

Esports Wales

Curriculum & Education Quality Policy

Status: Board-approved policy

Applies to: Schools, Colleges, Education Partners, Staff, Volunteers

Owner: Board of Directors

Education Quality Lead: Board-appointed Director / Senior Officer

Safeguarding Lead: Designated Safeguarding Lead (DSL)

Review cycle: Annual

Next review due: 12 months from adoption

1. Purpose

This policy sets out how **Esports Wales CIC** (“the Company”) will **design, deliver, review, and assure the quality of educational and curriculum-linked esports activity**.

It exists to:

- ensure education activity is **high-quality, purposeful, and age-appropriate**
 - align esports delivery with **educational outcomes**, not just participation
 - support schools and colleges with confidence and consistency
 - embed safeguarding, inclusion, and wellbeing into learning
 - provide assurance to funders, inspectors, and partners
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2. Scope

Policy Number: P1103
Version Number: 001



Esports Wales CIC:
12372413

This policy applies to:

- curriculum-linked esports activity
- enrichment and educational workshops
- digital skills, STEM, and creative learning delivery
- online, offline, and hybrid learning environments

It applies to:

- schools and further education settings
 - Esports Wales staff and volunteers
 - education delivery partners
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3. Core Education Quality Principles

Esports Wales educational delivery is guided by the following principles:

- **Educational Purpose First** – learning outcomes come before competition
 - **Quality & Consistency** – standards are applied across all delivery
 - **Safeguarding-Led** – welfare underpins all education activity
 - **Inclusion & Accessibility** – learning is equitable and adaptable
 - **Continuous Improvement** – quality is reviewed and improved
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4. Curriculum Alignment

4.1

Esports Wales will ensure that curriculum-linked activity:

- supports recognised learning outcomes
- complements school and college priorities



- aligns with digital competence, wellbeing, and skills development

4.2

Esports activity may support learning in areas such as:

- digital skills and ICT
 - teamwork, communication, and leadership
 - problem-solving and strategic thinking
 - creative media and production
 - careers and employability awareness
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5. Quality of Teaching & Delivery

5.1

Education delivery must:

- be planned and structured
- use age-appropriate methods
- be led by suitably trained individuals

5.2

Those delivering education activity must:

- understand safeguarding responsibilities
- receive appropriate training and induction
- work within clear role boundaries

This aligns with:

- **ESW 0509 Education, CPD & Training Policy**
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6. Safeguarding & Learning Environments

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6.1

All education activity must comply with:

- **ESW 0202 Safeguarding Children Policy**
- **ESW 0204 Duty of Care Policy**

6.2

Learning environments must be:

- safe and supervised
 - appropriate for age and context
 - supported by clear behaviour expectations
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7. Online & Digital Learning Quality

7.1

Where learning takes place online:

- platforms must be approved
- moderation must be in place
- safeguarding standards apply equally

7.2

Online learning quality aligns with:

- **ESW 0213 Online Safety & Digital Safeguarding Policy**
 - **ESW 1104 Online Learning Safety Policy** (forthcoming)
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8. Inclusion, Accessibility & ALN

8.1

Esports Wales recognises that many learners:

- are neurodiverse

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- have additional learning needs (ALN)

8.2

Education delivery must:

- be flexible and inclusive
- offer reasonable adjustments
- avoid exclusionary practices

This aligns with:

- **ESW 0301 Equality, Diversity & Inclusion Policy**
 - **ESW 0305 Accessibility & Reasonable Adjustments Policy**
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9. Assessment, Feedback & Learner Voice

9.1

Where appropriate, learning activity should include:

- reflection and feedback
- opportunities for learner voice
- evaluation of learning experience

9.2

Feedback should be:

- age-appropriate
 - constructive
 - used to improve delivery quality
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10. Partnership with Schools & Colleges



10.1

Esports Wales will:

- respect school leadership and curriculum authority
- align delivery with school policies and expectations
- communicate clearly with education partners

10.2 Schools retain:

- overall responsibility for curriculum oversight
 - responsibility for pupil supervision
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11. Monitoring & Quality Assurance

11.1 Education quality will be monitored through:

- delivery reviews
- feedback from schools and learners
- safeguarding and wellbeing monitoring

11.2 Learning from reviews will be used to:

- improve content and delivery
 - update guidance and training
 - inform policy review
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12. Reporting Concerns

Any concern relating to:

- safeguarding
- education quality



- inappropriate delivery

must be reported in line with:

- **ESW 0206 Responding to Safeguarding Concerns Procedure**
 - **ESW 0208 Reporting & Escalation Flowchart**
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13. Relationship to Other Policies

This policy must be read alongside:

- **ESW 1101 Schools Engagement Policy**
 - **ESW 1102 Youth Participation Policy**
 - **ESW 0509 Education, CPD & Training Policy**
 - **ESW 0201–0209 Safeguarding Policies & Procedures**
 - **ESW 0301 Equality, Diversity & Inclusion Policy**
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14. Review

This policy shall be reviewed:


- annually
 - following feedback from schools or learners
 - following changes in education guidance or inspection frameworks
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15. Adoption

This Curriculum & Education Quality Policy was approved by the Board of Directors of **Esports Wales CIC**.



Date approved: ___02/03/2026___

Signed (Chair):___  ___

