



3d printers club

Baseball / Softball Edition

Students using this curriculum will take a deep dive into the world of two classic sports: baseball and softball. They will explore the ins and outs of both, including equipment, training, medical support, transportation, and the actual playing of the games. As they learn, students will keep an eye out for any persistent challenges or problems that could be addressed by innovative solutions.

They will then employ the engineering design process to design, prototype, test, and improve a novel solution for the problem they identified.

Curriculum overview will be available for online review in June 2019.

