













Inquiry and Engineering: Gliders

TeachEngineering

Design

Design, build and test small-sized gliders to maximize flight distance and an aerodynamic ratio, applying their knowledge of fluid dynamics to its role in flight

Suggested Learning					
Time	3 : 15	Cost	0.00		
PreRequisites					
Requirements					
Skills		Focus	Level	Standard	Points
 Applied Science				NGSS	10
 Written Communication				CC	5
 Research					5
 Teamwork					5
Total Skill Points					25
Knowledge Gain					
Follow the steps of the engineering design process to design a glider based on certain limitations. Construct and test a glider model.					
Resource Link					
https://www.teachengineering.org/activities/view/uconn_gliders_activity1					

Skills Label™

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