Team Up! Explore Science & Sports examines the science of sports through 13 interactive components. Visitors can test their own skills in sports such as basketball, tennis, soccer, and football while learning about math and physics.

In Family Fun magazine, Team Up! was rated the best hands-on traveling exhibit for families.

In this exhibition, visitors are invited to do such things as:

Discover their pitching speed in a radar-equipped booth

Experiment with balance using pommel-horse and balance beam interactives.

Make a perfect bounce pass to a "teammate" located on the other side of a barrier.

Shoot a marble-sized basketball through a tiny hoop while learning about trajectory angles.

Previous Venues
Danville Science Center – Danville, VA
Sci-Tech Discovery Center -- Frisco, TX
Imagine It! The Children’s Museum of Atlanta – Atlanta, Georgia
Don Harrington Discovery Center – Amarillo, Texas

A Traveling Exhibition of
Exhibit Descriptions

**Goalpost Entry**
Visitors walk under a football goalpost to enter Team Up! Explore Science and Sports. The entry panels are complete with national sponsor signage and a place for each venue to display its local sponsors.

**Ricochet Racket**
Visitors can shoot tennis balls at a giant racquet while adjusting the racquet face to get the most desirable angle. For safety and to eliminate the loss of tennis balls, Ricochet Racquet is an enclosed component.

**Locker Room**
This interactive station features professional sports equipment and apparel. Visitors can try on uniforms in the Locker Room, and view professional baseball, football, soccer, and hockey equipment in display cases. Jerseys from local teams can be included in this display.

**Balancing Acts**
Experiments on balance include a pommel horse, balance beam, and tabletop activities to help visitors learn about the skills needed to become an Olympic-caliber gymnast.

**Bounce Pass**
Make that perfect pass just like your favorite point guard! Visitors can determine the correct angle and amount of force needed to bounce a basketball to a "teammate" located on the other side of a barrier.

**Set Shot**
To explore trajectory angles, visitors can shoot a marble-sized basketball through a tiny hoop.

**Inside Scoop**
This exhibit investigates emerging technology in high-tech sports equipment. Visitors can explore the research and development of such items as hockey sticks and baseball bats, while viewing cross-sections of different balls and sports equipment.

**Get in the Game**
In a virtual reality system, visitors can watch themselves playing volleyball, soccer, or skiing downhill.

**How Fast Was That Pitch?**
Visitors can measure the speed of their baseball pitches in a radar-equipped booth.

**The Sole of the Game**
Viewing only the soles of various athletic footwear, visitors try to match each shoe with its correct sport.

**Twin Spin**
In this exhibit two mannequins rotating on metal rods portray gymnasts. One assumes a tucked position; the other is outstretched. The visitor is asked to predict and observe which mannequin will spin faster.

**Name That Ball (2)**
Visitors are invited to identify balls used in various sports, using only their sense of touch. Some of the balls will be familiar, while others will test the participant's sports I.Q.