Assigned Grant Proposal #: 6

Project Title: eSports Club

Grade Level(s): 3-12   **# of Students DIRECTLY involved:** 12-15

Subject Area(s): CTE, STEM, Math, Science

Amount Requested: $ 10,000.00

Grant Focus Area(s):   In order to be considered, Waco Education Foundation Innovation Grant proposals must fall under one or more of the E4 focus areas: early childhood development, enhanced programming for advanced students, extended education for staff, and emphasis on student performance. NOTE: In addition to meeting one of the E4 focus areas above, grant readers are especially interested in creative and innovative grant requests that target fine arts, STEM, literacy, or enrichment.

(check all that apply)

- ☐ Early Childhood Development
- ☐ Enhanced Programming for Advanced Students
- ☐ Fine Arts
- ☐ Literacy

- ☐ Extended Education for Staff
- ☐ Emphasis on Student Performance
- ☑ STEM
- ☑ Enrichment

Department of Technology Services
112 South 6th Street
Waco, Texas 76701
254.755.9503

WISD
WACO INDEPENDENT SCHOOL DISTRICT

March 4, 2025

Re: **Grant Proposal: Waco ISD Esports Club**

1. Rationale:

This project directly aligns with the Waco Education Foundation "Creative Classroom Project" focus area. Esports provides a unique and engaging platform for students to develop critical thinking, problem-solving, teamwork, and strategic skills within a digital environment. It fosters innovation and creativity by integrating technology and competitive gaming.

Additionally, it can indirectly relate to "Rewards for Results" by providing a structured extracurricular activity that can positively impact student engagement, attendance, and potentially academic performance.

District/Campus Improvement Plans:

This project directly supports the district's goal of increasing student engagement in STEM-related activities and promoting digital literacy. It also aligns with the campus focus on providing diverse extracurricular opportunities to enhance student well-being and academic success.

Need for the Project:

Waco ISD students deserve access to modern, engaging extracurricular activities that reflect their interests and prepare them for the 21st-century workforce. Esports is a rapidly growing field with numerous educational and career opportunities. Currently, many students are participating in online gaming without structured guidance or educational benefits. This club will provide a safe, supervised environment for students to develop essential skills, build community, and explore potential career paths in the gaming industry. It also provides an alternative extracurricular for students that may not be interested in traditional sports.

2. Goals:

Primary Goal: Establish a sustainable and successful esports club in Waco ISD that provides students with opportunities for skill development, teamwork, and personal growth.

Specific Expectations:

❖ Recruit and maintain a minimum of 12 student members in the 2025-2026 school year.

- ❖ Participate in at least 2 local or online esports competitions during the school year.
- ❖ Improve student members' critical thinking and problem-solving skills, as measured by pre- and post-club surveys.
- ❖ Increase student engagement and attendance among club members.
- ❖ Provide educational workshops on digital citizenship, online safety, and potential careers in esports.

3. Plan of Operation:

Description:

- ❖ The esports club will meet once per week (2x if staffing available) after school.
- ❖ Activities will include:
- ❖ Practice sessions for selected esports titles (e.g., League of Legends, Rocket League, Super Smash Bros. Ultimate).
- ❖ Skill development workshops on game mechanics, strategy, and teamwork.
- ❖ Participation in online and local esports tournaments.
- ❖ Guest speakers from the gaming industry.
- ❖ Educational sessions on digital citizenship and online safety.

Objectives:

- ❖ Provide a structured and supervised environment for students to participate in esports.
- ❖ Develop students' skills in teamwork, communication, and strategic thinking.
- ❖ Promote positive sportsmanship and online behavior.
- ❖ Increase student engagement and participation in extracurricular activities.

Strategies:

- ❖ Utilize school computers and gaming consoles to provide access to esports titles.
- ❖ Partner with local businesses or organizations to provide sponsorship or mentorship opportunities.
- ❖ Establish a club website or social media presence to communicate with members and parents.
- ❖ Implement a code of conduct to ensure a safe and respectful environment.

School-Community Partners:

- ❖ Potential partnership for equipment, tournaments, or mentorship with local gaming stores.
- ❖ Potential partnership for guest speakers or technology support with current district wide vendors. .
- ❖ Assistance with supervision, transportation, and fundraising with Parent Volunteers.

Timeline/Calendar:

❖ August 2025: Club recruitment and registration.
❖ September 2025: Initial skill assessments and team formation.
❖ October-November 2025: Weekly practice sessions and skill development workshops.
❖ December 2025: First local online tournament participation.
❖ January-April 2026: Continued practice, workshops, and participation in competitions.
❖ May 2026: End-of-year showcase and awards ceremony.

Parental/Community Involvement:

❖ Parent information meetings to explain the benefits of esports and club activities.
❖ Volunteer opportunities for parents to assist with supervision, transportation, and fundraising.
❖ Community outreach events to showcase student achievements and promote the club.
❖ Invite local businesses to sponsor the club.

4. Communication & Dissemination:

Foundation Involvement:

❖ Invitation to observe club meetings and tournaments.
❖ Regular updates on club activities and student progress.
❖ Photo opportunities for the Foundation's website and publications.
❖ Willingness to present the grant's impact at a Foundation meeting.

Dissemination Plans:

❖ School website and social media posts showcasing club achievements.
❖ Presentations at school board meetings and parent-teacher organizations.
❖ Local media outreach to highlight the club's success.
❖ End of year report sent to the Waco education foundation.

5. Evaluation:

Measurement Methods:

❖ Pre- and post-club surveys to assess changes in students' critical thinking, problem-solving, and teamwork skills.
❖ Attendance records and participation rates.

- ❖ Student feedback surveys on club activities and effectiveness.
- ❖ Tournament results and performance metrics.
- ❖ Tracking academic grades of club members.

Success Indicators:

- ❖ Increased student engagement and participation.
- ❖ Improved student skills in critical thinking, problem-solving, and teamwork.
- ❖ Positive feedback from students, parents, and school administrators.
- ❖ Consistent club membership.

6. Long-Term Implications:

Sustainability:

- ❖ Develop a student leadership program to ensure club continuity.
- ❖ Establish a fundraising plan to secure ongoing funding for equipment and resources.
- ❖ Explore partnerships with local businesses and organizations for long-term support.
- ❖ Create a budget for future years.

Long-Term Impact:

- ❖ Prepare students for future careers in the gaming industry and related fields.
- ❖ Develop students' digital literacy and 21st-century skills.
- ❖ Promote a positive and inclusive school culture.
- ❖ Create a pipeline for future esports athletes within Waco ISD.

7. Key Personnel:

Club Advisor:

- ❖ Jerry Allen, Chief Technology Officer with Campus Staff
- ❖ Responsibilities: Oversee club activities, provide guidance and mentorship, manage club finances, and communicate with parents and school administrators.

Student Leadership Team:

- ❖ Responsibilities: Assist with club management, organize events, and provide peer support.
- ❖ Qualifications: Demonstrated leadership potential, strong communication skills, and commitment to the club.

Potential Tech Support Volunteer:

- ❖ Responsibilities: Manage and maintain gaming equipment and software.

❖ Qualifications: Experience with computer hardware and software, and familiarity with gaming platforms.

Thank you for your consideration,

Jerry Allen, Chief Technology Officer, Waco ISD
501 Franklin Avenue
Waco, Tx 76701
jerry.allen@wacoisd.org

WACO EDUCATION FOUNDATION

INNOVATIVE GRANT FUNDING CYCLE 2025-2026
INTENT TO APPLY

Step 1: Online Training

Step 2: Intent to Apply - Please complete all fields and steps as completely as possible.
Following review of Intent to Apply submissions, invitations will be given for advancement to Step 3: Full Application.

Step 3: Full Application notifications will be sent via email by 4 p.m. on January 24, 2025.

**The Intent to Apply form must be submitted via email
to education.foundation@wacoisd.org by 12 p.m. on January 17, 2025.**

I. CONTACT INFORMATION

Applicant #1 Name: Jerry Allen		**Applicant #2 Name:**	
Position or Title: Chief Technology Officer		**Position or Title:**	
Campus: District		**Campus:**	
Email Address: jerry.allen@wacoisd.org		**Email Address:**	

Phone: ( ) 8178324509	

II. GRANT REQUEST INFORMATION

Title of Grant Request: eSports Club	**Subject Areas Impacted:** CTE, Math, Science, STEM
Amount of Request: $ 10,000	**Grade Level to Be Impacted:** 3 - 12
Maximum for campus grants: $8,500 / district-wide: $10,000	**# of students to be Directly Engaged:** 12 - 15

FOCUS AREAS

In order to be considered, Waco Education Foundation Innovation Grant requests must fall under one or more of the E4 focus areas: early childhood development, enhanced programming for advanced students, extended education for staff, and emphasis on student performance. NOTE: In addition to meeting one of the E4 focus areas above, grant readers are especially interested in innovative grant requests that target fine arts, STEM, literacy, or enrichment.

(check all that apply)

☐ Early Childhood Development ☑ Enhanced Programming for Advanced Students ☑ Extended Education for Staff ☐ Emphasis on Student Performance

☐ Fine Arts ☑ STEM ☐ Literacy ☐ Enrichment

Have you or the project received funding from the WISD Education Foundation in the past? If so, when and how much?

A description of the project for which you are requesting funding and how those funds would be used:
(This should be a paragraph or two. Step 3 of the application process provides an opportunity to elaborate, but please provide enough information to give the review committee an adequate understanding of your proposed project/program.)
This grant proposal seeks funding to establish an inter-school eSports program within Waco ISD. The program will provide students with the opportunity to participate in competitive video gaming activities, fostering teamwork, critical thinking, problem-solving, and sportsmanship.

How do the goals of the project relate to critical thinking, creativity, innovation, and/or collaboration?
This eSports program aims to increase student engagement and reduce absenteeism by establishing after-school clubs in multiple schools, organizing inter-school tournaments, and tracking participation. It will develop 21st-century skills like critical thinking, teamwork, and communication through coaching, integrating academics into gameplay, and offering workshops on healthy gaming habits. By fostering a sense of belonging and promoting inclusivity, the program will create a positive and inclusive school environment. Research supports these goals, demonstrating that extracurricular activities, including eSports, significantly improve attendance, enhance academic performance, and cultivate valuable skills such as problem-solving, strategic thinking, and social-emotional learning.

VANTA

THE HOME OF YOUTH ESPORTS
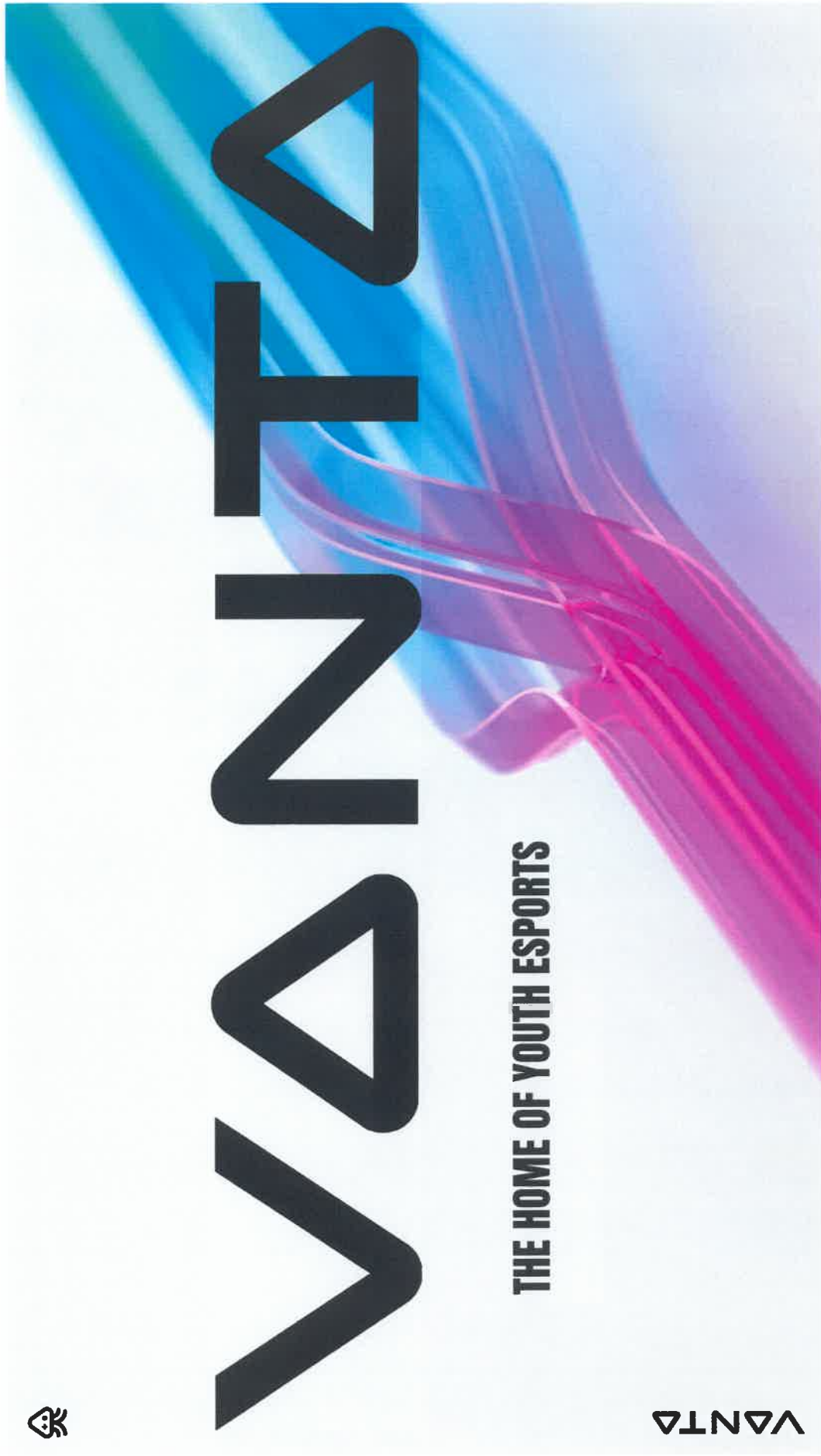
WE ARE VANTA. THE HOME OF YOUTH ESPORTS.

Vanta is the fastest growing youth esports organization in the US. We are a youth esports and training platform that works with organizations across the U.S. to cultivate a meaningful development experience through gaming.

We provide a **premium esports experience** through:

• Robust Digital Esports & Gaming Platform
• Competitive Esports Leagues
• Esports & Gaming Development Camps
• Expert Esports Team Coaching
• Dedicated Service & Support

We focus on experiences that develops gamers into leaders of character poised to make positive change in our communities.

OUR VISION IS SIMPLE: BRING ESPORTS TO EVERY HOME.

SCHOOLS CAN WIN BIG WITH VANTA

The most affordable way to launch an esports program and compete.
Free leagues and free platform access – team management, virtual arena, communication tools, and more.

Community engagement and growth.
About 60% of Vanta gamers have NOT participated in an afterschool program before. Now schools can engage their community like never before.

Real development for their gamers.
95% of gamers improved with our STEM.org accredited esports experience that focuses on skill development in areas of teamwork, communication, and critical thinking.

Peace of mind.
Our COPPA compliant, kid-safe esports management platform, dedicated operations team, comprehensive coach and moderator screening and training, creates a safe and trusted space for learning and development.

An out of box coaching solution.
A structured, coached development experience with our trained, vetted coaches and programming developed by esports and education professionals, meaning they can sit back and watch their program and gamers thrive.

White-glove customer support.
Our dedicated esports specialists support schools every step of the way. From onboarding to promotion to matchday support, we are on hand to help.

OFFERINGS.

Our holistic approach and suite of offerings gives you everything you need to build a thriving esports community.

COMPETITIVE LEAGUES

Ages 8-18. Middle School and High School esports leagues. Free for schools to create an account, assemble your team and compete in one of Vanta's ready-made leagues.

DEVELOPMENT CAMPS

Build valuable skills, ignite growth, and engage your community with esports camps. Build a customized experience with targeted development in top esports and gaming titles.

Team Coaching

Vanta gives your community access to expert training and development programming geared towards building gamers of character who can grow into future leaders.

PRIVATE COACHING

Gamers can take their game to the next level and learn from trained, expert esports coaches at Vanta. All private coaching sessions are moderated by our dedicated moderation team.

PROFESSIONAL DEVELOPMENT

Leverage our expertise to help your schools and admins learn to build a sustainable esports program for years to come.

VANTA

STUDENT OUTCOMES

A recent study shows the students that compete in scholastic esports programs far exceed their peers that don't participate in extracurricular activities.

Increased Attendance: Students attended 7.34 more days of school.

Higher Grades: Earned a 2.70 GPA compared to a 2.43.

Greater Confidence: 68% reported that they believe more in themselves.

Better Friendships: 73% reported to have improved friendships.

Improved scores: On the annual CAASPP for ELA and Math, 4/5 grade levels met growth targets vs 2/5.

Getting Involved: 60.2% of students reported **never** being involved in extracurricular activities prior to esports.

Better Behavior: Students were 13% less likely to be suspended.

ADA Funding: Students in esports captured nearly $1,000,000 in Average Daily Attendance Funding.

VANTA

COMPLETE ESPORTS BUNDLES

Complete Package – AKA, 'an esports program in a box'. Everything you need to launch an esports program, complete with tech, resources and coaching. All of these bundles can be customized and scaled to fit your needs!

Intro Console Bundle

Perfect for schools with minimal space. Great as an introduction to competitive gaming and esports!

- 2x Nintendo Switch Consoles
- 2x Gaming TVs
- 8x Nintendo Switch Controllers
- 2x Mario Kart 8 + 2x SSBU
- Accessories, cables etc...
- 16× 1.5 Hour Coaching Sessions
- 1x 'Esports 101 Professional Development Bundle'
- 1x Access to Vanta's "Level Up" Esports PD Membership

Ideal Club size: 8-12 Students

$4,499.00

Intro Laptop Bundle

The first step in exploring PC Esports! This setup can be packed up and deployed as needed.

- 5x Gaming Laptops
- 5x Gaming Mice
- 5x Gaming Headsets
- 1x Nintendo Switch Console
- 1x Gaming TV
- 4x Nintendo Switch Controllers
- Accessories, cables etc...
- 30× 1.5 Hour Coaching Sessions
- 1x 'Esports 101 Professional Development Bundle'
- 1x Access to Vanta's "Level Up" Esports PD Membership
- 5x Skillquest Courses

Ideal Club size: 10-16 Students

$12,499.00

Ultimate Champion Bundle

The 'Ideal' Introductory scholastic esports package, with high-end gaming PCs and consoles.

- 5x Gaming Desktops
- 5x Gaming Mice
- 5x Gaming Keyboards
- 5x Gaming Headsets
- Accessories, cables etc...
- 2x Nintendo Switch Console
- 1x PlayStation 5 Console
- 3x Gaming TVs
- 8x Switch + 2x PS5 Controllers
- 50× 1.5 Hour Coaching Sessions
- 1x 'Esports 101 Professional Development Bundle'
- 5x Skillquest Courses
- 2x Access to Vanta's "Level Up" Esports PD Membership

Ideal Club size: 15-20 Students

$17,999.00

ESPORTS DEVELOPMENT BUNDLES

You have the gear, now you need the support to help take your club to the next level. Our coaching gives your students the edge in-game, while freeing up your time to focus on what matters most—helping your students achieve their goals.

Esport Intro Bundle

Get all the basics you need to start the esports season off right! Coaching, PD, and guides!

- 6× 1.5 Hour Coaching Sessions
- 1x 'Esports 101 Professional Development Bundle'
  - Includes 1× 1-Hour Live PD Sessions
- 1x 'Level-Up' Esports PD Membership
  - Includes in-depth game guides for top titles

$999.00

Esports Season Bundle

Lock in your season with this full bundle! Robust coaching support, as well as hands-on training!

- 12× 1.5 Hour Coaching Sessions
- 2x 'Esports 101 Professional Development Bundle'
  - Includes 1× 1-Hour Live PD Sessions
- 2x 'Level-Up' Esports PD Membership
  - Includes in-depth game guides for top titles
- 4x Private Coaching Sessions, to give your players the 1-on-1 support they need!

$3,499.00

Complete Esports Bundle

Give your students a whole year of support, spanning the Spring & Fall Seasons!

- 24× 1.5 Hour Coaching Sessions
- 2x 'Esports 101 Professional Development Bundle'
  - Includes 1× 1-Hour Live PD Sessions
- 2x 'Level-Up' Esports PD Membership
  - Includes in-depth game guides for top titles
- 8x Private Coaching Sessions, to give your players the 1-on-1 support they need!

$4,750.00

Waco Education Foundation
Grant Budget Form

Assigned Proposal #	6
Project Title:	eSport Club
Number of Students Served by Grant:	15

Qty	Budget Item	Verify Vendor (Y or N)	$ Requested from the WISD Foundation	Other Secured Source	$ from Other Source (if applicable)	Total Amount
Consumable Supplies						
						$ -
						$ -
						$ -
						$ -
						$ -
						$ -
	total Consumable Supplies		$ -		$ -	$ -
Technology						
1	Ultimate eSports Bundle	Y	$ 10,000.00	WISD Technology	$ 7,999.00	$ 17,999.00
						$ -
	total Technology		$ 10,000.00		$ 7,999.00	$ 17,999.00
Long-Term Supplies / Equipment (items that will last beyond the grant year)						
						$ -
						$ -
						$ -
						$ -
						$ -
						$ -
	total Long-Term Supplies		$ -		$ -	$ -
Contracted Services						
1	eSports Season Complete PD	Y	$ -	WISD Technology	$ 4,750.00	$ 4,750.00
						$ -
	total Contracted Services		$ -		$ 4,750.00	$ 4,750.00
Personnel						
						$ -
						$ -
	total Personnel		$ -		$ -	$ -
Travel / Other						
						$ -
						$ -
						$ -
						$ -
	total Other		$ -		$ -	$ -

Totals	Total Requested from the WISD Foundation	Foundation Cost Per Student	Total from Other Sources	Total Cost of Project
	$ 10,000.00	666.6666667	$ 12,749.00	$ 22,749.00