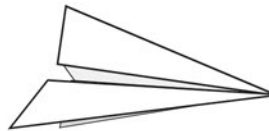# Top Flight

**What it is like to be a judge and have to choose a winner?
Grab three friends, make some paper airplanes, and try this!**

Getting Started

You need an open space for the airplanes to glide. Take turns having
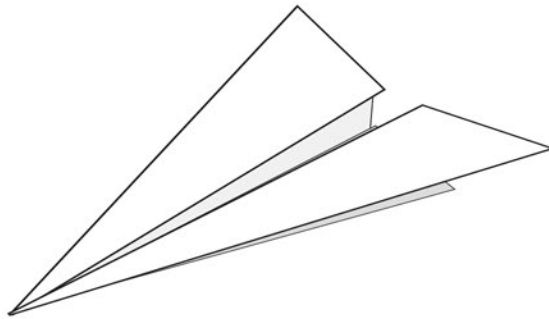one person be the pilot and three be judges so everyone can compete.

1 Decide which paper airplane to make.
For ideas, try web sites such as
http://bestpaperairplanes.com/
or http://www.funpaperairplanes.com.

2 Pick three categories to judge. Write
them under CATEGORIES on the score
cards. Here are some ideas:

> longest time in the air
> farthest distance
> straightest flight path
> smoothest landing
> coming closest to a target

3 Mark off a target about the size of a
hula hoop (using the tape or a rope).
Then make a line where the pilot has
to stand when tossing the airplane.

4 When you're a **judge**, write the name
of the pilot at the top of the column.
After the pilot tosses, circle one number
to rate each category (5 is best). Add up
the numbers to get the total score.

5 When you're the **pilot**, take 2 practice
tosses, then toss your plane for the
judges to score.

6 After every pilot has competed, read off
the scores. Top score wins!

Materials

- ☐ 8½ x 11" paper
- ☐ 3 pencils
- ☐ masking tape or rope to make a target area
- ☐ 4 score cards

Cyberchase

Judges' Score Card

Make four copies of this score card for each of you to use when judging.

NAME _____

CATEGORIES	PILOT _____	PILOT _____	PILOT _____
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5
Your Total for This Pilot:			
GRAND TOTAL: (Add your total to the other judges' totals.)			