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			NGSS	3
	Team Building				1
	Written Communication			CC	1
	Mathematics			CC	1

Total Skill Points	**6**

Knowledge Gain

Design and construct a flying device that meets specific requirements.

Resource Link

https://www.teachengineering.org/activities/view/njit_paper_activity1