

## Inquiry Flying Machine Model Directions

**Process:**

1. Provide each participant with copy of the flying machine model.
2. Have the participants build a paper flying machine and explain how it works.
3. They can modify their paper in any way they choose. (make scissors and paper clips available)
4. Encourage the participants to explore ways to modify their flying machine to improve performance.

**Questions:**

1. Explore:
  - a. What direction does it move?
  - b. Can the direction be changed?
  - c. Is there more than one way to change the direction?
  - d. What is the rate of descent (fall)?
  - e. Can the rate be changed?
2. Share, Process, Generalize:
  - a. What other objects fly?
  - b. What are some generalizations we can make about our flying machines?
  - c. Where do these attributes occur in nature?
3. Apply:
  - a. Design, build, and flyer another “flying machine” that will fly at least 10 feet away from you.
  - b. What aspects of these flying machines relate to things you see in your everyday lives?

