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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?
* Careers in aviation
* 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, safety and communications**

* Airport operations
* FAA role
* Safety procedures
* Pilot codes with activity
* Radio communications
* Traffics pattern basics
* Tour: Traffic control tower
* Game time – let’s see what we learned

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

* Pre- flight planning
* How to taxi, takeoff, climb, descend and landing
* Weight and balance
* Basic weather reports
* What to expect during your first flight with an instructor?
* Scenario play: Prep for your flight and conduct pre-flight safety briefing with your instructor just like a real pilot does (Combo of classroom and plane tour activity. Pre-flight briefings are conducted on the airplane).

**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

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

**GRADUATION!**