

Evolution of Sports Project

Have you ever wondered what your favorite sport was like 50 years ago or 100 years ago? OR Are you curious about a sport but never knew much about it? Well, this is your chance to learn all about it! For this project, you will choose a topic in sports and explore how that topic has changed over time. Ultimately, you are going to share your research with the class.

STEP 1: Choose a topic (this list is not exhaustive - if you want to add a topic to the list, you may)

- Lacrosse
- Tennis
- Esports
- Football
- Boxing
- Soccer
- Tennis
- Pickleball
- Extreme sports (i.e., surfing, motocross, mountain biking, skateboarding, etc.)
- Origins & evolution of an Olympic event (choose 1)
- Esports (rise & evolution of videogaming)
- Role of technology in a specific sport (choose 1)
- Rugby
- Skating
- Skiing
- Track/x-country
- Gymnastics
- Cheerleading
- Rowing
- Rule changes & reasons for those shifts in a specific sport
- Evolution of women's participation in sport (choose a specific sport/area)
- Audience for & place of sport in American social hierarchy/culture (choose a specific sport/area)

ALL TOPICS MUST BE APPROVED.

STEP 2: Research (You will need to add to these questions to make them fit your specific topic. What follows is some general questions to get you started and to help organize your notes. If you need help figuring out some other areas to explore, please ask!)

- What is the topic? Provide some background (give a sense of chronology - where does this project start and stop in terms of time? What's the topic about?)
- How have things (rules, play, tech...this is what you need to figure out and define for your specific project/topic) changed over time?
- What are some detailed examples that are worth digging into with more detail & learning more about?
- It is critical that you have some analytical component to your presentation.
 - ◆ Consider the times - how does that relate to or influence the topic in some way?
 - ◆ What do the changes you're noting say about our society, values, etc.?

SOURCES: You must use a minimum of 3 sources.

- Remember what we've discussed about how to evaluate good web sources. You should NOT be using Wikipedia and instead want to make sure you're leaning on solid resources.
 - Remember the tool the librarians taught us for evaluating sources ([the SCRAP test](#): solid, current, relevant, authoritative, purpose)
- Good resources to consider: ESPN, Sports Illustrated, The Players' Tribune, Andscape, Deadspin.
- *At least 1 of your sources must be drawn from the L-S databases.* Good resources to consider: Biography in Context (GALE), Pop Culture Universe, U.S. History in Context
- **You do need a bibliography so make sure to keep track of your sources when you are researching!**

STEP 3: Presentation

- You have several options for how you share your research with the class. Ultimately the goal is to share what you've learned and teach the class about the sport in a fun, engaging way.
- Your presentation should include the following:
 - ◆ A Kahoot/game: open or close your presentation with a 5-10 question game to either introduce the class to the topic or review what they've been taught
 - ◆ A presentation of your learning - this can take the form of a children's book, poster, slideshow, or a video. (If you have an idea for an alternative format that you think would work, feel free to suggest it.)
 - Whatever format you choose, your presentation should be informative, fun and include visuals to support your text (images, video, music, etc.)
 - ◆ In total, your presentation should take about 5-8 minutes (and no longer than 10 minutes.)

Step 4: Attach your finished presentation to the assignment in Google Classroom (or hand it in if you've created a physical product) and turn it in.