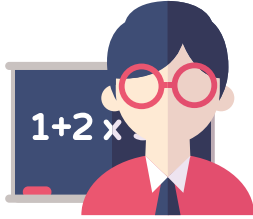


HOW TO START A CLUB

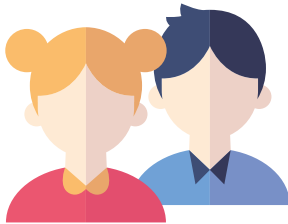
1



FIND A TEACHER WHO WILL BE ABLE TO REPRESENT YOUR HIGH SCHOOL ESPORTS CLUB

Teacher Representatives are an important part of your Flaktest High School Esports Club. They bring a wealth of experience in mentoring and managing club meetings. If you can't find a Teacher Representative, try talking to your Student Services staff member for direction.

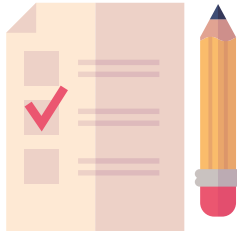
2



FIND STUDENTS INTERESTED IN JOINING YOUR HIGH SCHOOL ESPORTS CLUB

Share information about the club to students at your school through your school portal, school newsletters and with the Flaktest poster from the teacher information booklet. It isn't necessary for every student to enjoy playing games, as there are many different roles within every club.

3



WORK WITH FLAKTEST TO ESTABLISH YOUR OFFICIAL HIGH SCHOOL ESPORTS CLUB

Complete the Club Registration process with Flaktest to allow students to submit community club, and regional competitor memberships for your club. Plan a time to connect with Flaktest and other teachers through the Flaktest Club Network.

4



CONGRATULATIONS!

You club is now an official High School Esports Club! Teacher Representatives & Club Members will receive login details for Flaktest's Player Portal, where teams can sign up to Regional Tournaments and Community Club events.

5



ORGANISE YOUR FIRST CLUB MEETING & SCHEDULE MEETING TIMES WITH STUDENTS

Create a mailing list with club members, parents and other learning staff involved in your club. Plan your first meeting with the Flaktest Initial Meeting Guide found in the Teacher Rep Handbook. Flaktest staff can help with this. Create a schedule for future meetings with your club.

Once you have your High School Esports Club up and running, you can elect student leaders for you club and run team building activities. Lesson plans & Hot topics for meetings will be available at play.flaktest.com