

The Power of Collaboration

Title: Paper Plane Challenge

Skill focus (gender based difference): Assertiveness

Description:

The goal of this challenge is to show gender differences in assertiveness during communication. In round one, a group of five team members must work together to build as many paper planes as they can with a consistent design using the material provided. In round two, they need to test the planes that have already been built. The team must work together in their different roles to build as many paper planes as they can, and to ensure that it's an effective design that will fly for a longer distance.

Supporting Material:

1. Scissors
2. Plain A4 papers
3. Duct tape to measure the distance the planes fly.
4. Paper clips
5. Instruction slides, along with takeaway messages
6. Scoring Sheet
7. Timer
8. Red and Green stickers: these are used in the seating arrangement
9. Voting buttons

Group set up:

100 Attendees: 20 tables: 5 per table

Gender breakdown Table:

Table No.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Men	0	4	3	5	1	3	2	1	2	0	5	4	0	5	4	1	0	4	5	1
Women	5	1	2	0	4	2	3	4	3	5	0	1	5	0	1	4	5	1	0	4
Leader	W	M	M	M	W	M	W	W	W	W	M	M	W	M	M	W	W	M	M	W

Instructions:

1. Once people start arriving instruct the women to sit at seats marked with a green sticker, and men to sit at seats marked with a red sticker.
2. If there are tables that are missing members, ask people to complete the tables in order for each team to have 5 participants. Once everyone is seated, the presenter can start.
3. The presenter will start by explaining the objective of the activity, the supplies and the rules to the attendees.

Paper Plane Challenge:

General Rules:

- Each group will design as many paper planes as possible, making sure to stick to their chosen design.
- Each team will have a member assigned as a leader, based on the distribution table, to guide the team through limited time and resources.

Round 1:

This round's objective is to allow the team to build their paper planes.

1. Each team will have 10 minutes to create as many paper planes as possible.
2. The team's paper planes should all be consistent in design:
 - a. Each one has a paper clip
 - b. Each one has a logo, which should be placed in the same location on the planes
 - c. Each plane is the same model
3. When time is up, judges will be assigned four tables each, and will walk around to score based on the criteria:
 - a. Count of planes
 - b. Overall consistency of design

Round 2:

This round's objective is to allow the team to test their paper planes.

1. Teams are lined up to test the distance their planes can travel.
2. Testing will be based on which quadrant the planes land in. There are four quadrants, each a meter apart.
3. Extra points will be awarded to the team who fly the farthest plane.

Time break down:

Action	Time (minutes)
Intro safety and demographic polling	3
Workshop Intro	7
Round 1	10
Round 2	15
Takeaways	10
Total	45

How we decide who wins points

Round 1:

Action	Points
Number of Consistent Planes	2 x number of planes

Round 2:

Quadrants are 1 meter apart.

Action – if plane lands in:	Points
1st quadrant	3 points
2nd quadrant	6 points
3rd quadrant	9 points
4th quadrant	12 points
Furthest plane	extra 5 points

Volunteers roles:

No	Action	Volunteer Role	Note
1	Before we start	Make sure that your tables are consistent with the gender breakdown table in terms of the following a. Table numbers b. Gender break down c. Leader gender	
2	After facilitator explains instructions	1. Ensure the team knows which member the leader is. 2. Ensure everyone at the table understands what they need to do in round 1, which is building the planes with the same design.	The leader can be determined by a sticker placed at the bottom of their seat.
3		Gives each team one set of materials	Do not give them the equipment before the facilitator gives the signal, in the past they always start and don't
4	At the end of phase 1 facilitator asks the teams to	Make sure your team stops making paper planes	
5	Points calculation	Go around your tables and do a quick check: a. Count the number of planes b. Check overall consistency of design (each one has a paper clip, each one has a logo, same shape, logo is placed in the same place etc...) c. Scoring	
6	Facilitator explains phase 2	Ten test planes fly at a time ; while people are testing the flight we enter the number of planes and consistency in the Excel sheet	
7	After the session ends	Add up the points per table and fill up attached sheet	
8	Winning team announced	Go up to the front and be in the picture with them	

Thank you for your help 😊😊

Volunteer Scoring Sheet:

Team Table Number: _____

Leader Gender (M/F): _____

Round 1:

Number of Planes with consistent design: _____

*Only count planes whose design is consistent

The team's paper planes should all be consistent in design:

1. Each one has a paper clip
2. Each one has a logo, which should be placed in the same location on the planes
3. Each plane is the same model

Round 2:

Quadrants are 1 meter apart.

Leader from each team will choose one of their planes from round 1 and fly it in the runway. Mark the quadrant the team's plane lands one.

	1 st	2 nd	3 rd	4 th
Plane Landed In				

Team has flown the furthest plane among all teams? (yes, no) _____