**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