

Paper Airplane Challenge

Goal: Students learn about the importance of experimentation and prototyping

Materials -

- 8.5 x 11 Paper (3 sheets per student)

Procedure -

1. Construct a paper airplane with a sheet of paper
2. Have the students take turns throwing their paper airplanes from the same spot
3. Repeat steps 1 and 2 with a second sheet of paper, constructing a new design
4. Have students reflect on which planes went further and why
5. Make the final airplane and have students throw their airplanes. This is the official test. The airplane that lands the furthest is the winner!

☆ Explanation: Prototyping is important for good design. Sometimes, trial and error is required to have a successful final design.

Image(s) -

