

Competitive Gaming Merit Badge

Required pre-course work for the 2026 Five Creeks Fall Merit Badge Midway

EVENT Saturday, Nov. 14, 2026	CLASS PM session • 12:30–3:30 p.m.	LOCATION Avon High School
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Purpose. The class meets for only three hours. The items below involve multi-day tracking, family participation, live events, access to multiple gaming platforms, or substantial research. Scouts should arrive with completed records and be ready to discuss their own work with the merit badge counselor.

START BY SUNDAY, OCTOBER 18, 2026

Requirement 3 needs at least 21 consecutive days: 14 days of tracking, followed by 7 days using a balanced schedule. Starting by this date leaves a small buffer before the Midway.

Must Be Completed Before the Midway

Requirement 2 — Digital safety and positive conduct

With parent or guardian permission, view the Personal Safety Awareness “Digital Safety” video. Complete 2(d): list five ways to create a positive online gaming environment and demonstrate one method with a troop, patrol, or family. Bring the list and a brief note describing the demonstration.

Requirement 3(b)–3(d) — Fourteen-day tracking

For the same 14 consecutive days, record daily gaming time, moderate-to-vigorous physical activity, and sleep. Summarize gaming results; compare activity to 60 minutes per day; and compare sleep to the age-appropriate recommendation (ages 6–12: 9–12 hours; ages 13–18: 8–10 hours). Bring the complete daily log and summaries.

Requirement 3(e) — One-week balanced schedule

Only after the 14-day tracking period, create and follow a balanced schedule for seven days. Include healthy sleep, physical activity, and gaming time agreed upon with a parent or guardian. Bring the planned schedule, actual results, and a short summary of what worked and what you would change.

Requirement 4(c) — Game with a parent or guardian

Play a favorite game together for at least 30 minutes. Show privacy and safety settings, explain what you enjoy, and allow the adult to play for part of the session. Bring a short written completion note with the game, date, settings demonstrated, and what the adult played.

Requirement 5(b) — Same game on two platforms

Actually play the same game on at least two different platforms (console, PC/laptop, phone, or tablet). Record comparisons of controls, appearance, performance, and overall experience. Bring a comparison chart or notes.

Requirement 6 — Complete ONE leadership/service option

Before class, do one: (a) teach a group about online gaming safety or digital citizenship; (b) attend or view a live-streamed esports event and take the required notes; or (c) attend an esports tournament, convention, or community event with another Scout, troop member, or family member. Bring notes showing exactly what was done and what was learned.

Research Packet to Complete Before Class

These requirements are not inherently multi-day, but completing the research in advance is necessary if the afternoon is to focus on counselor discussion, demonstrations, teamwork, and verification. Scouts should use their own words and record their sources.

REQ.	TOPIC	WHAT TO BRING
1(a)–1(d)	Gaming history and esports	Timeline from 1958 with one event per decade; five genres with examples; gaming vs. esports with two examples; five major esports-industry moments since 1990.
2(a)–2(c)	Scout values and ratings	Toxicity example using the Scout Oath and Law; five handling strategies tied to Oath/Law; ESRB ratings for games owned and comparison to Scout's age.
3(a)	Health research	Two credible articles on positive aspects and two on negative aspects; comparison chart showing agreement and disagreement; titles/sources recorded.
4(a)–4(b)	Online benefits, risks, and safety	Benefits and risks of online gaming; researched list of ten distinct online-gaming safety practices.
5(a), 5(c)	Gaming technology	Console-vs.-PC comparison; ideal gaming PC designed with a PC-builder site, including a complete parts list and reasons for choices.
7(a)–7(c)	Education and careers	Two varsity esports colleges with scholarship, degree, game, and league information; three non-athlete gaming-adjacent careers; three current jobs from a major publisher with education, skills, and experience requirements.

What Each Scout Should Bring

- Completed prerequisite notes/logs, printed or saved in an accessible digital format.
- The titles and links/citations for sources used in research.
- Enough detail to explain the work in the Scout's own words; worksheets are evidence, not substitutes for counselor discussion.
- Any accessibility needs or technology limitations communicated to the counselor before the event so a reasonable plan can be made.

Note

This is a prerequisite-intensive merit badge. Scouts who do not complete the listed pre-course work will receive a partial completion and will need to meet with a registered merit badge counselor after the Midway.

References

- [Official Competitive Gaming merit badge requirements](#)
- [Official Competitive Gaming digital resource guide](#)