










Paper Drop Design Competition

TeachEngineering

Experience

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
	Written Communication			CC	1
	Mathematics			CC	1
Total Skill Points					5
Knowledge Gain					
Design and construct a flying device that meets specific requirements.					
Resource Link					
https://www.teachengineering.org/activities/view/njit_paper_activity1					

Skills Label™

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