Game 2:

PAPER AIRPLANE CONTEST



1. Materials You Will Need

- Adopt-A-Pilot Paper Airplane instructions (found online)
- Adopt-A-Pilot Paper Airplane template (found online)
- Blank paper (if the Adopt-A-Pilot Paper Airplane template is not used)
- Small paper clips
- Scotch tape
- Markers, crayons, colored pencils
- Timer, with a second hand (a watch will work)
- Tape measure or yard stick (most schools have yard sticks)
- Prizes (Suggestions: inexpensive candy, dollar store items, 1st, 2nd, 3rd place ribbons found most party supply stores)

Today every student is going to be a test pilot! They are going to see first-hand the four forces of flight at work, as well as use the Adopt-A-Pilot F.L.I.G.H.T Values to compete in a paper airplane contest.

TAKE-OFF.....

Lesson Guide For Your Game

1. Contest Set-Up

(You may want to move outside, to the cafeteria, or the gymnasium.)

- A. Working together as a class, have each student create a paper airplane. They can create their own design or use the Adopt-A-Pilot Paper Airplane template and instructions found online.
- B. Make scotch tape and paper clips available if they need them for their design.
- C. Give the students time to decorate their airplane. All airplanes have a livery. (This game can also be done by breaking up kids up into groups of 3 or 4, working together to build

2. Paper Airplane Contest Rules

a winning plane. This will take less time.)

- A. Designate a starting point. (A line marked with masking tape works well.)
- B. Give the students 5 minutes to test-fly their airplane in preparation for the contest. During this time they can test fly and modify their airplanes as much as they want. Once the 5 minutes are up, they cannot make any more changes.
- C. Have the teacher be the official distance measurer as well as the record keeper.
- D. You be the official timer
- E. Record the time and distance each airplane flies.

3. Suggested Paper Airplane Contest Categories

- Longest Distance
- Most Aerobatic
- Most Accurate (closest to landing within a specified zone)
- Longest Flight Time
- Best Livery
- Most Unique (this could be a unique design or a unique livery)

LANDING	
Wrapping Up Your Game	

- Congratulate all the students for playing a great game.
- Hand out any prizes you brought.



