

## **Event Information**

#### **Event Agenda**

**11:00am** Event Begins

**11:00am – 1:00pm** STEAM Activities and Student Project Presentations

**11:30am – 12:30pm** Judging for Student Projects

#### 1:00pm - 1:45pm

Interactive Show, Including Demonstrations (Sections 9–12 + 109–111)

- · STEAM Jobs in Sports
- Fielding Percentage
- Newton's Laws of Motion
- The Geometry of Wrigley Field
- · Launch Angle and Exit Velocity
- 1. Health Science Zone (Location Warning Track)
- 2. Gravity Zone (Location Concourse)
- 3. Robotics Zone (Location Warning Track)
- 4. Elasticity Zone (Location Concourse)
- Student Project Zone (Location Concourse – Judging Starting at 11:30 am)
- 6. Aerodynamics Zone (Location Warning Track)
- 7. Physics Zone (Location Warning Track)
- 8. Hitting Zone (Location Bullpen)
- 9. Win Reality Zone (Location Bullpen)
- 10. Earth Science Zone (Location Concourse)
- 11. Reaction Time Zone (Location - Warning Track)
- 12. Uniform & Stadium Design Zone (Location - Concourse)
- 13. Pitching Zone (Location Bullpen)
- 14. STEM Zone (Location Warning Track)
- 15. Recovery Zone (Location Warning Track)
- 16. Interactive Show, Including Demonstrations, Raffle & STEAM Fair Awards Zone (Sections 9-12 + 109-111 - Starting at 1:00 pm)
- 17. Snapology Zone (Location Concourse)



#### 1:45pm

STEAM Fair Winners Announced (Sections 9–12 & 109–111)

#### 1:55pm

Raffle Winners Announced for Passport Completion (Sections 9–12 + 109–111 \*\*Passport Drop-Off at Check-In Near Horizon Gate\*\*

2:00pm Event Ends

EVENT PAGE



- 18. Code Your Dreams Zone (Location -Concourse)
- 19. Girls 4 Science (Location Concourse)
- 20. Mad Science Zone (Location Concourse)
- 21. First 5125 HOTH Robotics Zone (Location - Concourse)



STEAM	S in STEAM Sta	ands for S	cience
	Trajec	tory of Ba	II Flight
Air Pressure	Gravity Exit Vo	slocity	
× Distance	La Ar	Con nunch ngle <sup>o</sup>	tact Point
LAUNCH ANGLES BASED ON CONTAC Ground Ball: Less than 10 degrees Line Drive: 10 to 25 degrees Fly Ball: 25 to 50 degrees Pop Up: Greater than 50 degrees	T Pop up	Ho 50° Angle off bat	ome Plate 25° Angle
Contact Point	Fly Ball		off bat
	Line Drive Ground Ball	,	10° Angle off bat
Home Plate		Pitcher's R	elease
		,	
Answer Bank: Trajectory   Homerun   Parallel	Launch   Height   Impa	ict	
1 The angle at which a baseball lea	ves the bat is called the _		angle.
<b>2</b> A ball hit with a launch angle of 10	degrees will travel	to	the ground.
<b>3</b> When the launch angle increases also increases.	, the of t	the ball's tra	jectory
<ul><li>3 When the launch angle increases also increases.</li><li>4 The path the baseball follows in t</li></ul>	, the of the air is called its	the ball's tra	jectory
<ul> <li>3 When the launch angle increases also increases.</li> <li>4 The path the baseball follows in t</li> <li>5 The force applied to the baseball</li> </ul>	, the of t he air is called its by the bat is called the	the ball's tra	jectory force.
<ul> <li>3 When the launch angle increases also increases.</li> <li>4 The path the baseball follows in t</li> <li>5 The force applied to the baseball</li> <li>6 A ball hit with a launch angle betw angle for a</li> </ul>	, the of the air is called its he air is called its by the bat is called the ween 25 and 35 degrees i	the ball's tra	jectory force. I an ideal

# T in STEAM Stands for Technology

#### What is Statcast?



A state-of-the-art tracking technology that is used to capture a collection of data to evaluate players.

Each club has **12 hawk-eye cameras** installed around the ballpark. **Five** of those focus on pitch tracking. The other **seven** are dedicated to tracking players and batted balls.

Let's take a look at two examples using two different Cubs player's.



Marcus Stroman Reference the data and answer the questions based on the ten pitches thrown.



**Cody Bellinger** Reference the data and answer the questions below.

Kind of Ball Thrown	Total Number of Balls Thrown	%
Fastball		
Slider		
Cutter		
Change Up		

Hits	Total Number of Hits	%
Single		
Double	1	
Triple		
Homerun		





# E in STEAM Stands for Engineering

## **Stadium Design**

# What are some unique features of Wrigley Field?

What are your stadium design ideas?



# A in STEAM Stands for Arts



### **Coloring Clark**

Full Name: Clark the Cub Favorite Color: Cubbie Blue Favorite Vacation Spot: Mesa, AZ Favorite Song: "Go Cubs Go" of course! Hobbies: Practicing my T-ball swing and hanging out with Clark's Crew members! Favorite Movie: "Rookie of the Year" Achievements: 2016 World Series Champion, 2018 Mascot Home Run Derby Champion



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# **M** in STEAM Stands for Math

## **Build Your Own Roster**



## **Scavenger Hunt**

Visit the different displays to answer the following questions.



1 Which of the 6 steps of pitching has the most significant amount of force on the shoulder?

2 What is the daily recommendation of vegetables to eat on a daily basis?

- 3 Which step of the engineering design process focuses on evaluating your prototype?
- 4 What is the speed of a baseball or softball pitch that takes .458 seconds to cross home plate?
- 5 What are the 4 steps for how your body reacts to a pitch being thrown?
- 6 What is a typical range of degree for a line drive that is hit?
- 7 How does deep breathing benefit athletes' performance?
- 8 Identify one active and passive recovery technique?
- 9 How many stitches are on a baseball?

