APPRAISER COPY

Instant Challenge

Entry and Advanced Levels

Invent Aircraft

Challenge: Your **TASK** is to create an aircraft that will stay airborne for as long as possible.

Time: You will have up to 5 minutes to use your IMAGINATION to create your aircraft. Your team will then have up to 1 minute to launch your aircraft for score.

Set Up: On one end of the room is a taped line. Behind the line is a table with materials you may use to build your aircraft. There is also a stool behind the taped line from which you may launch your aircraft.

Procedure:

•**Part One** (5 minutes): Use the materials to make an aircraft that will stay airborne for as long as possible. You may test it during this period of time, but the time flying will not be scored.

•**Part Two** (1 minute): Launch your aircraft for score. **No part of any team member's body may cross the taped line during Part 2 or you will receive NO SCORE for this part.** The aircraft may not cross back over the taped line after it has been launched.

Materials:

1 Sheet of Paper	**1 Toothpick**	**5 Straws**
5 Mailing Labels	**1 Envelope**	**3 Pipe Cleaners**

The stool may NOT be damaged or altered in any way.

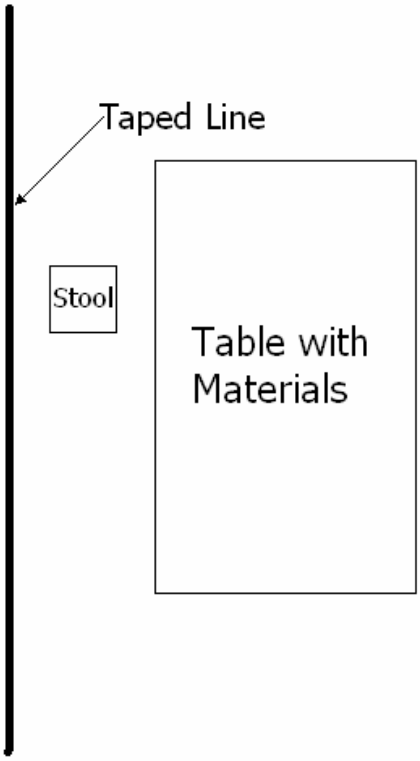
Scoring: You will receive

A. 3 points for each second your aircraft is in the air beyond the taped line.
B. Up to 30 points for how creatively you use the materials.
C. Up to 20 points for how well your team works together.

Invent Aircraft

For Appraisers Only:

1. The setup consists of a table with materials and a stool behind a taped line.



2. The stool may be moved as long as it remains behind the line.
3. Appraisers should be positioned in such a way as to see if any part of a team member's body crosses over the taped line. If it does, the team may not receive a score under part A.
4. The time that the aircraft remains in the air and behind the line should count for score under part A. If the aircraft passes back over the line while in the air, time should stop and the team should receive points for that amount of time.

TEAM COPY

Invent Aircraft

Challenge: Your **TASK** is to create an aircraft that will stay airborne for as long as possible.

Time: You will have up to 5 minutes to use your IMAGINATION to create your aircraft. Your team will then have up to 1 minute to launch your aircraft for score.

Set Up: On one end of the room is a taped line. Behind the line is a table with materials you may use to build your aircraft. There is also a stool behind the taped line from which you may launch your aircraft.

Procedure:

Part One (5 minutes):

- Use the materials to make an aircraft that will stay airborne for as long as possible.
- You may test it during this period of time, but the distance traveled will not be scored.
- You will be warned when you have one minute and when you have 30 seconds left in Part 1.

Part Two (1 minute):

- Launch your aircraft for score.
- **No part of any team member's body may cross the taped line during Part 2 or you will receive NO SCORE for this part.**
- The aircraft may not cross back over the taped line after it has been launched.

Scoring: You will receive

A. 3 points for each second your aircraft is in the air beyond the taped line.
B. Up to 30 points for how creatively you use the materials.
C. Up to 20 points for how well your team works together.

Invent Aircraft

Materials:

(Tape to Table)

1 Sheet of Paper
1 Toothpick
5 Straws
5 Mailing Labels
1 Envelope
3 Pipe Cleaners

The stool may NOT be damaged or altered in any way.