

Name: _____

Goal-Line Technology

GRADES 3-5

Brainstorm Multiple Designs

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Select a Single Design (draw in detail, label materials and provide measurements)

Name: _____

Goal-Line Technology

GRADES 3-5

Build, Design and Test It

For the test, roll the ball into or near the goal nine times: three times straight through the goal line; three times without crossing the goal line; and three times that only crosses the goal line half way. Put an X in the data table if the goal line technology works correctly.

	Test 1	Test 2	Test 3
Straight through the goal line			
Does not cross the goal line			
Half way through the goal line			

Tell a partner about your design:

Did it work? What evidence supports that it works? Would you make any changes?