# Using ESSER Funds for Esports

There has been some hesitation in using ESSER III funding for non-traditional areas of learning, such as esports.

Here are some of the ways that ESSER funds can be used:

1. Activities authorized under ESEA, IDEA, Perkins, McKinney-Vento subtitle B, Adult Education and Family Literacy Acts.

2. Activities to address the unique needs of low-income students, students with disabilities, English learners, racial and ethnic minorities, students experiencing homelessness, and foster youth.

3. Purchase educational technology (including hardware, software, and connectivity) for students served by LEA, including low-income and IDEA.

4. Provide mental health services and support.

5. Plan and implement summer learning and supplemental after-school activities.

6. Implement evidence-based activities to meet the comprehensive needs of students; provide information and assistance to parents and families, including in a distance learning environment; track student attendance and improve student engagement in distance education.

7. Provide principals and other school leaders with the resources necessary to address the needs of their individual schools.

8. Other activities as necessary to maintain the operations and continuity of services in the LEA and continue employing existing LEA staff.

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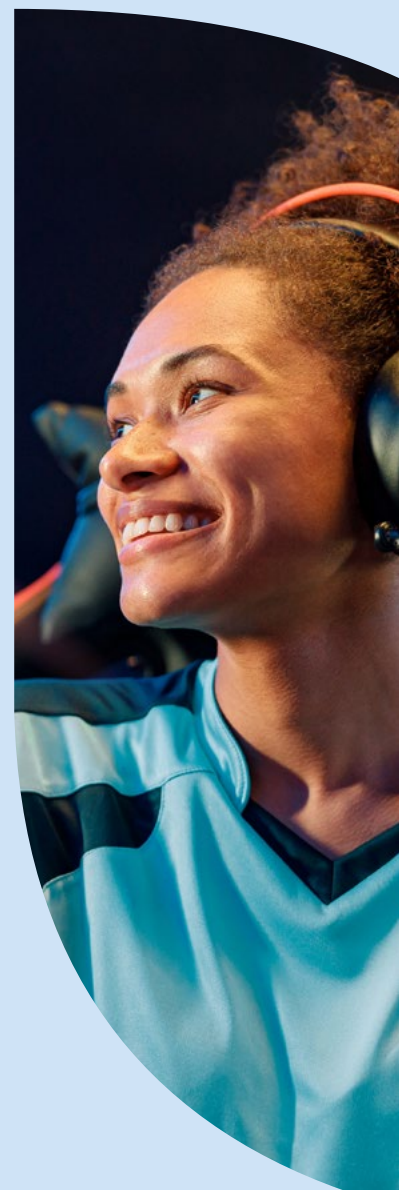
While esports is just starting to take off in K-12 education, these programs meet basic curriculum objectives, including:

- Creating an inclusive learning environment
- Developing sportsmanship
- Building character
- Improving motivation and academic achievement
- Opening education pathways, scholarships and career opportunities

Esports programs offer additional benefits that fit the ESSER criteria:

1. **Collaboration and Teamwork** – Developing decision-making, communication and strategic skills.

2. **Increased Academic and Social Engagement** – Building social-emotional intelligence and improving mental health by providing a sense of belonging and self-worth.

3. **Exploration of STEM Concepts and Career Paths** – Students learn how to apply science, technology, engineering and math concepts in the classroom and explore future career opportunities in related fields.

4. **Improved Brain Function and Capabilities** – These applied educational tools develop cognitive and perception protocols.

5. **Networking Opportunities** – Students build relationships with their peers and develop networks to help them earn college scholarships.

Interested in learning more? Contact Bluum to see how we can support you in growing your esports program. Our Funding Advisory team can assist you in using ESSER funds and applying for grants for esports.

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