

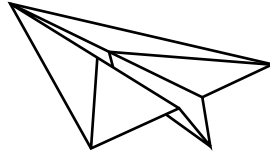
Time 30 minutes
to an hour

Space Large open
area.

Episode In *The Perfect Score*, the CyberSquad has to invent a scoring system to fairly judge Hacker and Wicked in a dance contest.

Materials

- 8 ½ x 11" paper (at least one sheet per child, plus a few extra for errors)
- pencils (3 per group)
- masking tape
- timer (optional), tape measure, and "target" such as hula hoop or taped area
- "Top Flight" handout (one per child)



Top Flight

Goal

To judge an event using numbers to compare performances and choose the best.

Big Idea

When players are judged by the quality of their performance, using numbers gives you a fair way to choose the winner.



Getting Ready

Make Connections to...

Sports

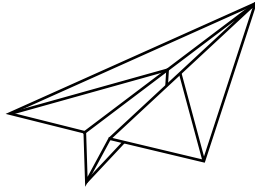
In sports such as figure skating, gymnastics, dancing, and diving, using an agreed-upon, numerical judging system helps judges fairly decide upon a winner.

Setup

Have kids work in groups of 4, so 1 can be the pilot and 3 can be judges. Each group will decide which model plane they will all make, from choices you provide. You may use any paper airplane design you know, or be prepared with a few designs from web sites such as: <http://bestpaperairplanes.com/> or <http://www.funpaperairplanes.com/>. Set up a work space for each group that has room to throw airplanes and includes all materials.

Other preparations before starting:

- Review all materials ahead of time.
- Preview the episode and segment.
- Make copies of "Top Flight" handout.
- If using the episode or segment with kids, set up DVD player and monitor (episode provided on DVD).



Top Flight

continued from page 1

Working with Kids

- 1 Discuss what it is like to be a judge and to have to choose a winner.
Ask: *Have you ever had to judge something, or been judged in an event? Have them share their experiences with the group. Discuss:* *How was the judging fair (or unfair)? If you have ever been judged unfairly, how did that make you feel? Why do you think sports events like gymnastics use a panel of judges instead of just one judge?* Listen to responses.

Discuss the **Big Idea** listed on page 1. **Ask:** *How would using numbers instead of words make the judging more fair?*

Optional: Use the episode or segment to further explore this idea.

- 2 Have kids choose a paper airplane design. As needed, demonstrate how to fold an airplane, and help kids fold theirs. All members of a group should choose and fold the same model, but different groups may use different models. Kids should write their names somewhere on their airplanes, as many will look alike.
- 3 Now toss a paper airplane and ask kids how they might judge your toss. **Ask:** *What categories could you judge?* (Some possibilities: farthest distance, longest time in the air, straightest flight path, smoothest landing, and coming closest to a target, such as the center point of a hula hoop laid on the floor.)
- 4 Make a list of the categories kids suggest. Explain to the kids that they will choose 3 categories from the list to judge their own flights.
- 5 Ask each group to choose the categories for judging their paper airplane contest. Invite them to create a target area on the floor, using tape or a hula hoop. Tell them they can use a tape measure if they choose the distance category.
- 6 Have each group hold its contest. As each kid throws his plane, the other 3 kids judge the toss using the chart on the handouts. Judges add up their individual scores, then combine their totals for a final score.
- 7 Share the **Make Connections to ...** and invite kids' comments. Ask, "What did you learn today that you didn't know before?" Listen to responses.