

Paper Airplanes

Subject: Math, Science,
Engineering

Grade Level: K-2

Concept: Economic
Concepts

Method: Problem-Based
Learning

OVERVIEW

Design and build paper airplanes. Each team will be given 10 pieces of paper. The teacher will be the customer and will buy any airplane that can be flown from the launch area to the finish line. Teams will be paid with 5 tickets for any plane that is successful, but each test flight will cost 2 tickets. At any time during the game, groups can purchase more paper- 5 sheets for 5 tickets or 1 sheet for 2 tickets. After 4 rounds of testing, calculate the total profit for each group.

Connection to Entrepreneurship: Students will create and prototype different designs. Students will experience risk competition and product scarcity.

