

The Hovercraft Project models science, teamwork and leadership to 5th through 12th grade students through a fun, participatory and immersive learning experience that can be hosted by any school in America: building a fleet of fully functional, safe and reusable hovercrafts!



Developed by Chase Educational Consulting (CEC), a 501c3 nonprofit, The Hovercraft Project travels from city to city to work with schools, education organizations, after-school programs, religious institutions and community centers to divide up to 128 students at a time into teams of 6-8 for a day unlike any other they have ever experienced.

Each student team is composed of a hand-selected team leader who—under the supervision of the project leader—is responsible for managing his or her team members, each of whom have been assigned their own unique roles for the building process. Working together to implement instructions developed by The Hovercraft Projects' Executive Director, Matt Chase, these teams compete to build up to 16 rideable hovercrafts, in just a matter of hours!

Cognizant of today's educational environment, The Hovercraft Project meets CORE curriculum requirements and promotes interest in science, technology, engineering, art and math (STEAM). The Hovercraft Project can be tailored to incorporate educational, curricular, motivational or spiritual concepts requested prior to project launch. The Hovercraft Project takes just one school day to complete.