

STEM
sports®

science • technology
engineering • math • sports

FOOTBALL

Module 2.1

Technological Advancements and Improved Quarterback Play

GRADES 3rd – 5th

What Do You Need?

Supplies Provided

[Worksheets](#), Youth
Football and Receiver
Gloves

Materials Needed

Pencils and Colored
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 to access the Assessment & Key.

Engage

Do you notice a difference wearing a receiver's glove vs. not wearing it?



Explore

Are you able to hold, throw, and catch the football better with the glove on or off. Use the [worksheet](#).

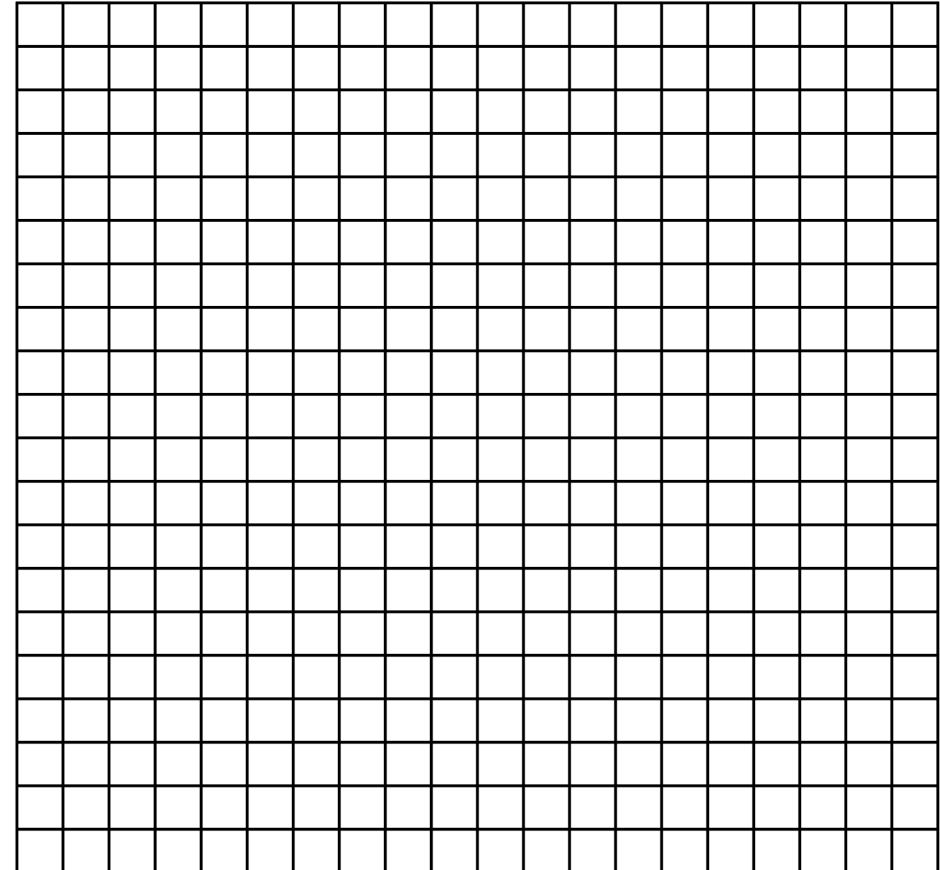


Explain

How successful were you with and without the glove? Use your math skills to find out on the [worksheet](#).

Elaborate

Use your math skills
and the [worksheet](#) to
graph data.



Evaluate

Based on your findings, do gloves help or hurt your game?



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!

Go a step further and calculate
your data as a percentage.



What is your Dream Job?

STEM Jobs in Sports

- Quarterback Coach
- Product Development Scientist
- Athletic Quality Control Coordinator
- Sports Statistical Analyst
- Sales and Marketing Director



To access Worksheet Keys, please
visit www.STEMSports.com/digitaltools

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