Project Based Learning

History of Sports Museum Exhibit: ABOUT

GOAL: To create an exhibit on a specific sport for the History of Sports Museum.

DRIVING QUESTION: What is the defining impact and role of sport in America?

ROLE: You are a sports historian ready to present your findings

AUDIENCE: Visitors of all ages

SITUATION: You and your team have thoroughly researched your assigned sport from inception to current times. Now, you have been hired to compile your research into an educational exhibit that will be part of the History of Sports Museum.

PRODUCT: You and your team will create an exhibit that effectively demonstrates your research findings on the history of your assigned sport. The display will integrate several components, chosen by your group, which will articulate a clear, logical, and historical viewpoint throughout the years.
Project Based Learning

History of Sports Museum Exhibit: COMPONENTS

Project Based Learning is all about YOU the student figuring out how to be successful. It’s about thinking outside the box, applying skills to solve real-world problems, and using those 21st Century skills to make a product to be proud about.

YOU are the EXPERT of the topic assigned. Now choose THREE components, or more, to integrate into your exhibit. Choose your strengths, throw in something that you may consider a weakness: learn something and grow from this project, it’s all we’re asking for.

The difference between DOING projects and Project-Based Learning:

```
"Doing Projects"       VS.       Project-Based Learning

Students present facts. Unit ends.
Teacher has knowledge.

Teacher gives directions to students.
Students follow directions.

Students learn facts by following directions.

Teacher asks a question.

Students apply their knowledge/skills to solve a real-world problem. Then they are ready to answer more questions!

Students devise their own directions to take to solve problem.

Students learn information & develop skills.

Students test & revise their own directions.

```

History of Sports, Last Modified October 7, 2016
Exhibit Choices

- **Video:** Channel ESPN’s 30 on 30’s. Highlight an event, an influential person. Make it something that can run on a loop and aim for 10 minutes total.

- **Top 10:** Showcase ten influential items, or artifacts, the impacted the sport. Get creative with it—we aren’t looking for a literal baseball when talking about baseball.

- **Visual/Audio:** Visually represent of the sport in images, physical artifacts, or audio clips for every decade, or year, it was influential. Include a sign next to each visual to explain its role of importance.

- **Interactive:** Get your audience involved! Games, Q&A Flipbooks,

- **Timeline:** Showcase the different eras and the things that happen on a timeline. Make it interesting with pictures, dates, and facts.
Project Based Learning

History of Sports Museum Exhibit: TOPICS

America’s Pastime: The Game of Baseball
- Origins of the Game; early influences
- The Negro Leagues
- Icons of the Game: Past vs. Present
- New Era of Baseball
  o Free Agency
  o Strikes
  o Unions
  o Scandals
- Hall of Fame
- Dynasties and Rivalries

The Games of Gentlemen: Golf & Horse Racing
- The Creation of Golf
  o US Open
  o The Masters
  o The British Open
- The Sport of Kings: Horse Racing
  o Triple Crown
  o Andrew Jackson
- Betting and Gambling

The Lure of Football (College and Professional)
- Origins of the Game; early influences
- Creation of:
  o NFL
  o AFL
  o NCAA
- The Evolution of the Game:
  o TV Contracts
  o Monday Night Football
- Dynasties & Rivalries
- Icons and Heroes
  o Past vs. Present
  o Hall of Fame
- Issues Concerning the Game:
  o Strikes
  o Replacement Players
  o Concussions
- Legends and Traditions of the College Game

History of Sports, Last Modified October 7, 2016
The Sweet Science: Boxing, Wrestling, MMA

- Boxing and the Twenties
- The “Little Guys” of Boxing
- Boxing and Geographical Awareness
- The Media Circus
  - Press Conferences
  - Pay Per View
  - Movies
  - The WWE
- Sport...or not?

The Hardwood: Basketball (College and Professional)

- The Origins of the Game; early influences
- Creation of:
  - NBA
  - ABA
  - CBA
  - WNBA
- March Madness
- Other Influences:
  - Women
  - High School
  - AAU
- Dynasties and Rivalries
- Hip Hop and Basketball
  - Music
  - Personalities
  - Clothing