













## Paper Drop Design Competition

TeachEngineering

Project

Design flying/falling devices to stay in the air as long as possible and land as close as possible to a given target.

Suggested Learning					
Time	1 : 00	Cost	0.00		
PreRequisites					
Requirements					
Skills					
		Focus	Level	Standard	Points
	Applied Science			<a href="#">NGSS</a>	3
	Team Building				1
	Written Communication			<a href="#">CC</a>	1
	Mathematics			<a href="#">CC</a>	1
<b>Total Skill Points</b>					<b>6</b>
Knowledge Gain					
Design and construct a flying device that meets specific requirements.					
Resource Link					
<a href="https://www.teachengineering.org/activities/view/njit_paper_activity1">https://www.teachengineering.org/activities/view/njit_paper_activity1</a>					

Skills Label™

Patent 11587190

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