



STEM
sports[®]

science • technology
engineering • math • sports

BASKETBALL

Module 7.2

Shot Tracking

GRADES 3rd – 5th

MODULE
7.2

GRADES
3-5

What Do You Need?

Supplies Provided
[Worksheets](#) and
Basketballs

Materials Needed
Notecards, Pencils
and Music Player



Test Your Knowledge

Have your students take this lesson's assessment prior to engaging by visiting: <https://stemsports.com/assessments/>. If you have limited digital capability, please email Info@STEMSports.com to access the Assessment & Key.

Engage

Does making two shots mean you
are a good player?

Explore

Track your shooting ability with a partner and record on the [worksheet](#).



Explain

Learn about *greater than, less than symbols* and how math plays an important role in the game.

Elaborate

Demonstrate how to use *greater than, less than* symbols on the [worksheet](#).

Evaluate

Put your game to the test: Are you more successful shooting free-throws or layups?





What Did You Learn?

Have your students retake this lesson's assessment to effectively evaluate their comprehension by visiting:

<https://stemsports.com/assessments/>. If you have limited digital capability, please email Info@STEMSports.com to access the Assessment & Key.



Extend

Challenge Yourself!

How many shots can you take? 100?
Test your stamina and math skills.



What is your Dream Job?

STEM Jobs in Sports

- Basketball Scout
- Videographer
- Statistician
- Computer/Application Coder (App)
- Broadcasting Engineer

Want to continue the education?
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