CLUB APPLICATION

1. Name of School:

Lakeland High School

2. Grade band:

9-12

3. Name of your club:

Lakeland Esports

4. Name of the person submitting this application:

Chad Parson

5. Name of student leader for the club:

Odin Lohf

6. Name of staff supervisor/advisor:

Chad Parson

7. What is the purpose of the club?

The purpose of Lakeland Esports is to provide students with a structured, school-sponsored opportunity to participate in competitive gaming while developing teamwork, communication, problem-solving, digital citizenship, leadership, and sportsmanship. Students will work together to develop strategies, practice effective communication, demonstrate responsible technology use, and participate in organized gaming activities. The club will emphasize a positive, inclusive environment that encourages healthy gaming habits, academic responsibility, and respectful competition.

No district financial obligation, plan to use existing school desktop computers & free games

9. To which class is this club aligned?

The club is connected to Computer Science, Game Design, and Digital Literacy

a. Which State Standards would be met through participation in this club?

ICT.9-12.2.b — Digital Citizenship: Students engage in positive, safe, legal, and ethical behavior when using technology, including online interactions and networked devices.
ICT.9-12.7.c — Collaboration: Students contribute constructively to teams, assume roles and responsibilities, and work effectively toward common goals.
9-12.CS.4.2 — Computer Networks: Students analyze issues that impact network functionality, including latency, connectivity, and performance during online gameplay.
9-12.CS.4.3 — Internet-Based Services: Students explore how data flows between game clients and online servers during multiplayer gaming.
9-12.CS.3.11 — Accessibility: Students evaluate accessibility features and settings that help make games usable for players with different needs.
These standards will be addressed through team practice, structured competitions, discussions of responsible online behavior, troubleshooting activities, and reflection on team performance.

10. How often will you meet?

The club will meet once per week on Wednesdays from 2:15pm to 3:15pm. Additional competitions or special events may be scheduled separately, subject to advisor approval and school policies.

11. Where will the meetings take place?

Lakeland High School Library Computer Lab Room 19

12. What activities will you participate in?

Organized team-based Esports practice and friendly competition. Development of game strategies, teamwork, communication, and leadership. Participation in approved interscholastic Esports competitions, when available. Learning about computer networks, latency, connectivity, and troubleshooting. Exploring game accessibility features and responsible technology use. Reviewing team performance and practicing constructive feedback. Promoting sportsmanship, respectful communication, inclusion, and healthy gaming habits. All games and activities will be appropriate for the school setting and subject to district approval.

Students participating in Lakeland Esports are expected to:
Treat all students, staff, opponents, and teammates with respect.
Demonstrate good sportsmanship, honesty, responsibility, and integrity.
Follow all school rules, district technology policies, and applicable game rules.
Use appropriate language and maintain respectful communication in person and online.
Respect school equipment, computer systems, accounts, and other students' property.
Use technology safely, legally, and ethically.
Work cooperatively, fulfill assigned team responsibilities, and accept constructive feedback.
Maintain appropriate academic standing and meet school eligibility requirements for competitive events.
Demonstrate balanced and responsible gaming habits.
Understand that inappropriate conduct or misuse of technology may result in loss of club or competition privileges, consistent with school policies.

14. What benefit will your club bring to your school?

Lakeland Esports will provide an additional extracurricular opportunity for students who have an interest in gaming and technology. The club will foster school engagement, belonging, teamwork, communication, leadership, and positive relationships among students. It will also provide practical opportunities to explore computer science concepts, network performance, accessibility, and responsible technology use. By emphasizing sportsmanship, inclusion, and healthy gaming habits, the club will help students turn a shared interest into a constructive school community experience.