

Assessment Key

GRADES 3-5

Module 1.1: Measuring and Comparing Throws

1. A
2. C

Module 2.1: Technological Advancements & Improved QB Play

1. D
2. A

Module 3.1: The Advancement of In-Game Communication

1. Constraint
2. Criteria
3. B

Module 4.1: The Evolution of a Football Helmet

1. C
2. T
3. F

Module 5.1: Measuring Football Distances

1. C
2. C

Module 6.1: Extra Point Vs. Two-Point Conversions

1. D, B
2. B

Module 7.1: Intricacies of a Football Field

1. A, C, D, F
2. 78

Module 8.1: Properties of a Football and Foam Football

1. F
2. A, D

GRADES 6-8

Module 1.1: Arm Strength: Youth Vs. Foam Football

1. B
2. C

Module 2.1: Technological Advancements & Improved QB Play

1. C
2. A

Module 3.1: Engineering Better Gameplay Communication

1. A
2. Constraints
3. Criteria
4. B

Module 4.1: The Evolution of a Football Helmet

1. D
2. A discussion of limitations and advantages based on observations.
3. T
4. F

Module 5.1: Intricacies of a Football Field

1. D
2. D

Module 6.1: Extra Point Vs. Two-Point Conversions

1. D
2. C
3. B

Module 7.1: Integers of Play

1. D
2. B

Module 8.1: Properties of a Football and Foam Football

1. A
2. C, D