Program: Fossett Engineers
Grade Level: K - 1
Group Size: Max. 20
Length: 60 minutes
Location: The Museum of Flight

OVERVIEW
In this interactive program, students discover how airplane parts work together, experience imagination-fueled flights in one of the Flight Zone’s many real aircraft, and assemble and test model gliders.

BIG IDEAS
- The names of the major parts of the airplane
- How the moving control surfaces of the airplane allow a pilot to control the airplane’s motions
- Pitch, roll and yaw
- Different shaped wings do different things

OUTCOMES – What will the students know or be able to do at the end of the lesson?
- Identify and demonstrate pitch, yaw, and roll
- Name the parts of an airplane and explain what they do

VOCABULARY
- Pitch
- Roll
- Yaw
- Fuselage
- Aileron
- Rudder
- Elevator

EXTENDED LEARNING
In your classroom:
- Smithsonian How Things Fly: pitch, yaw, and roll
- Smithsonian How Things Fly: learn about the mechanics of aircraft flight

At the Museum:
- The Tower at Boeing Field: watch planes fly in and out of Boeing Field and listen live to air traffic controllers
- The Cockpits exhibit in the Museum’s Great Gallery: climb into the cockpit of a real SR-71A Blackbird or a full-scale mock-up of an F/A-18L Hornet fighter
- Airpark: walk aboard America’s first jet Air Force One, the sleek Concorde, and the Boeing 787 Dreamliner

RESERVATIONS
For reservations, please call 206-764-1384 or email: educationreservations@museumofflight.org.
For grant assistance, please visit: www.museumofflight.org/education/grant-association.
STANDARDS SUPPORTED – NGSS/CCSS/21ST CENTURY SKILLS

Next Generation Science Standards (NGSS)

• Engineering Design: K-2-ETS1-3

Common Core State Standards (CCSS)

• ELA: Writing: CCSS.ELA-Literacy.W.K.8

21st Century Skills

• Creativity and Innovation
• Critical Thinking and Problem Solving
• Communication and Collaboration
• Flexibility and Adaptability
• Social and Cross-cultural Skills
• Productivity and Accountability