

AIRPLANE RELAY

TIME 5–10 minutes

SUPPLIES

- › Paper
- › Masking tape

NOTE There's no need to give the secret away during play, but during debriefing, ask the group if anyone thought of walking the plane from one side of the room to the other as an alternate solution to the challenge of creating a plane that travels the farthest.

SET UP Mark a starting line with the masking tape.

THE GAME Break the group into smaller teams of “airplane factories” (3–5 players each). Without talking, each team's task is to design a paper airplane that can travel the farthest distance. Only one team member may touch the airplane at a time as they each take turns creating part of the design. The airplane is passed from person to person until all have touched it at least once and the airplane is complete.

Allow each team four to five minutes to construct their paper planes. When time is up, teams signal readiness to fly their planes by pointing toward the sky. On the count of three, players point to the person they choose as their pilot (the person with the most fingers pointing their way). Pilots stand behind the starting line and launch their planes on the count of three. The team whose plane travels the farthest is the winner.

After determining the winner, give all teams another minute to adjust their designs. They can talk this time. On the count of three, pilots again launch the planes. Applaud the plane that has traveled the farthest. Repeat one more time if you desire, and if no one has picked up on the specific use of the language “the plane that travels the farthest.”