

ITI Expanded Learning Opportunities: **Computer Science and Esports for Good**

June 3, 2024 at 3:30 p.m. – 4:30 p.m.
Virtual Onboarding and Orientation

(completion of additional 9 hours of asynchronous tasks is required to receive sets of instructional materials for your after-school club)

Enrich your students' learning experiences through the UN Sustainable Development Goals (SDGs) by establishing an after-school Computer Science and/or esports Club to provide your students expanded learning opportunities with gamified, hands-on, immersive, and emergent tools and technologies.



Register your 3-member team in **MyPLN** using keywords **ITI**, **Computer Science**, or **esports**, to learn more about how to bring this exciting opportunity to your school.

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