



Aviation and Space Education (AVSED) Airport Design Challenge

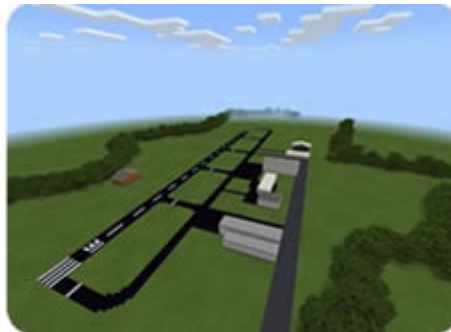
FAA Airport Design Challenge

In the Airport Design Challenge, K-12 students use Microsoft Minecraft to design virtual airports based on FAA guidance. The challenge focuses on U.S. students—but is open to students around the world. Last year, approximately 900 students participated and many more are expected this year. The program announcement is scheduled to be distributed through FAA communications channels on Wed. Oct. 7th. Official program registration opens on Oct. 11th and closes on the 25th.

How to Register

NOTE: Registration closes on Sunday, October 25.

- Gather your friends and form a team of up to five students. Or, if you prefer, you can participate as a single player.
- [Download the registration instructions](#) (PDF) and watch the [tutorial video](#) for more information.
- [Register to participate](#) individually and teams will be formed later when players are on the Blackboard system.



Clinton Municipal Airport and Student Created Airport

What you can expect...

- Small teams of students work together to learn about their local airport and to complete development tasks in Minecraft
- Five weeks of organized lesson plans covering topics from airport layout, pavement, lighting, structures, and innovative growth

- Weekly knowledge check quizzes, which will be turned in accompanied by screen shots of student progress.
- Collaborative work between students, parents, and teachers performed in a virtual environment
- STEM based applied knowledge in math, engineering, and career development

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