


STEM
sports[®]

science • technology
engineering • math • sports

BASEBALL

Module 5.0

Engineering a
Pitching Machine
GRADES 6th – 8th



MODULE
5.0

GRADES
6-8

What Do You Need?

Supplies Provided
Worksheets and Baseballs

Materials Needed
Pencils, Baseball Bat and Prototype
Materials to Scale: cardboard, PVC
pipes, string, glue, etc.



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

How can you improve your swing and hitting skills?

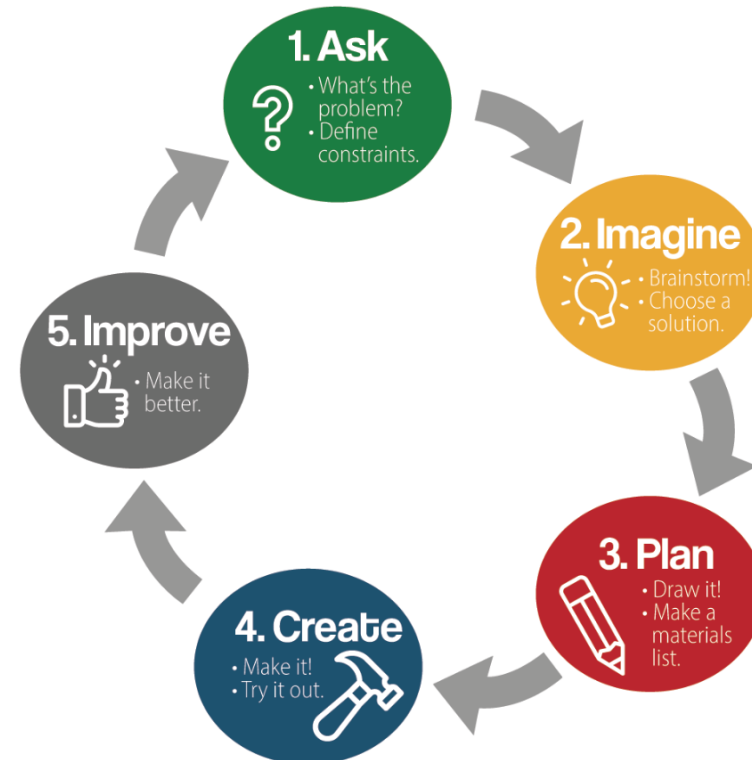
Explore

Test your abilities at the plate!
Collect data on your hitting skills.
Use the [worksheet](#) as a guide.

Explain

Is it possible to engineer a system that controls the speed, curve, and direction of the ball?

Engineering Design Process



Elaborate



Using the [worksheet](#) as a guide, brainstorm, prototype, and test the prototype to design a pitching machine.

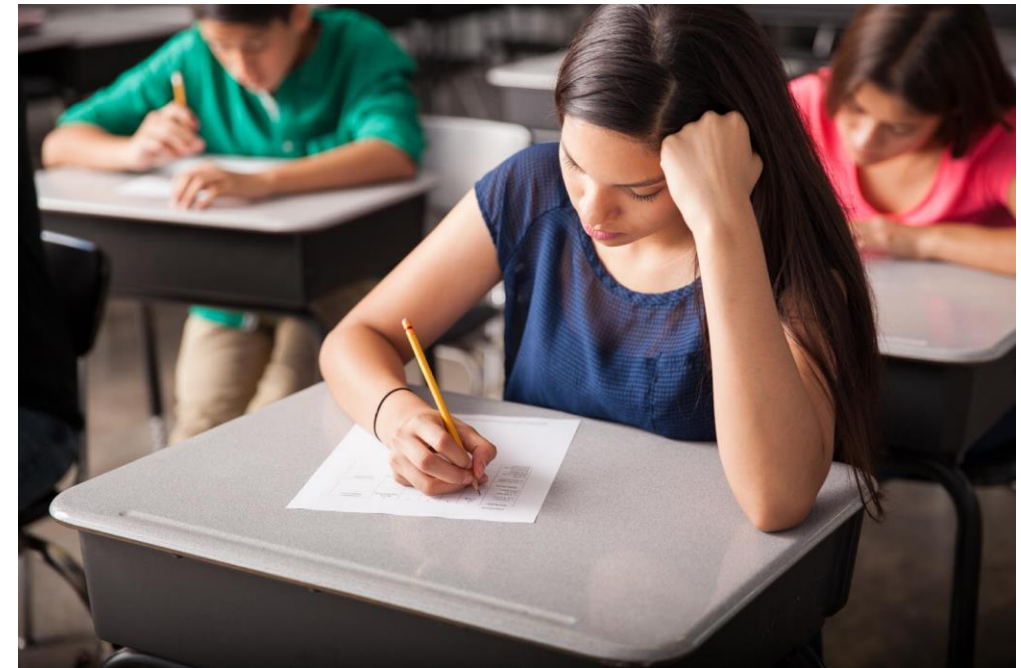
Evaluate

Was your design successful or not? Present to your classmates with evidence to support its success.



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!

Have an open design challenge
with your classmates.



What is your Dream Job?

STEM Jobs in Sports

- Baseball Field/Stadium: Quality Control Coordinator
- Patent Agent
- Adaptive Sports Equipment Manager
- Stadium/Arena: Safety Engineer
- Sports Equipment Manufacturer

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