

The Paper Airplane Lab

In class, you've learned that the scientific method allows you to solve problems through focused trial and error. In this lab, you will be using the scientific method to figure out how to make an airplane that flies farther than anybody else's.

Prelab:

List the six steps of the scientific method in order:

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Procedure:

- 1) Make a paper airplane of the type you are most familiar with. (If you don't know how to make a paper airplane, your instructor will show you.) With your lab partner, measure how far the paper airplane goes each time you throw it.

Distance of throw 1: _____

Distance of throw 2: _____

Distance of throw 3: _____

Distance of throw 4: _____

Distance of throw 5: _____

Average distance of all five throws: _____

- 2) What you now want to do is make a guess about what might make the paper airplanes fly better. This could be a different method of folding the planes or some addition to the plane design. You may change whatever you like, but remember to only change **one** thing.

In the spaces below, write down how you think that you can get a better flight distance using the scientific method.

Purpose:

Hypothesis:

Materials:

Procedure:

Results:

Conclusion:

