

PIONEER AIR ACTIVITIES



To achieve the Pioneer Air Activities Target the Scout must complete all of the requirements for No's. 1 to 3, together with one part from No. 4.

1. Recognition

Be able to recognise by sight four different types of aircraft and know their function.

2. Weather

- a) Explain how the three elements of weather can have an effect on the flight performance of an aircraft
- b) Be able to recognise four signs of changes in the weather in your geographical area.

3. Theory

- a) Know the difference between a monoplane and a biplane.
- b) Using a model or pictures of an aircraft describe the following parts: fuselage, main plane, tailplane, undercarriage, leading edge, trailing edge, rudder, aileron, tailfin, flaps, trimtab.

4. Activity

- a) With members of your Patrol or other Scouts visit a Scout Air Activities Centre and/or aerodrome, and find out:
 - i) who owns the aerodrome
 - ii) how many runways there are
 - iii) what the runway compass directions are
 - iv) what and where the windsock is
 - v) what colour the runway markers are.

OR

- b) Construct two models (use of kit permitted) which shall have the following minimum flight performance:
 - i) glider (hand launched) ten seconds.
 - ii) rubber powered, 30 seconds. One model of each type required.

OR

- c) Have a flight in a light aircraft or glider.