

SCORE PREDICTION

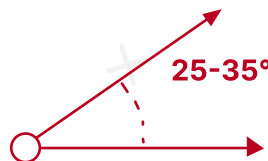


What is your prediction for the final score?

Step 1: Predict how many runs the Angels and their opponent will score at the end of the game.

Step 2: Compare you predicted score to the actual score at the end of the game and calculate the difference.

	Score Prediction	Actual Score	Difference
ANGELS	<input type="text"/>	<input type="text"/>	<input type="text"/>
OPPONENT	<input type="text"/>	<input type="text"/>	<input type="text"/>



Did you know?

For a home run, the ideal launch angle is between 25-35 degrees.

PITCH TALLY

During the first and the second innings of the games, fill in the dots for the number of strikes and balls thrown by the Angels pitcher. At the end of each inning, calculate the strike percentage.

1st INNING

STRIKES	BALLS	STRIKE %
<div style="display: flex; flex-wrap: wrap; gap: 10px;"> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> </div>	<div style="display: flex; flex-wrap: wrap; gap: 10px;"> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> </div>	<p style="font-size: small;">Strikes / (Strikes + Balls) x 100</p> <input style="width: 100%; height: 40px;" type="text"/>
TOTAL=	TOTAL=	% STRIKES=

2nd INNING

STRIKES	BALLS	STRIKE %
<div style="display: flex; flex-wrap: wrap; gap: 10px;"> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> </div>	<div style="display: flex; flex-wrap: wrap; gap: 10px;"> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> <div style="width: 50%;"><input type="checkbox"/></div> </div>	<p style="font-size: small;">Strikes / (Strikes + Balls) x 100</p> <input style="width: 100%; height: 40px;" type="text"/>
TOTAL=	TOTAL=	% STRIKES=

HITTING/PITCHING FACTORS

DEPTH PERCEPTION

The ability to perceive the relative distance of objects

FORCE

Strength or energy as an attribute of physical action or movement

VELOCITY

The speed of something in a given direction

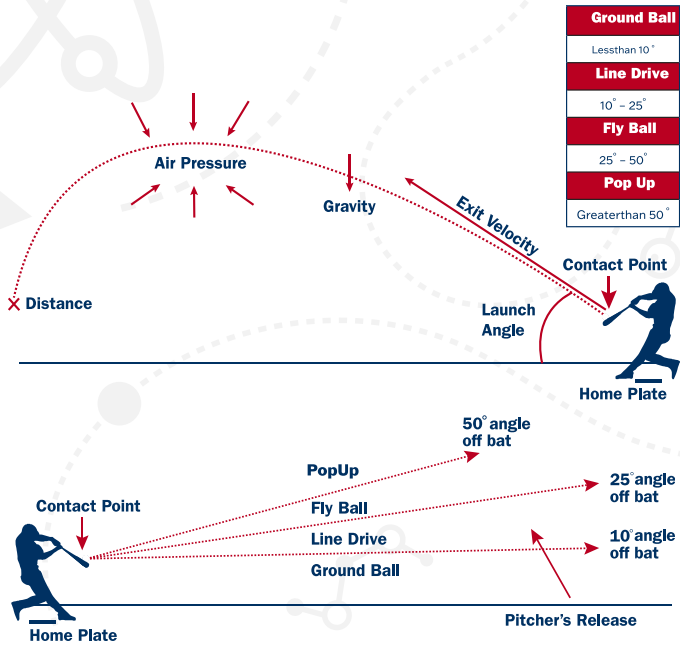
ROTATION

The action of rotating around an axis or center

TRAJECTORY

The path followed by a projectile flying or an object moving under the action of given force

LAUNCH ANGLE



Launch Angle (degrees)	First attempt distance (feet)	Second attempt distance (feet)	Third attempt distance (feet)	Average distance (feet)
20				
35				
50				

PLAYER CARD

Name / # _____

Hometown: _____

Position: _____

Height: _____

Wingspan: _____

Broad Jump: _____

Vertical Jump: _____



SCIENCE OF SPORT

WORD SEARCH

N G N A T E C H N O L O G Y P
 M F E E L R S W L M S W P V E
 A J W R Z X C R N E J Z R K R
 S U T O C E I S W A A I O G C
 S O O D Q N E A Q S T U B T E
 S V N Y X G N N S U M F L L N
 G E L N T I C G T R A B E A T
 K L C A G N E L A E T G M R A
 G O G M E E Q E T T H E S E G
 E C C I O E Z X I T N X O A E
 K I A C M R M G S R K W L S W
 D T C S E I I S T G F I V R A
 I Y E B T N C E I V D C I H C
 P I G X R G Y S C X W A N B Y
 M P C E Y O Y H S U G C G S U

PROBLEM SOLVING
 TECHNOLOGY
 MEASURE
 SCIENCE
 MATH

AERODYNAMICS
 STATISTICS
 NEWTON
 PERCENTAGE
 MASS

ENGINEERING
 GEOMETRY
 ANGLE
 VELOCITY
 AREA

UNIFORM DESIGN

Activity: Design your own baseball team using the Angels logos as inspiration.

