Go the Distance
Create a flying machine that travels the farthest possible distance. You will have three launch tries.

What You’ll Need
• 3 craft sticks
• 1 sheet of paper
• 5 paper clips
• 1 binder clip
• 1 paper cup
• 1 sheet of circle labels
• 1 12" length of string
• 3 marshmallows

Reflection Questions:
What did you notice about each of your launches?
What, if anything, did you do differently with each launch?

Redesign Challenge:
You get four revisions to make your flying machine go the farthest. With each revision, you may only change one thing.

Overall Design Reflection Questions:
• What were some interesting discoveries you made while working on the Design Challenges?
  • About the problems? About yourself?
  • What were some of the difficulties of the Design Challenges?
    • What made them difficult?
  • What were some learning moments?
    • What made them so?
  • How can you use what you have learned in the future?

For more on design and flight, check out – To Our Solar System and Back Digital Exploration on TGR EDU: Explore tgreduexplore.org/curriculum

Quote
"It is possible to fly without motors, but not without knowledge and skill."

- Wright Brothers