

# Future Goals—Hockey Scholar

## Math Edition



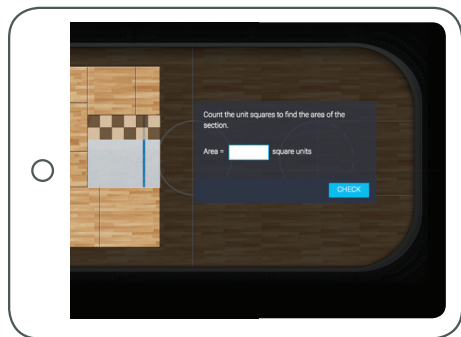
# FUTURE GOALS™

POWERED BY EVERFI

**Total Lessons:** 6 lessons, approximately 25 minutes each

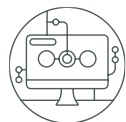
**Subject Fit:** Math, STEM

**Standards Alignment:** Common Core Math Standards, State Academic Standards



*Future Goals - Hockey Scholar™: Math Edition* uses the game of hockey to teach students about important, but difficult to teach Math concepts. From the pythagorean theorem to various area formulas, students apply their math skills to real world scenarios. In one lesson, students collect distance and time data to calculate a player's average speed. Each of the 6 lessons scaffolds students through problems of increasing complexity, giving tailored feedback along the way. The result is an experience that students both love and learn from.

## Key components



### Digital Lessons

Self-paced digital activities give students a safe and differentiated place to build new knowledge and skills.



### Lesson Plans

Classroom-ready lessons provide educators with standards-aligned guides to integrate effortlessly into classroom instruction.



### Reporting

See where your students are mastering concepts or where more support might be needed with a gradebook that updates as they move through the course.



### Example Topics

- Measuring Angles
- Speed and Distance Formula
- Coordinate Planes

### Course Flow

- Prediction
- Introductory Video
- Experiment
- Analysis
- Conclusion

For more information about bringing this program to your school or district, visit <https://everfi.com/k-12/hockeyscholar>

# Future Goals—Hockey Scholar

## Science Edition



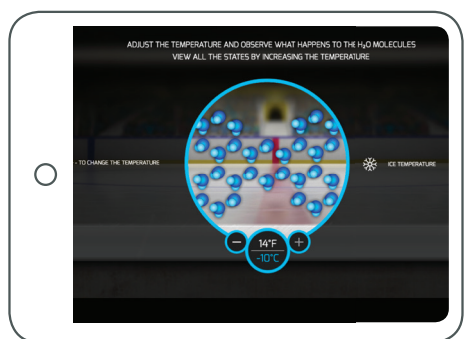
# FUTURE GOALS™

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**Total Lessons:** 6 lessons, approximately 25 minutes each

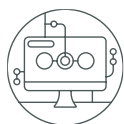
**Subject Fit:** Science, STEM

**Standards Alignment:** Next Generation Science Standards, State Academic Standards



*Future Goals - Hockey Scholar™: Science Edition* uses the game of hockey to teach students about important, but difficult to teach Science concepts. From calculating kinetic and potential energy to understanding phases of matter, students apply their scientific understanding to real world scenarios. In one lesson, students examine how friction affects a player's speed. Each of the 6 lessons uses the Scientific Method framework to scaffold students through the process of making predictions, collecting data, and conducting analysis. The result is an experience that students both love and learn from.

## Key components



### Digital Lessons

Self-paced digital activities give students a safe and differentiated place to build new knowledge and skills.



### Lesson Plans

Classroom-ready lessons provide educators with standards-aligned guides to integrate effortlessly into classroom instruction.



### Reporting

See where your students are mastering concepts or where more support might be needed with a gradebook that updates as they move through the course.



### Example Topics

- Force and Friction
- Potential and Kinetic Energy
- Phases of Matter

### Course Flow

- Prediction
- Introductory Video
- Experiment
- Analysis
- Conclusion

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