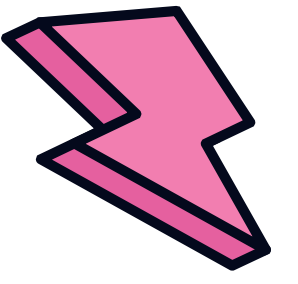


Paper Planes





Paper Planes

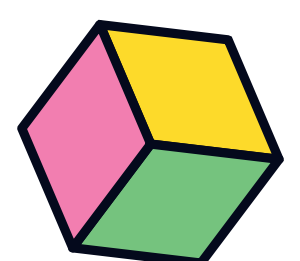


This is a very simple lesson idea that has enormous potential for learning across all curriculum strands. The idea is rather basic, students need to create a paper plane that they will throw at the end of the lesson. However, it's the learning that can take place from this simple activity that is extremely exciting. I will briefly explain the process of the session, and then talk about how this can be used across different subjects.

Students are to be given a simple mission, it's important that you start this with a story. The one below is one that we love to use when running the game.

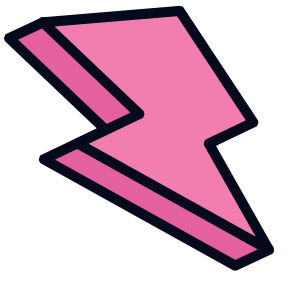
The mission

You have been stranded on a deserted island in the middle of the Pacific Ocean. You have zero phone reception and are all alone. The only thing that you have on the island is some A4 paper (you will make this available to all students as they will use this to make their planes). This is a matter of life and death, you need to research and make the best possible paper plane you can. We recommend going onto the internet and finding the design that will fly the longest. Once you have your design, you will need to create your 'HELP' message which you will write on your plane before you build it. This message is going to be your only chance of getting off the island alive. Once the message is on the paper you will need to design your plane, then you will have the chance to throw this and hopefully it flies with the wind to reach the main land.





Paper Planes



Session planning/learning outcomes

Students will have a set time that they can research and design their plane. At the end of the allotted time, all students will go outside and have three throws of their plane. They will need to record the distance of each throw and write this down. Once they have the three distances they can graph this and compare their results against everyone in the class. They will then also need to write about how their plane went. Was it successful, or did it fail? Why, why not etc. Science, Literacy and Numeracy outcomes are all evident here.

Each week you can complete this task again, where students get the chance to make another plane, have time to research and create a better plane if they like. Each time, the class goes outside and throws the planes. After three or four weeks of this, students will have different graphs, will be able to discuss why their results have gone up or down and will be able to talk about which design is best and why.

As a class, you can have a large leader board in your room, with the max distances for each student and longest overall throw. By introducing this each week, it gives students something to plan for and get excited about. They can research at home and practice this with their parent/s, as they will want to beat their score by creating planes that travel faster and longer in distance. By adding in the leader board, students can track their progress.

This simple idea of creating a paper plane has so much potential, and can provide learning opportunities across all school subjects. Adding gameplay to your lessons will engage students, who will begin to live and breathe the lessons you are teaching them.

