



WE GET ESPORTS FUNDING.

ESSER FUNDS AND ESPORTS

Beginning with the approval of the CARES act in March 2020 and continuing through CRRSAA and the American Rescue Plan in March 2021, over \$190 billion has been allocated to K-12 schools through the Elementary and Secondary School Emergency Relief Fund (ESSER). While the list of eligible items has increased with every release of ESSER funds, each round has also had a dedicated target area of use for school districts. Language included with the most recent round, ESSER III, specifically encourages school districts to focus on the social and emotional needs of students by providing supports such as counselors and offering activities that help students connect to each other and to the school.

ESPORTS AND SOCIAL EMOTIONAL SUPPORT

As the threat of COVID-19 recedes and students return to in-person learning, schools are working to find ways to help students reacclimate and reconnect. ESSER funding supports schools in this effort by providing monies to develop new clubs and activities and by allowing districts to purchase equipment to increase existing extracurricular activities. For schools considering an esports team, now is a perfect time to move forward with those plans. As a result of an increased number of students participating in gaming and the growing popularity of esports as televised entertainment over the last five years, numerous states have approved esports as a state sponsored athletic competition. Additionally, research has revealed that at the high school level, esports provides opportunity for communication, leadership, discipline, teamwork, perseverance, digital citizenship, problem solving and sportsmanship. More importantly though, being part of a team connects the student back to the school and to classmates.

[FAQ: Elementary and Secondary School Emergency Relief Programs](#)
[Governor's Emergency Education Relief Programs](#)

[Finding Federal Funding to Support Your Scholastic Esports Programs](#)

FEDERAL GUIDANCE

The federal FAQ for ESSER funding specifically states "An LEA might also address the needs of students arising from the COVID-19 pandemic by using ESSER and GEER funds to implement or expand arts programs, such as music programs, including purchasing instruments; expand sports programming so more students can participate; or initiate clubs, such as a robotic or STEM club." In addition, given ESSER funds can be utilized to purchase items that would be eligible under Perkins, if a school district utilizes ESSER funds to obtain higher-power devices, some of those items may also be used for esports.

ELIGIBLE PURCHASES FOR ESPORTS EQUIPMENT

- Computers, monitors, headphones, elements key to gaming, or if used for multiple purposes
- Purchases that are used for curriculum, but may be used for esports

Ready to plan, implement or expand your esports program, or simply build stakeholder support?

Reach out to your CDW·G account manager or visit CDWGets.it/esports to request a consultation.

