

Let's Fly (Kindergarten)

Objective: Design a Paper plane. Compare distance, height, and length of time in air.

Summary: A simple understanding of aviation with emphasis on flight and design.

Logic behind the lesson: To develop number sense students must solve real problems using math. Designing paper airplanes are a staple of childhood. This lesson will combine technology, engineering, and math. Students will learn the basic of aerodynamic as they problem solve and alter their designs. The lesson support NGSS, Engineering practice 2 (Develop and use models) and Common Core Math Standards.

Key Math Skills: problem solving, computation, measurement, geometry, graphs, and probability.,

I will use NASAs' site:

- "NASA Knows! For Grades k-4 Students."
 1. NASA provides several resources for designing paper planes
 2. There are also links in the site for Aeronautic classroom activities which are grade specific and designed by teachers.

- Syllabus Resource Page:
 1. PUMAS (Practical Uses of Math And Science) this site has grade specific summarization of math skills and includes links to Grade level Standards