

## Paper Plane Design Trials

Plane 1 - Name: \_\_\_\_\_ Gull Wing \_\_\_\_\_ URL:

### **Trial 1**

Distance - \_\_30\_\_ Ft.

Flight Path - Went straight ahead.

Observations - The plane went up then came down and ended up really far.

Design Tweaks Applied - Went a lot further when I unbent the wings. It glided which made it go far.

### **Trial 2**

Distance - \_\_32\_\_ Ft.

Flight Path - went straight ahead.

Observations - The plane glided and went really far. It also slid on the floor which made it go further.

Design Tweaks Applied - When I added the tweaks the plane went about 42 feet.

### **Trial 3**

Distance - \_\_37\_\_ Ft.

Flight Path - Glided

Observations - The plane went pretty far this time and flew up and then down.

Design Tweaks Applied - Went a lot further with tweaks added.

## Paper Plane Design Trials

Plane 2 - Name: \_\_\_\_\_ Hybrid \_\_\_\_\_ URL:

### Trial 1

Distance - \_\_15\_\_ Ft.

Flight Path - This plane glided straight and when it didn't it curved

Observations - The hybrid either went really far or not far at all.

Design Tweaks Applied - When I added the tweaks I made it to 50 tiles.

### Trial 2

Distance - \_\_15\_\_ Ft.

Flight Path - The flight path curved a lot.

Observations - The plane didn't go very far. I think it's because some of the fold was off.

Design Tweaks Applied - I straightened out the tips of the wings so that it could glide further and it did. It went 52 tiles.

### Trial 3

Distance - \_\_14\_\_ Ft.

Flight Path - The plane went up and crashed into the ceiling so it didn't go very far.

Observations - I noticed that the plane was off balance which a problem if you want to go far.

Design Tweaks Applied – When I added the tweaks this time it only went 36 tiles.

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## Paper Plane Design Trials

**Plane 3 – Name:** \_\_\_\_\_ **Bullet** \_\_\_\_\_ **URL:**

### **Trial 1**

Distance - 20 Ft.

Flight Path – The plane didn't glide at all it just threw itself forward.

Observations – I noticed if you don't throw the plane a certain way it doesn't go far at all.

Design Tweaks Applied – What I did to my plane was folded the wings in so it would cut through the air. It did and it made it all the way to 30 feet.

### **Trial 2**

Distance - 18 Ft.

Flight Path – The plane started to spiral and fall faster than usual.

Observations – I noticed that the plane kind of went straight up then straight down.

Design Tweaks Applied – I did the same tweaks as trial 1. It spiraled a lot and it went pretty far. It got to 31 feet.

### **Trial 3**

Distance - 20 Ft.

Flight Path – The plane still did what trial 2 did but didn't spiral as much.

Observations – I noticed that the bullet isn't really a plane for distance. More of a plane for tricks.

Design Tweaks Applied – When I added my tweaks I went really far. I made it all the way to 35 feet.