeholders, and global relevance. They explore how teams, organisations, tournaments, sponsors, and media platforms interact, gaining insight into both the competitive and commercial dimensions of the industry. This knowledge enables learners to contextualise their work within real-world environments and develop a clearer vision of potential academic and career pathways.
2. **Gameplay, Performance and Analysis:** Learners build a strong understanding of gameplay mechanics, strategies, and performance improvement. They analyse gameplay scenarios, evaluate decisions, and apply tactical thinking to enhance both individual and team performance. This process develops focus, discipline, and the ability to make informed decisions under pressure, while also encouraging continuous improvement through reflection.
3. **Technical and Practical Skills Development:** The programme provides opportunities to develop practical skills such as streaming, content creation, broadcasting, and event production. Students work with digital tools and platforms commonly used in the esports sector, gaining hands-on experience that reflects real industry practices. This helps them build confidence in applying technical knowledge within structured and purposeful contexts.
4. **Problem Solving and Strategic Thinking:** Students engage in activities that require analysis, planning, and adaptability. They learn to evaluate complex situations, anticipate challenges, and develop effective strategies in both competitive gameplay and organisational tasks. This fosters resilience, critical thinking, and the ability to respond constructively to changing circumstances.
5. **Communication and Teamwork:** Collaboration is a fundamental aspect of esports. Students work in teams to complete projects and competitive

tasks, developing clear and effective communication skills. They learn to coordinate roles, share responsibilities, and resolve conflicts in a professional and respectful manner, strengthening their ability to work within diverse teams.

6. Planning and Organisation: Students develop strong organisational skills through project-based work, such as planning esports events, managing productions, and coordinating team activities. They learn to manage time, resources, and workflows efficiently, while understanding the importance of preparation, structure, and meeting deadlines in professional contexts.
7. Professionalism, Ethics and Wellbeing: Learners develop an understanding of professional standards within esports, including fair play, ethical behaviour, and responsible online conduct. They also explore the importance of health and wellbeing, recognising the need for balance, mental resilience, and sustainable participation in digital environments.

In summary, the study of Esports promotes strategic thinking, collaboration, digital literacy, and responsibility. These competencies are essential for the holistic development of students and provide a strong foundation for future academic and professional pathways.

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

Cultural education is also essential and is fostered through expert talks, film forums, museum visits, and both classical and contemporary artistic activities.

See below the section "Erdkinder"

Professional outings

The BTEC Level 3 in Esports provides a strong foundation for both higher education and diverse careers within the esports and digital industries, including professional gaming, coaching, event management, content creation, broadcasting, and esports marketing.

A central feature of the qualification is its practical and applied approach, ensuring students graduate with a portfolio of work and project experience that serves as a competitive advantage for university applications and employment opportunities. The programme emphasises industry-readiness by simulating real-world scenarios such as organising events, analysing performance, and producing digital content.

It also introduces students to professional practices and entrepreneurship, preparing them for freelance opportunities, specialised roles within esports organisations, or further academic study in related fields such as media, business, or technology.

Subjects

Some of the core areas you will study in the Pearson Edexcel BTEC Level 3 Esports include:

- Esports Skills, Strategies and Analysis
- Esports Events
- Streaming for Esports
- Esports Business Applications
- Health, Wellbeing and Fitness for Esports Players
- Enterprise and Entrepreneurship in the Esports Industry
- Esports Coaching
- Esports Research Project

These areas allow students to develop their skills across different aspects of the esports industry while building practical experience and professional competencies.

More information

For further insights into the curriculum based on Pearson standards for this program, [click here](https://www.montessoribritish.com).

Equivalences of studies

The BTEC Level 3 is an official British qualification with equivalence to A Levels (British Baccalaureate).

This Level 3 BTEC is divided into different stages that can be extended and continued after secondary education with Level 4.

Assessment is based entirely on coursework, focusing on practical projects, portfolio development, and creative outcomes.

Grade	It is equivalent to	Course
Foundation Diploma	1,5 A Levels	Year 12
Extended Diploma	3 A Levels	Year 13

The equivalences are not cumulative. Upon completion of the Foundation Diploma, students obtain a qualification equivalent to 1.5 A Levels. If they continue to Year 13, they will obtain the Extended Diploma, equivalent to 3 A Levels.

Equivalences can only be combined by taking different BTECs (e.g., two Foundation Diplomas in different subjects).

It is necessary to complete the Foundation Diploma in order to progress to the Extended Diploma.



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.

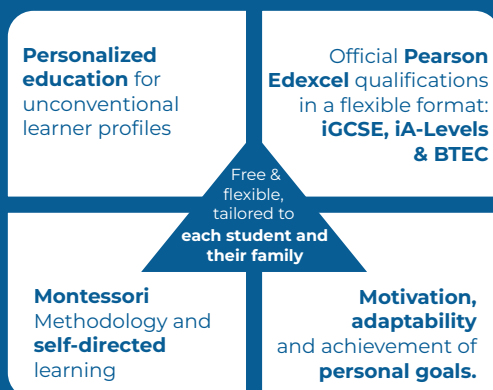
The school's main objectives include offering an alternative, free and flexible system that adapts to the needs of students and their families.

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.





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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.

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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!



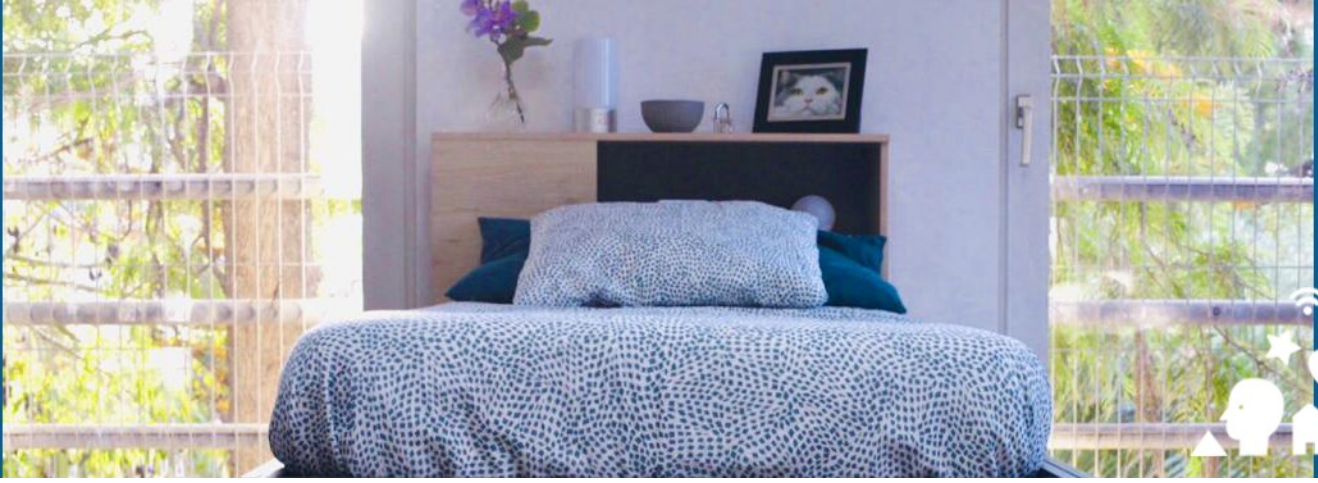
Erdkinder (Montessori Residence)

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.

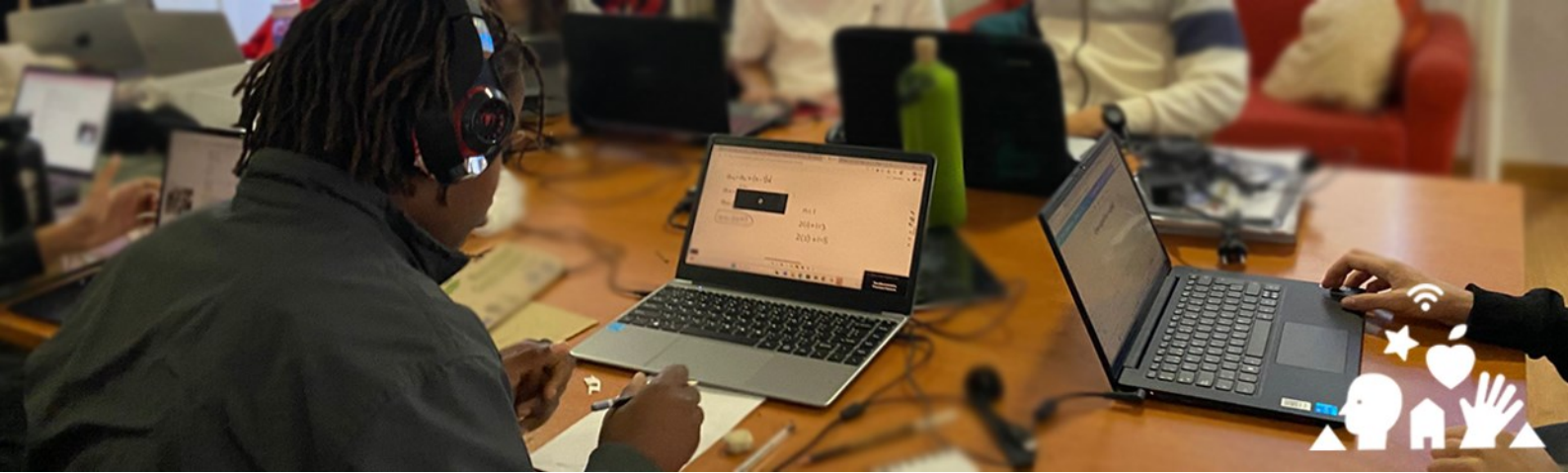
Among the reasons why we know that the Erdkinder program is the perfect complement to the academic and professional training we offer, are:

- **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 3 IN ESPORTS



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