

NAME: _____ | SECTION: _____ | DATE: _____



Lift, Slide, Drop & Fly?

Goal: Launch a paper plane to fly far and straight.

-A- Definition and Research of a Design Problem

What is the problem to be solved?

Why is this a good problem to solve for sixth graders?

-B- Generation and Development Ideas

Sketch in dark pencil your idea for a plane to meet the goal. Show as many essential details as possible.

-C- Planning and Creating a Solution

Sketch in dark pencil the plane your table group will test and show as many essential details as possible. Briefly state why you chose this plane.

-D- Testing and Evaluating a Solution

How far did your table group's plane fly? << in cm.

How far did your table group's plane go off course? This is the error. << in cm.

What shape best describes your table group's plane (triangular or square/rectangular)?

What should change to make the plane fly farther and straighter? *answer on the back of this paper* >>

