

# EXPLORER AIR ACTIVITIES



To achieve the Explorer Air Activities Target the Scout must complete all of the requirements for No's 1 to 4.

## 1. Recognition

Recognise by sight 8 types of aircraft and discuss in detail at least 2.

## 2. Weather

a) Explain three elements of weather and the effects they have on:

i) the flight performance

ii) take off and landing of an aircraft or glider.

b) Have a knowledge of weather pattern in your geographical area.

c) Find out the difference in the terms "ground speed" and "air speed", and how they relate to headwinds and tailwinds.

## 3. Theory

Demonstrate an elementary knowledge of:

a) the principles governing the theory of flight

b) the use in an aircraft of an airspeed indicator altimeter and magnetic compass

c) how to read and apply the 24-hour clock and the phonetic alphabet

d) the movable control surfaces of an air craft and be able to describe their function (e.g. rudder, elevators, ailerons, flaps and trim tab).

## 4. Activity

After visiting a Scout Air Activity Centre and/or aerodrome with your Patrol or other Scouts, draw a map showing the location of hangars, control tower, runways, taxiways, tarmac. wind socks, the direction of the prevailing wind, fuel stores. navigation aids, and emergency facilities.