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| Sample Curriculum  Young Aviator Academy |
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**Lesson 1: Introduction to aviation**

* History of flight
* What is aviation anyway?
* Major parts of an airplane
* Activity: Identify plane parts on a real plane - tour of the airplane
* Game time – let’s see what we learned

**Lesson 2: Principles of flight**

* How airplanes move
* Forces of flight
* Theories of production of lift: Newton and Bernoulli
* Scenario play: Theories of production of lift
* Activity: Produce own lift device
* Game time – let’s see what we learned

**Lesson 3: Airplane controls and instruments**

* Flight controls - primary and secondary
* Flight instruments
* Simulator: Let’s put it into practice

**Lesson 4: Airport operations and safety**

* Airport operations
* FAA role
* Safety procedures
* Pilot codes with activity
* Game time – let’s see what we learned

**Lesson 5: Pre-flight planning and beyond**

* What to expect during your first flight with an instructor?
* What is pre- flight planning?
* How to taxi, takeoff, climb, descend and landing
* Scenario play: Prep for your flight

**Lesson 6: First flight with your instructor**

* Everything we have learned so far comes together in a flight lesson
* You will learn how taxi a plane, take off, climb, descend and land
* If you feel comfortable, you can take the controls of the plane, don’t worry, your instructor is next to you ready to take it back

**Lesson 7: Communications and weather**

* Traffic control tower – tour
* Weather reports and how to read them
* Structure of the atmosphere (atmospheric pressure, pressure altitude, density)
* Activity and game - let’s see what we learned

**You made it. You have some serious flight training under your belt. Congratulations!**

**GRADUATION!**