

Design, Create and Test

Design, Create & Test

Design

This weeks task is to design, make and test a paper airplane.

You are looking to design not only the furthest flying but the best looking design.

Research: look online at different designs, try out different materials, sizes and shapes

You should think not only about the performance of the airplane but also the look. What colour's or patterns might you want to add to enhance its aesthetics?

Create

Once you have designed your airplane you need to **create a sequence of operations.**

This is a guide that tells others how to make one themselves.

The steps should be in the correct order and should use words and pictures to explain each step.

This skill will come in useful when planning projects in the workshop.

Test

Once your model is complete you should test it out.

How far can it go?

What changes need to be made?

Evaluate your idea in terms of its performance, ease of use and aesthetics (looks)

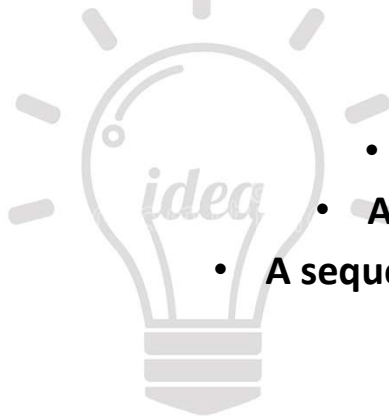
Design, Create & Test Submission

Design

Create

Test

When you have attempted this task please send the following to your class teacher via Teams, Email or show my homework.



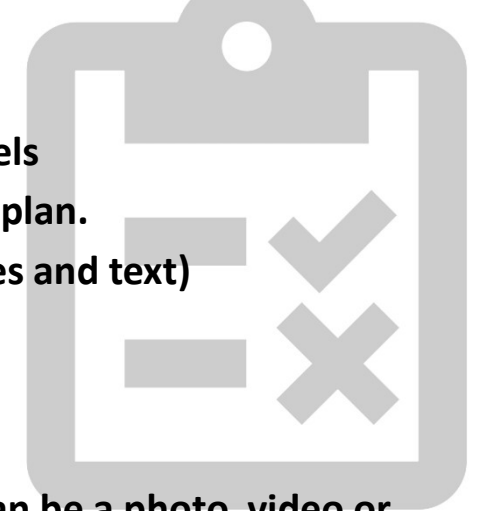
- A photo of your completed model and any of your test models
- A 2D sketch based on your unfolded model to show the design plan.
- A sequence of operations to explain how to make the model (sketches and text)

- A brief evaluation/summary of your models:

What worked well/what didn't

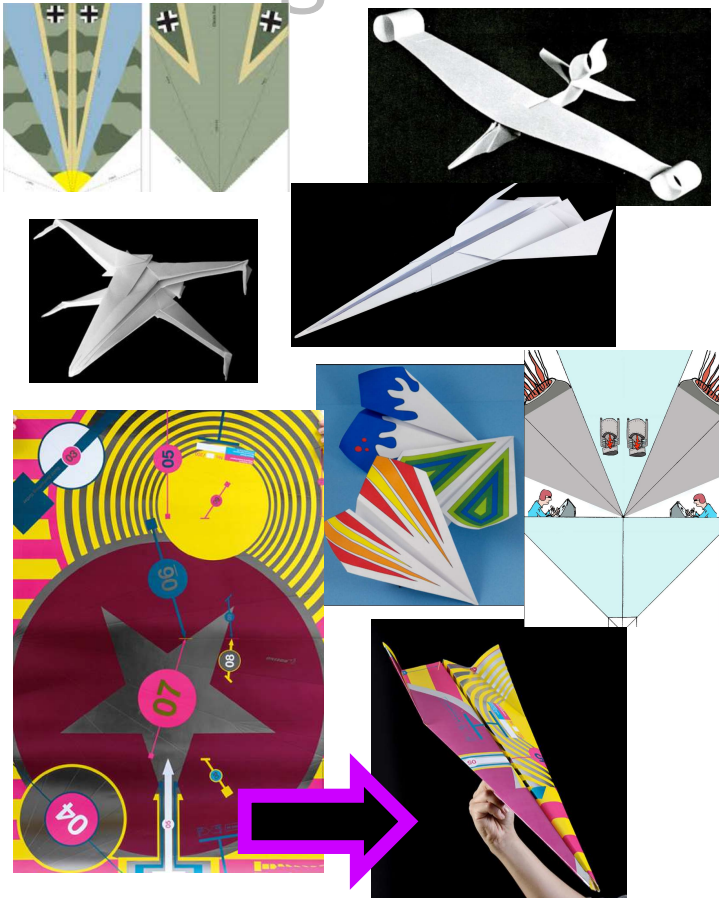
What changes did you have to make? Did they all work?

- A record of how far the airplane flew and how long it stayed in the air for; this can be a photo, video or measurement

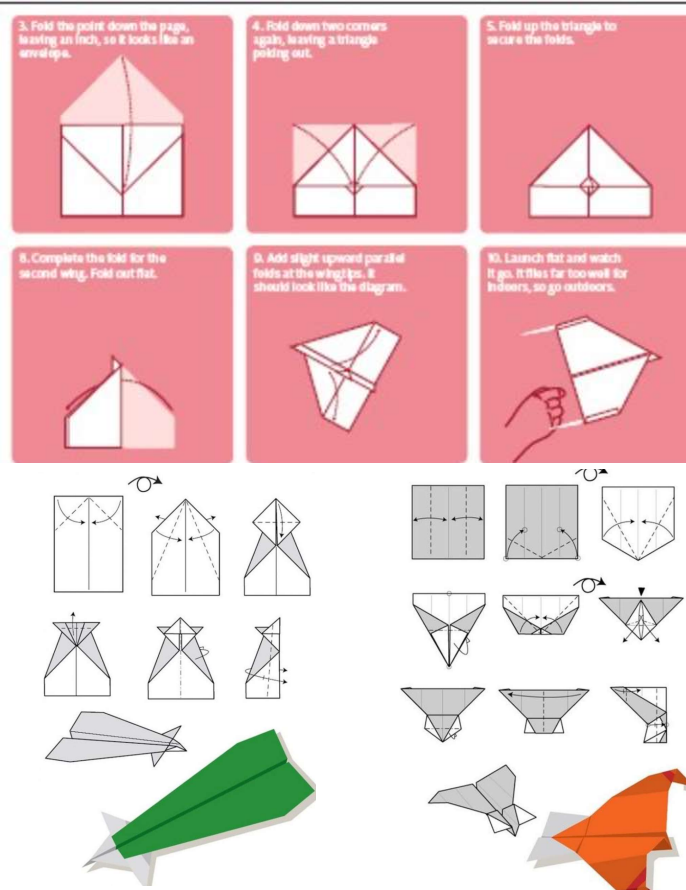


Design, Create Test Examples

Design Ideas



Create



Test & Evaluate

