FANTASTIC FLYING MACHINES

OVERVIEW
In this art activity, students will create an image of their own fantastic flying machine using a variety of 2-dimensional collage materials after looking at examples of unusual aircraft from the Museum of Flight’s collection.

LEARNING OBJECTIVES
- Students will name and identify the parts that make up an aircraft.
- Students will apply knowledge of aircraft design by creating their own imaginary airplane and deciding what parts it needs to work.

VOCABULARY
- **FUSELAGE** – *middle part of an airplane, also called the body*
- **WING** – *part of the airplane that keeps it in the air*
- **LANDING GEAR** – *the parts of an airplane that help it safely land*
- **NOSE** – *the front part of the airplane, where the propeller sometimes is*
- **TAIL** – *the back of the airplane*
- **DESIGN** – *a plan used to help build something*
- **ENGINE** – *power source for a vehicle*

MATERIALS
- Whiteboard or chart paper (for Airplane Parts vocabulary)
- Parts of an Airplane Anchor Chart (included)
- Images from Museum of Flight collection (included)
- 11 x 17 paper, one per child
- Fabric, tissue paper, construction paper, other textured materials for collaging, some cut into geometric shapes (squares, triangles, circles, etc.)
- Paint, markers, crayons
- Glue, tape, or glue dots
- Scissors

SET-UP
1) Prepare materials for collage activity by cutting fabric, tissue paper, etc. into geometric shapes of various sizes.
2) Prepare a photo of an example aircraft from the Museum of Flight’s collection to use as a group demonstration.
3) Make enough copies of aircraft photos for students to complete the activity.
4) Prepare a space for a class gallery walk.

LESSON PLAN
1) As a class, create or review a list of airplane parts. Use the attached Parts of an Airplane Anchor Chart as a starting point.
2) Look at an example of an aircraft from the Museum of Flight’s collection and work together to name the parts in the photo to model the next activity in this lesson.

3) Give students (or groups of students) a copy of a photo of one of the following aircraft from the Museum of Flight’s collection. Images of these aircraft are included in this packet.
   a. Aero Spacelines Pregnant Guppy
   b. SATIC A300-600ST Super Transporter (Beluga)
   c. Rumpler Taube (Dove)
   d. Fokker Dr.I Triplane (F.I)
   e. Montgolfier Balloon
   f. Rutan Model 54 Quickie
   g. Rutan Model 27 Vari Viggen
   h. Sorrell Cool Crow 1 Parasol
   i. Rutan Model 76 Voyager in Flight
   j. Aerocar (Inc) Model III
   k. Graf Zeppelin in Flight
   l. MacCready Gossamer Albatross II
   m. Lilienthal (Otto) 1893 Glider
   n. McAllister Yakima Clipper
   o. Granville Gee Bee Z Super Sportster “City of Springfield”
   p. Lockheed F-104A Starfighter

4) Using the list of airplane parts, students will circle parts they see on their photo.

5) Give students the prompt to use the collage materials to create a 2-D flying machine of their own design on a large piece of paper.

6) Students can write a sentence or fill in a sentence describing what the flying machine is designed to do. [“My fantastic flying machine is built to...”] or [“I would use my fantastic flying machine to...”].

7) Class gallery walk to see everyone’s fantastic flying machines. Half of the class rotates and half of the class stays with their fantastic flying machine to tell their classmates about their design.

SUGGESTED READING/ADDITIONAL RESOURCES

Aero Spacelines Pregnant Guppy
The Peter M. Bowers Collection
The Museum of Flight
Graf Zeppelin in Flight
The Museum of Flight Collection
The Museum of Flight
Granville Gee Bee Z Super Sportster “City of Springfield”
The Peter M. Bowers Collection
The Museum of Flight