

## FOOTBALL

### Module 4.0

### Catch Me If You Can

GRADES K – 2<sup>nd</sup>



## What Do You Need?

### Supplies Provided

[Worksheets](#), Pee-Wee and Foam Footballs, Playground Balls, Disc Cones, Weight Scale and Tape Measures

### Materials Needed

Pencils

**Engage**

How do you measure a  
successful game of catch?

**Explore**

Time to play catch!





# Explain

Learn about the Scientific Method and how it can be applied to a game of catch.

## Scientific Method

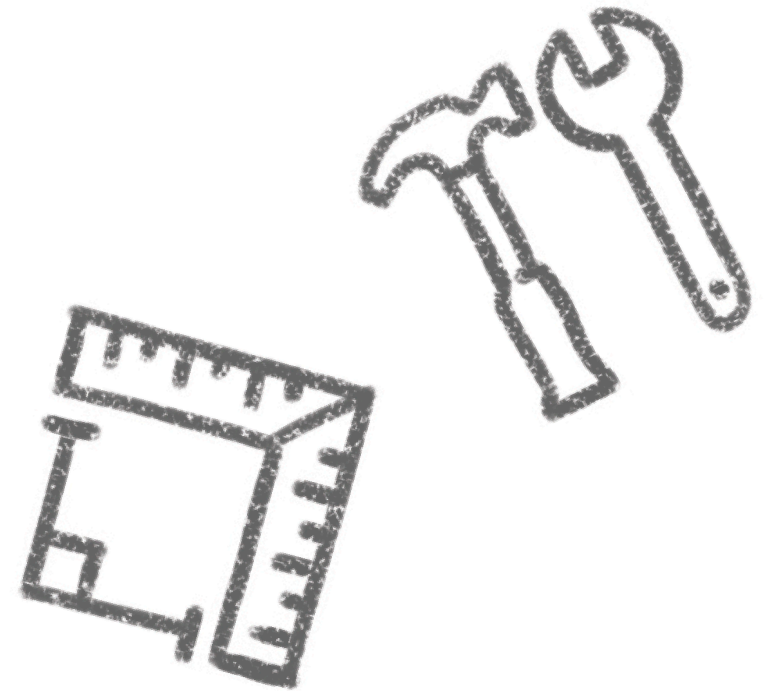


## Elaborate

Based on your practice playing catch, come up with a hypothesis and predict the outcome. Use the [worksheet](#).

# Evaluate

Using the [worksheet](#), test your hypothesis. Was your prediction good or bad?



**Extend**

## **Challenge Yourself!**

Make a conclusion based on  
your findings.





# What is your Dream Job?

## STEM Jobs in Sports

- Scorekeeper
- Sports Analyst
- Radar Engineer
- Exercise Coach
- Math Teacher

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