

PAPER PLANE FLYING SCHOOL

Build a launcher and landing strip to test your section's paper plane flying skills

SUITABLE FOR ALL

1 You'll need to build the landing pad in advance. Simply get a piece of wooden scrap board and knock two nails into the ends.

2 Divide your section into small groups and ask them to make their paper planes using A4 paper.

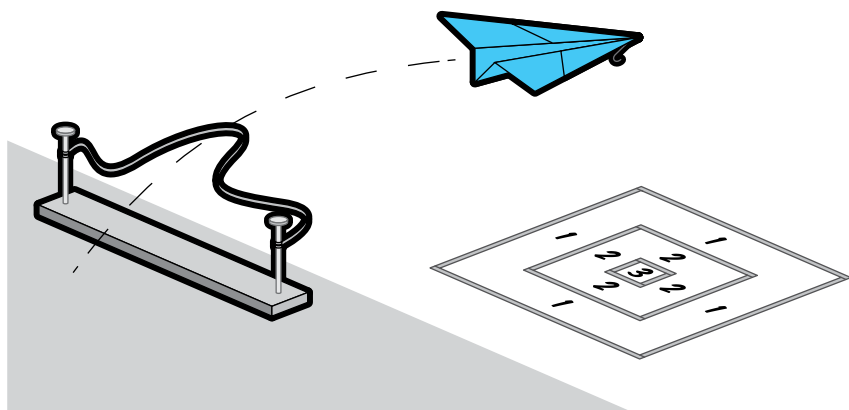
3 Punch a hole in the nose of each paper plane. Get a paperclip and bend it to make a hook. Attach the paperclip through the punched-out hole in the plane. The paperclip will make it easier to launch your plane and will give it plenty of power.

4 Set out the target area using masking tape. Mark out three squares on the floor, marking out a medium-sized square around the smaller one, and a bigger square around the medium-sized one.

5 On all four sides of the big square, mark out the number one four times; put two number twos in the medium-sized square and a number three in the centre of the smallest square.

6 To set up the rocket launcher, place it on a table, loop an elastic band around the two nails and prop up the end by putting a couple of books underneath the board.

7 Each young person should take it in turns to launch their plane, aiming it at the target. Hook the paperclip of the plane over the middle of the elastic band, pull back the plane, aim it at the target and launch! The Scouts should try and gain the highest score possible.



TIME NEEDED

10–20 minutes

EQUIPMENT NEEDED

- Wooden board
- Two nails
- Elastic band
- A4 paper
- Paperclips
- Masking tape

THIS ACTIVITY LINKS WITH THE FOLLOWING BADGES



Beaver Experiment Activity Badge



Cubs Artist Activity Badge



Scout Air Activities Staged Activity Badge



Explorer Creative Arts Activity Badge

OUTCOMES

Building and testing the planes will give the Scouts the chance to test physics and engineering.

OTHER ACTIVITIES

To put their aiming skills to the test, hang a large A2 sheet of card from a doorframe with different-sized holes cut out of it. Write a score by each hole, with the highest score by the smallest hole and the lowest score by the largest hole. Now see who can get the highest score by flying their planes through them.

DOWNLOAD THIS PAGE

Find this and other great activities at scouts.org.uk/magazine.