

## STEP 4

### Do this *continued*

Once the throttle is pushed open, you can observe the speed indicator (**Figure 4-19**) to see how fast the plane is going. Speed is given in nautical miles per hour, also known as knots. One knot is equal to 1.15 miles per hour.

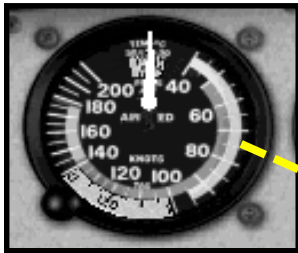


Figure 4-19

This line indicates 70 knots.

The Cessna 182S needs to be running at about 65-70 knots before it will lift off the runway easily without the help of flaps. How fast would that be in miles per hour? First, take the speed of the plane in knots. In this case we will choose 70 knots. Then, multiply that number by 1.15. The Cessna Skylane 182S would need to be going about 80 miles per hour prior to takeoff.

Now, let's see if you can get this plane off the ground. Go ahead and try flying the simulated Cessna Skylane 182S. Remember, you will need to reach a speed of about 70 knots and then pull up slightly on the yoke to go soaring into the sky. Warning, do not pull up too much on the yoke, or the angle of attack will increase too much and the airplane will stall. Try to get as far as possible while learning how the instruments react with the controller. Proper takeoff, cruising, descending, and landing techniques will be discussed as the module progresses. As you learn about more aspects of aerodynamics, more flying techniques will be introduced. Continue flying until 5 to 10 remain in the class. At that time, exit out of *Flight Simulator* by clicking on the X in the top right corner. Be sure to return the CD and the proper case to the instructor before going on to the next step. Good luck! Don't worry if you crash, the simulation will reset itself in a few seconds and you can give it another try.

## STEP 5

### Quiz



You will now take a short quiz to determine your understanding of this activity's objectives. Click the **Lessons** button, **Activity 4**, then **Quiz 4**, and complete the quiz by choosing the correct answers and then clicking Score It! to register your answers.

## STEP 6



### Summarize

Click the **Lessons** button, **Activity 4**, then **Journal**. Place the floppy disk containing your journal entries into Drive A and, under the File menu, select Open. Double-click your journal file.

Leave a couple of spaces after the last entry.

In your journal, list some controls that you use everyday. Think about all of the everyday items that have controls. What kinds of controls would make driving a car more simple? For example, what kind of control(s) could be developed so that blind people could drive?

When you've finished the entry, click Save in the File menu, then exit the program.

## STEP 7



### Re-organize Re-inventory

It is time to clean up the area. Remember, you are responsible for the module area. Click **Lessons**, **Activity 4**, then **Re-inventory**. Once you've located the various items on the list, click Yes. If you are unable to find an item, click No. Report any problems such as missing or damaged items to the instructor. You will also be required to document the items in the Inventory Journal that will appear after you click No. When you are finished, click Score It, then click Media Cruiser's **Exit** button and log out.