

Name:	Class:	

Calculating Throw-Ins

GRADES 6-8

Ensure all your data is in the same unit (feet or meters)

	Partner 1	Partner 2	Partner 3
Throw-In Prediction			

Distance of Throw	Height Ball was released (a)	Throw 1	Throw 2	Throw 3	Throw 4	Throw 5	Average (b)
Stand Still							
Kneeling							
Step Into							



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Calculating Throw-Ins

Stand-Still:
Kneeling:
Step Into:
estions: Which of the three types of throwing techniques produced the greatest results?
Which of the three types of throwing techniques produced the greatest results?
Which of the three types of throwing techniques produced the greatest results? Would you select a taller or shorter player to throw the ball the farthest? Justify your answer using



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Heart Rate and Calories

GRADES 6-8

	Partner 1	Partner 2
Resting heart rate		
(measured)		
Heart rate after		
2.5 minutes of play		
Heart rate after		
5 minutes of play		
Maximum heart rate		
(calculated)		

Using the equation C = (MET*weight)*t, complete the data table and graph.

Time of Activity (hours) <i>t</i>	@ Resting Heart Rate (MET 1.5)	@ Heart Rate for Playing Soccer (MET 8.5)
0		
1		
2		
3		
4		
5		
6		



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Heart Rate and Calories

GRADES 6-8



Time

	ng				

1.	How many calories did you burn when you played soccer for 5 minutes?
2.	How many calories would you burn if you played for 45 minutes?
3.	How many calories would you burn if you played for 90 minutes?
4.	How did your calculations compare to those provided by the heart rate monitor?
5.	How does the MET value change the slope of the line?





Effective Ball Travel

GRADES 6-8

Data Collection

	Distance (meters)	Time (seconds)
Kick (in step)		
Kick (laces)		
Throw		

Calculations

	Initial speed	Final Speed (distance divided by time)	Acceleration (initial-final divided by time)	Mass of ball	Force Acting on ball (Mass times Acceleration)
Kick (in step)	0 m/s			0.43 kg	
Kick (laces)	0 m/s			0.43 kg	
Throw	0 m/s			0.43 kg	

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Effective Ball Travel

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Diagrams: Draw a diagram that shows the amount of force acting on each ball and how it affects the motion.

Kick (in step)	Kick (laces)	Throw



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Synthetic vs Natural Materials

GRADES 6-8

Observation:

Soccer Ball	Futsal Ball



Name:	Class:

Synthetic vs Natural Materials

Reading Questions: When and where did soccer originate?
How did soccer evolve over time?
List the cultures that developed soccer. Why do you think the sport developed in multiple places with only slight differences?
What are the similarities and differences between soccer in the past and soccer today?
How has technology changed how the game is played?
Describe the materials used in a soccer ball. Compare the past and present balls.
Summarize the steps of manufacturing a soccer ball.



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Pressure and Molecular Motion

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Collect data on the bounce back height when the ball is dropped from 2 meters. [A properly inflated ball will bounce back 115-165 centimeters.]

	Flat	3 PSI	6 PSI	9 PSI	12 PSI	15 PSI
Futsal Ball						
Soccer Ball						

Based on the data above	, answer the	following	questions:
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1.	What are some disadvantages of an under-inflated ball?

2	What are some	dicadvantage	oc of an	over-inflated	hall?
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Pressure and Molecular Motion

3.	Predict what will happen to the bounce of the ball if you continue to increase the pressure past 15 PSI. Use evidence to support your answer.
ŀ.	Draw a molecular diagram of the ball at 3 PSI vs 15 PSI.



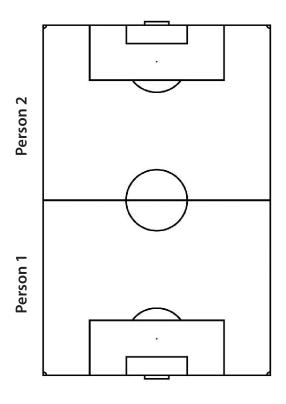
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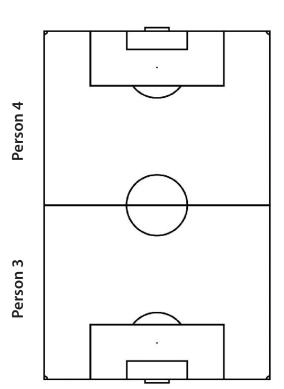
Area of Shooting Spaces

GRADES 6-8

Shooting Triangle	Person 1	Person 2	Person 3	Person 4
Height				
Base				
Area (calculated)				
Number of goals made (out of 10)				

Sketch each group member's shooting triangle. Label each side with the correct measurement and include the area in the center.







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Area of Shooting Spaces

Claim: What is the relationship between the shooting triangle area and number of goals made?			
Evidence: Using your data, explain why your claim is supported.			
Reasoning: Justify your response.			





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Goal-Line Technology

Problem: The youth comgoal line.	munity league needs	a low cost option to	ensure the entire b	oall crosses the
Brainstorm multiple des	signs			
Select a single design (d	raw in detail, label m	aterials and provide	e measurements)	



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Goal-Line Technology

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Build, Design and Test It: Your test should be a controlled experiment; the table is provided to support your data collection.

Test 1	Test 2	Test 3
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Communicate: Did it work? What evidence supports that it works? Would you make any changes?		





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Probability and Penalty Kicks

GRADES 6-8

Collect Data

	Shots Made	Total Kicks	Probability (calculated)
Partner 1: Right Foot			
Partner 2: Right Foot			
Partner 1: Left Foot			
Partner 2: Left Foot			

Based on your dominant foot probability	Predicted Outcome	Actual Outcome	Error (absolute value of actual subtracted from predicted)
12 Kicks			
15 Kicks			
100 Kicks			
1,000 Kicks			
2,000 Kicks			



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Probability and Penalty Kicks

Explain how probability can be a helpful tool to make predictions.
Explain how probability can have limitations in predictions.

