

GOLF

Module 8.0

Engineer a Hole-in-One

GRADES K – 2nd





What Do You Need?

Supplies Provided

[Worksheets](#), mini-stikka!,
flagstick!, ballz! and Clubs:
puttr! and hitta!

Materials Needed

Paper Towel Rolls, Empty
Cereal Boxes and Pieces of
Cardboard (used to build
their design)

Engage

How can you make sure the ball always goes in the hole?

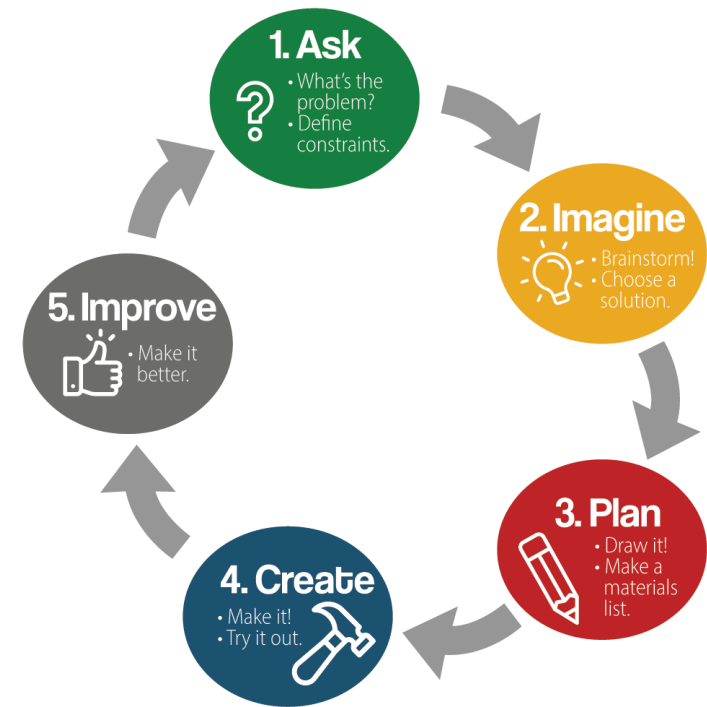


Explore

Test your putting skills!
Can you get the ball in
the hole with one try?

Explain

Learn about the “Engineering Design Process” and how engineers use it to solve problems. Use the [worksheet](#).



Elaborate

Share your ideas with classmates.

Evaluate

Based on your findings, can you design a hole-in-one?
Use the [worksheet](#).



Extend

Challenge Yourself!

Compare your design with a classmate to identify strengths and weaknesses.



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- Designer
- Sports Equipment Manufacturer
- Golf Course Manager

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