



**STEM**  
*sports*<sup>®</sup>

science • technology  
engineering • math • sports

**SOCCER**

Module 7.1

Goal-Line Technology

GRADES 3<sup>rd</sup> – 5<sup>th</sup>



MODULE  
**7.1**

GRADES  
**3-5**

## What Do You Need?

**Supplies Provided**  
[Worksheets](#), Soccer  
Balls, String, Bells and  
Tent Pegs

**Materials Needed**  
Pencils



## 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](mailto:Info@STEMSports.com) to access the Assessment & Key.

# Engage

Watch [video one](#). Is it a goal or not? Is the use of technology good for the game?



# Explore

Watch [video two](#) and draw a diagram of the current technology at the World Cup.

# Explain

Learn about the *Engineering Design Process* and how technology can be designed using the EDP.



# Elaborate

Time to design: Brainstorm, prototype, and test your prototype. Use the [worksheet](#).



# Evaluate

Was your design successful?  
Present it to the class with  
evidence to support it.





## What Did You Learn?

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

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**Extend**

## **Challenge Yourself!**

Participate in a “design challenge.”



# What is your Dream Job?

## STEM Jobs in Sports

- Computer/Application Coder (App)
- Video Producer
- Patent Agent
- Computer Engineer
- Stadium/Arena: Quality Control Coordinator



To access Worksheet Keys, please visit  
[www.STEMSports.com/digitaltools](http://www.STEMSports.com/digitaltools)

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