

## Sports Proposal for 2019-2020 school year

Students in grades seven through twelve were given the opportunity to complete the KHSAA sports survey to determine interest in adding new sports/sports activities for the 2019-2020 school year. The Kentucky High School Athletic Association requires this survey be completed by students every other school year. The 2018-2019 was not a scheduled year for students to participate in survey results.

Students were asked which sport they would like offered during the fall, winter and springs sports seasons. The survey results are attached to this document.

### Fall Sports

Of the 191 respondents, 88 (64.7%) of the students would like the opportunity to participate in soccer and 55 (42.6%) of the students would like the opportunity to participate in volleyball.

### Winter Sports

Of the 191 respondents, 50 (40%) of the students would like the opportunity to participate in bowling, 45 (36%) would like the opportunity to participate in dance and 44 (35.2%) would like the opportunity to participate in swimming.

### Springs Sports

Of the 191 respondents, 92 (67.6%) of the students would like the opportunity to participate in archery, 25 (18.4%) would like the opportunity to participate in tennis, and 39 (28.7%) would like the opportunity to participate in eSports.

Overall, the sports/sports activities with the most interest are archery, soccer and volleyball. At this time, the district does not have access to an appropriate field to practice/play. I would recommend that soccer not be considered at this time. The sports that would be considered at this time are archery, volleyball and eSports.

### Archery

- Basic requirements
  - Archery must be offered during the school day, typically as part of a gym/PE class
  - Instructors must be trained, courses are offered throughout the state. The next training in Madisonville is scheduled for Saturday, May 25th
- Cost
  - Training instructors-\$80 per person
  - Basic archery kit (10 archers)-\$3,200
    - 10 right handed bows, 2 left handed bows, 5 targets, 120 arrows, 1 safety curtain, 1 bow rack and one equipment repair box

- Grants are available to help offset costs through Kentucky Fish and Wildlife and the National Rifle Association
- Dawson Springs has been approved for a grant for for a basic archery kit per Dave Starks, Region 2 Archery Coordinator
- Coach salary-\$1680
- **Total Cost-\$1840** (coach salary plus BAI training for Wayne Simpson and archery coach)

### **Volleyball**

- **Cost**
  - Standards with official's stand-\$2,400
    - Includes ples, net, judges stand, padding
  - T-Brace- \$450
  - KHSAA volleyballs-\$600
  - Volleyball cart-\$140
  - Uniforms
    - Jerseys \$50 each (15 minimum)
    - Shorts \$22 (15 minimum)
  - Coach salary-\$1680
- **Total Cost--\$ 6350**
- Additional notes-recommend to play a F/JV schedule for a minimum of one year before participation at the varsity level

### **eSports**

- **Cost**
  - CPU-\$1449 (5 minimum)
  - Monitor-\$257 (5 minimum)
  - Keyboard-\$112 (5 minimum)
  - Headphones-\$129 (5 minimum)
  - Mouse-\$54 (5 minimum)
  - Player fee-\$75
  - Coach salary-\$1680
- **Total Cost--\$12,060**

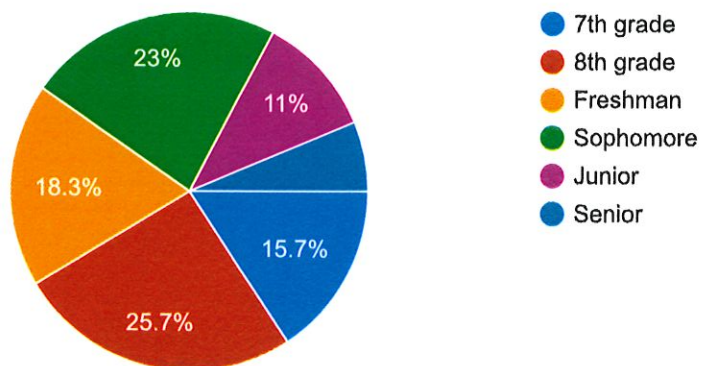
Based on student survey and cost analysis, at this time it would be my recommendation to include archery as a new sport activity at Dawson Springs Jr/Sr High School.

# Sports Survey

191 responses

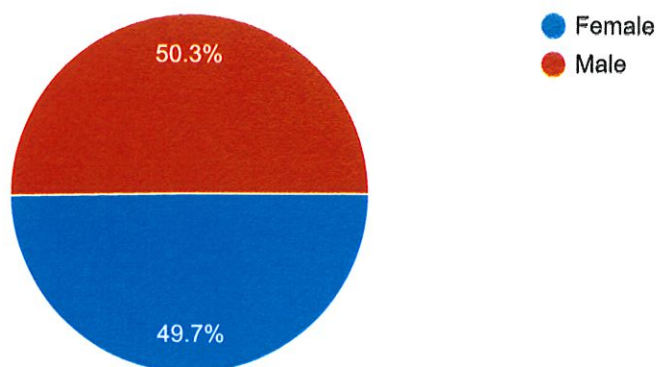
## What is your grade in school?

191 responses



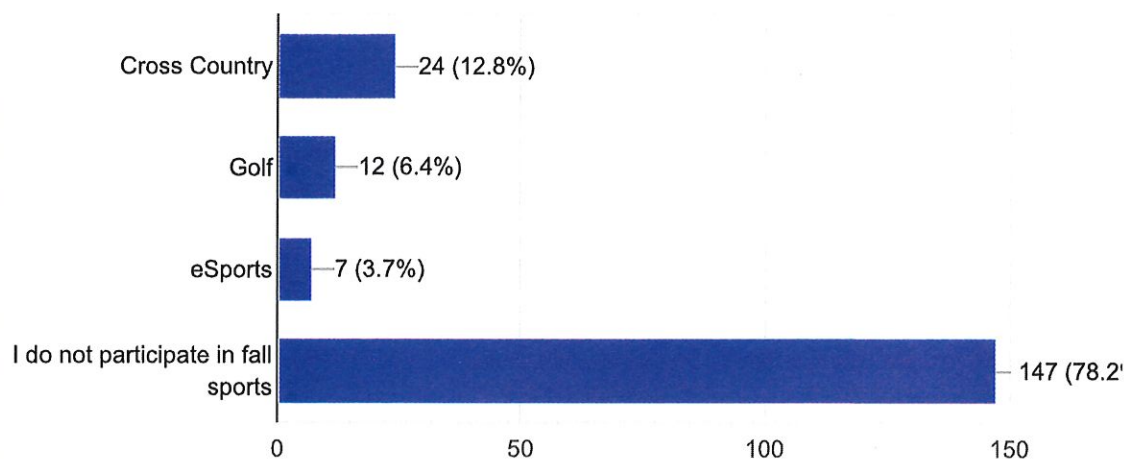
## What is your gender?

191 responses



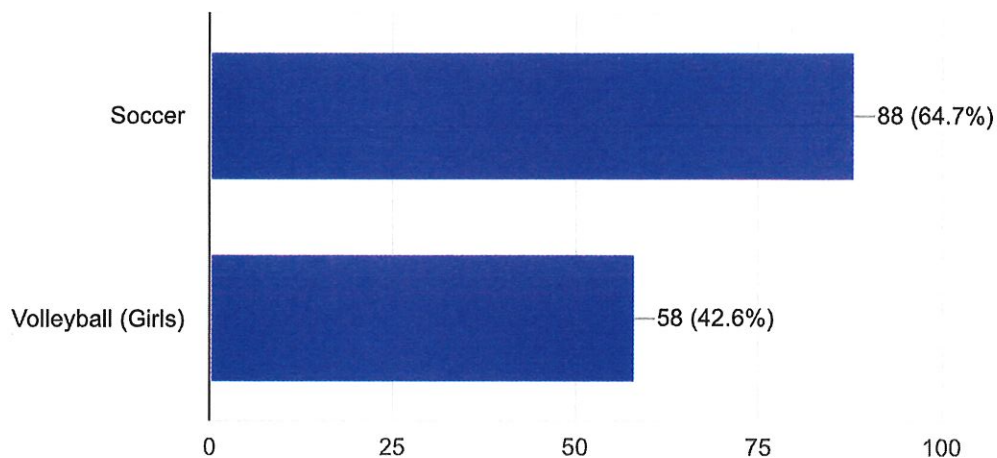
## Do you currently participate in at least one level of sport or sport activity in the FALL season?

188 responses



## What KHSAA sport or sport activity is not offered that you want to play?

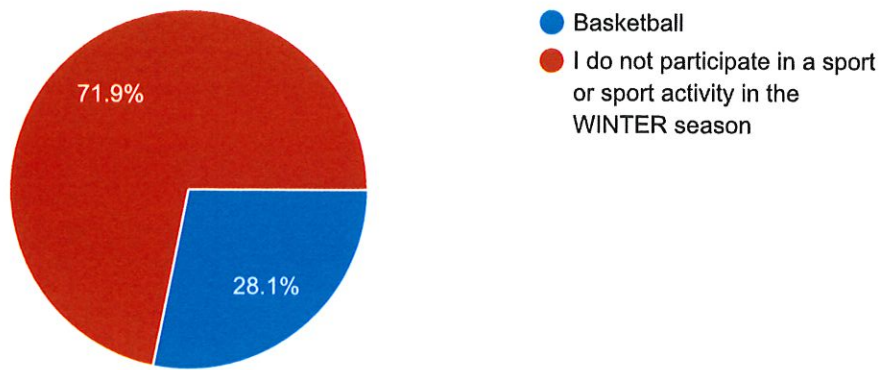
136 responses



## Do you currently participate in at least one level of sport or sport activity in the WINTER season?

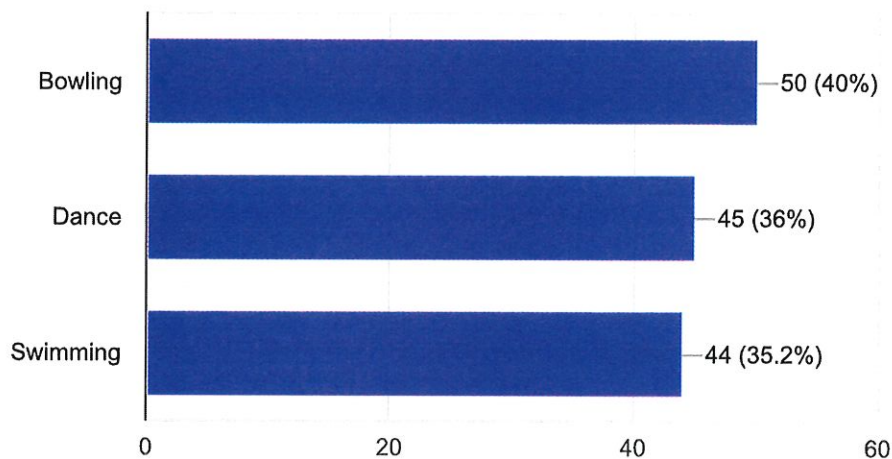
185 responses





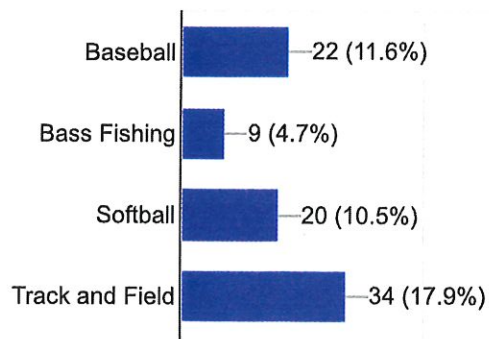
**Is there a KHSAA WINTER sport or sport-activity that you would like to participate in THAT YOU ARE NOT CURRENTLY PARTICIPATING?**

125 responses



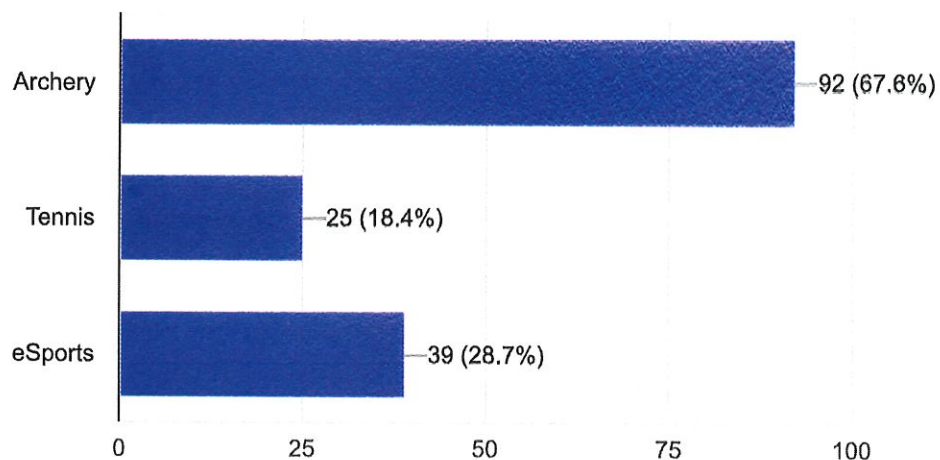
**Do you currently participate in at least one level of sport or sport activity in the SPRING season?**

190 responses



**Is there a KHSAA SPRING sport or sport-activity that you would like to participate in THAT YOU ARE NOT CURRENTLY PARTICIPATING?**

136 responses



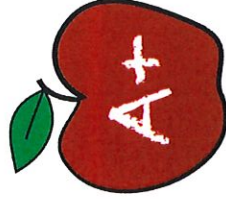
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Google Forms



## NASP® IMPACTS EDUCATION

NASP® is the largest youth archery program in history and currently serves 2.23 million student archers. NASP® continues to grow at about 1000 schools per year, due to its ever-increasing relevance to promote student success and academic emphasis.



In 2016, NASP® will award more than \$300,000 in cash scholarships to state, provincial, and national tournament winners. These funds will be spent providing assistance with post-secondary tuition costs. This opportunity is made obtainable by participation in, and paid for by, archery.

NASP® archery is currently taught in ~70% of the more than 14,000 NASP® schools as part of the physical education curriculum. The other ~30% of NASP® schools make it a part of math, science, language arts, social studies, health, etc. In some of the most successful NASP® schools, teachers collaborate in interdisciplinary teams to provide theme-based lessons that build on the enthusiasm students have for in-school archery. Engagement is the key, and NASP® engages students!

Perhaps for anyone that is considering adopting NASP® for their school, they should consider recent comments from NASP® advisory council students describing their NASP® experience. They were quoted as saying:

- » "I don't know what I would be doing if it weren't for NASP®."
- » "Archery has opened my eyes to a lot of people and a lot of things."
- » "NASP® has done so much for me. I love it!"
- » "I have no idea where I would be without NASP®."
- » "Archery has done more for me than I could ever explain."

Are You On Target?



Thanks To Our Sponsors!

## National Archery in the Schools Program



Are You  
On Target?





## WHAT IS NASP®?

Educators are looking for ways to improve student motivation, attention, behavior, attendance, and focus. Teachers strive to achieve state and national educational standards regarding development of micro/macro motor ability, listening, and observation skills. They hope to engage each student in the educational process and develop relationships to promote graduation.

In addition, wildlife conservation agencies are concerned too many young people are forgoing learning outdoor skills that will inspire them to spend more time with wild things in wild places. Natural resource professionals are convinced that learning target-shooting skills will result in character and self-reliance development that will serve the future of wildlife conservation well.

The **National Archery in the Schools Program (NASP®)** was developed to achieve these specific educational and conservation purposes. NASP® was co-created by the Kentucky Departments of Fish & Wildlife Resources, Department of Education, and Mathews Archery in the late summer and fall of 2001.

NASP® is a target archery program designed to be taught during the school day in the gymnasium. The program is highly standardized to maintain archery's "best in sports" safety record and be easy to teach and learn by people of nearly every ability and background.

The program was launched in 21 Kentucky middle schools on March 3, 2002. Originally called the "Kentucky Archery in the Schools Program", the effort's goal was to enroll 120 schools and teach target archery skills to 24,000 students each year. Kentucky gave itself three years to achieve this goal. Within the program's first year the 120-school goal was achieved and because of neighbor-state interest, "National" replaced "Kentucky" in the program's name. NASP® also expanded its participation standards from just Middle School to include students in 4th-12th grade. Shortly afterwards, NASP® was granted 501 c(3) non-profit educational foundation status. Today there are 47 states and 11 countries participating in NASP®.

NASP® is overseen by a volunteer board of directors. Every state, province and country enrolled in NASP® has a "Coordinator" in charge of leading the program in their jurisdiction. For a complete list of participating states, provinces, and countries, their coordinators, and contact information see: [www.naspschools.org](http://www.naspschools.org).

## WHAT DO STUDENTS THINK AFTER NASP®?

**83% Like Archery**

**77% Were New To Archery**

**70% Like Their Teacher Better**

**65% Intend To Be Life-Long Archers**

**53% Like Themselves Better**

## WHAT EQUIPMENT IS NEEDED?

The NASP® equipment kit is comprised of the following APPROVED, wholesale priced, archery gear.

» Bows (standard Genesis)	12
» Bow Rack	1
» Arrows	10 Dozen
» Backstop Net	1
» Maintenance Kit	1
» Morrell, Field Logic or Rinehart Target	5

## HOW DOES A SCHOOL JOIN NASP®?

- 1st** Contact your NASP® Coordinator at [www.naspschools.org](http://www.naspschools.org)
- 2nd** Attend & pass an 8-hour Basic Archery Instructor certification
- 3rd** Buy a NASP® equipment kit





# What is esports?

**ESPORTS STANDS FOR ELECTRONIC SPORTS** Esports is about teamwork, communication, strategic thinking and leadership - in all the same ways that traditional sports are and then some.

Esports officially stands for electronic sports, not to be confused with video games. It's much more than that. What sets it apart is the level of organized competitive gameplay between teams and its own strict set of rules and guidelines. Esports is about teamwork, communication, strategic thinking and leadership – in all the same ways that traditional sports are and then some.

Today, esports is growing exponentially with 400 million fans worldwide who repeatedly pack out arenas. Currently, there are 200 colleges and universities offering almost 10 million dollars in scholarships. Establishing esports in high school enables students to do what they love and provides them with additional opportunities to earn scholastic recognition.



## Benefits of Esports

### Character Development



Students build character and develop discipline, self-esteem and sportsmanship through practice and gameplay.

### Increase Participation



Esports are co-ed, inclusive, and engage students who might not otherwise participate in school athletics or activities.

### STEM Engagement



Esports players are often interested in STEM classes and programs. A high percentage of collegiate esports players select STEM majors.

### College Scholarships



200 colleges and universities offer esports scholarships and are actively recruiting players for activities.

"I have seen firsthand the impact that esports can have on students, especially ones who have been largely disengaged with learning. Esports has a future in education."

Coach Magoffin  
Orange, MA

# Playbook

**PLAYVS IS THE HIGH SCHOOL ESPORTS PLATFORM** that streamlines your students' game-play. At PlayVS we organize, schedule, and manage all of the logistics that go into an esports league.

Esports is a meaningful new way to engage students and we're glad you're interested in bringing this activity to your school. Getting started is easy and has been boiled down to a five-step process.

## 1 Find a Faculty Member

A faculty member will be required to oversee and guide the students as they progress. Faculty will be responsible for ensuring student eligibility and keeping school profiles up-to-date, and must be present to oversee on-campus activities. **Reach out to:**

- Advisors for similar clubs (Esports, Gaming, Robotics, Anime)
- Computer, graphics design, or STEM teachers
- IT staff or support members
- Coaches or other sports staff

## 2 Find Students

Student engagement is the mission of this new program. Many schools have a community of student gamers that are organized and easy to find, but a lot of students are waiting for something like this to exist. **Get the word out:**

- Talk to gaming/technology club
- Hang up flyers
- Morning school announcements
- Club Rush/Club Week activities

## 3 Equipment

Esports simply requires a one-time purchase approximately every four years. We have established relationships with peripheral and jersey vendors to further reduce the cost to you. **You will need:**

- One computer/laptop per student
  - Personal computers may be used
- One peripherals package per student (mouse, keyboard, headset)
- One jersey per student for events

## 4 IT Structure

During the initial setup an IT staff member will need to be present to install the games played in our competition. An update plan will need to be put in place if computers require new permissions to edit files. One-time IT concerns will need to be addressed. An IT staff member will already have the tools to make this happen. **IT needs to:**

- Unblock games and associated websites
- Add student computers to network (if needed)
- Be available for maintenance as needed
- Setup separate wifi for esports traffic (recommended)

## 5 Join PlayVS

The PlayVS platform ([playvs.com](https://playvs.com)) is easy to use and navigate. This program is student-driven, but a faculty member should be ready to assist as needed. **Get ready to compete:**

- Have a faculty member sign up on behalf of the school
- Students sign up and pay a \$16 per month participation fee
- Students register for the associated competitive league(s)
- Students form teams, start practicing, and then compete
- Faculty member will oversee students throughout the season and can make adjustments to rosters as needed

"Esports allows schools to redefine their culture, diversify opportunities for student participation, and increase collegiate scholarship pathways."

**James O'Hagan**, Director of Virtual Learning  
Racine Unified School District, Wisconsin



# How does the PlayVS league work?

**PLAYVS IS THE OFFICIAL HIGH SCHOOL ESPORTS PLATFORM** Through our robust online platform, integrations with game publishers, and exclusive partnership with the NFHS, we are building the next big emerging sport.

## League Structure

There will be two seasons each school year, Fall from October to January and Spring from February to May.

### Spring 2019 Schedule

**Tuesdays: League of Legends**

Two consecutive games (*best-of-two*)

**Wednesdays: SMITE**

Two consecutive games (*best-of-two*)

**Thursdays: Rocket League**

Up to five consecutive games (*best-of-five*)

During the playoffs, the top teams play in a single-elimination best-of-three bracket until the state finalists are determined. These two teams will compete to be crowned State Champion.



## Getting Started

*Quickly build an esports program with PlayVS!*

### 1 Campus Interest Meeting

Host an interest meeting on campus to get student sign-ups for each of your games and build out your esports program.

### 2 Find a Coach

Schools approve the program and select coaches. IT administrators make sure your tech is ready to go.

### 3 Build a Team

Coaches build multiple teams that all represent the same school. There are no cuts and teams are co-ed. We recommend at least 15 students for a well-rounded program.

### 4 Compete Together

Each team will play on campus and compete with other schools in the state. No travel required.

### 5 Win a Championship

Build on your strategies throughout the season to make the playoffs. Go all out to compete in the final championship game.