

STEM
sports[®]

science • technology
engineering • math • sports

GOLF

Module 2.0

Force of a Golf Swing

GRADES 3rd – 5th



MODULE

2.0

GRADES
3-5

What Do You

Supplies Provided **Need?** **Materials Needed**

Worksheets, Tape

Measures, Digital

Stopwatches and

ShortGolf® Products:

puttr!, hitta!, ballz! and

mini-stikka!

Pencils and Chart Paper





Test Your Knowledge

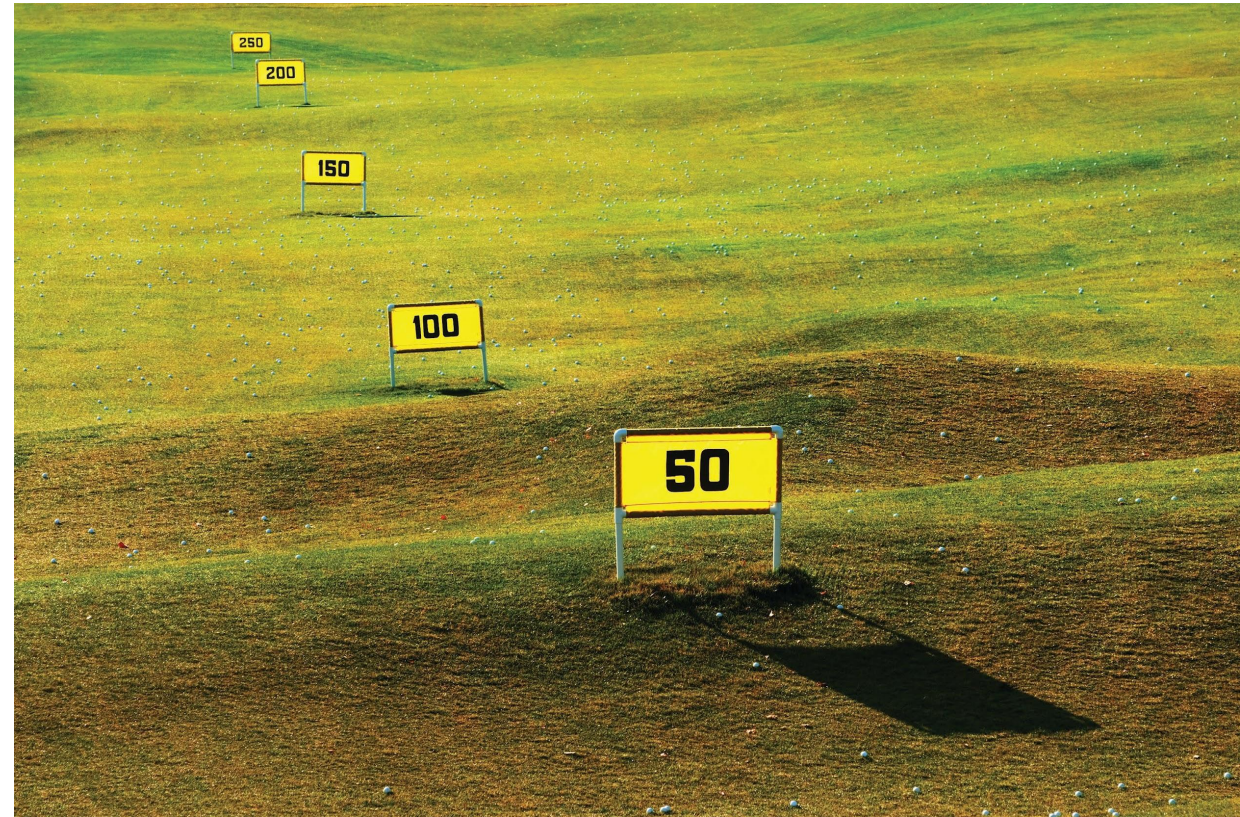
Have your students take this lesson's assessment prior to engaging by visiting:

<https://stemsports.com/assessments/>

. If you have limited digital capability, please email Info@STEMSports.com to access the Assessment & Key.

Engage

How far can
you hit a golf
ball?



Explore

Is there a change you could make to hit the ball further?
Use the [worksheet](#) for support.

Explain

Learn about the *Scientific Method* and how it applies to the game of golf.

Scientific Method



Elaborate

Conduct an experiment to answer the question “how can you increase the distance a golf ball travels?”

Evaluate

What were the outcomes of your experiment? Use the [worksheet](#) for support.



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!

Conduct an experiment to test multiple variables.



What is your Dream Job?

STEM Jobs in Sports

- Physics Teacher
- Adaptive Sports Equipment Coordinator
- Golf: Swing Coach
- Sports Physicist
- Pilates Instructor

Want to continue the
education?

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