VISITOR

VIRTUAL MUSEUMS IN THE COVID ERA

# Activities

# Flight

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| **Project Title** | VISITOR (VIrtual muSeums In The cOvid eRa) |
| **Project reference No.** | 2020-1-FR01-KA226-SCH-095600 |

# PARTNERS

The Open University

LogoPsyCom

HELLENIC OPEN UNIVERSITY

idec

Interactive 4D Serious Games Labs

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| Name of Activity | Flight |
| Age Range | 8-11 years |
| Curriculum Subject Areas | Science, Design and Technology |
| Curriculum Links (Nation) | National Curriculum for England (https://www.gov.uk/government/collections/national-curriculum)<br><br>“select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities” (Design and Technology)<br><br>“identify the effects of air resistance, water resistance and friction, that act between moving surfaces” (Science) |
| Resources Needed | Card, Paper, Scissors, Sellotape, PE cones, trundle wheel. |
| Links to Museum | https://www.sciencemuseum.org.uk/see-and-do/flight<br>The Science Museum, London |
| Time Allocation | 60 minutes |

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| Description of Activity | • Watch the brief video “The History of Flight” (4:39 mins)<br>• Discuss what features of an aeroplane enable it to fly (wingspan, aerodynamic, power).<br>• In pairs, discuss and sketch a design idea for a paper aeroplane.<br>• Build one paper aeroplane in each pair. Decorate if time is available.<br>• Give your aeroplane a name.<br>• Create conditions for a fair test to see which paper aeroplane flies the furthest (eg on the playground, use PE cones to mark thwhoe best of three throws, use trundle wheel to measure the distance in metres).<br>• Collate results back in the classroom. Discuss what designs worked better than others. |

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