



# Paper Planes

The aim of this activity is to build and test a paper aeroplane. Then find a design that can travel the furthest and refine the it to see how far it can go.

The activity allows children to explore different paper airplane designs and to follow engineering principles to design, build, test and refine their aircraft.

Children can log their flights as they modify the design



<b>Key Stage</b> <b>ONE</b>	<b>Age</b> <b>5-7</b>	<b>Learning</b> <b>Physics, Engineering, Aerodynamics</b>	<b>Time</b> <b>10 mins</b>	<b>Difficulty</b> <b>EASY</b>
<b>Materials</b> <b>Paper (or card), Scissors, Ruler</b>				<b>Teacher Pack</b> <b>NO</b>
<b>Links</b> <a href="#">Click to open document</a>				