EO C331.04 – DEMONSTRATE ATTITUDES AND MOVEMENTS IN A FLIGHT SIMULATOR

1. **Performance.** Demonstrate Attitudes and Movements in a Flight Simulator.

2. **Conditions**

   a. Given:

      (1) Flight simulator,

      (2) Supervision, and

      (3) Assistance as required.

   b. Denied: N/A.

   c. Environmental: Classroom or training area large enough to accommodate the entire group.

3. **Standard.** In a flight simulator, the cadet shall:

   a. demonstrate pitch, yaw, and roll; and

   b. read pitot static instruments.

4. **Teaching Points**

TP	Description	Method	Time	Ref
TP1	Explain safety considerations related to the location or design of the flight simulator.	Interactive Lecture	5 min	C3-156
TP2	Explain how to manipulate the necessary control inputs and the location of necessary instruments, to include: a. control column or yoke, b. rudder pedals, c. ASI, d. VSI, and e. altimeter.	Interactive Lecture	15 min	C3-139 C3-156
TP3	Supervise the cadets as they practice attitudes and movements using the flight simulator.	Simulation	60 min	

5. **Time**

   a. Introduction/Conclusion: 10 min

   b. Interactive Lecture: 20 min

   c. Simulation: 60 min

   d. Total: 90 min

6. **Substantiation**

   a. An interactive lecture was chosen for TPs 1 and 2 to give direction on procedures and present basic or background information about flight simulation.

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b. A simulation was chosen for TP 3 as it is an interactive way to allow the cadet to experience attitudes and movements in a safe, controlled environment. This activity contributes to the development of principles of flight skills and knowledge in a fun and challenging setting.

7. **References**

a. C3-139 (ISBN 0-7715511-5-0) Transport Canada. (1999). *Flight Training Manual: 4th Edition Revised*. Ottawa, ON: Transport Canada.

b. C3-156 *Computerized Aircraft Simulation Centre*. (2007). Retrieved October 2, 2007, from http://www.regions.cadets.forces.gc.ca/pac/aircad/flight/casc_lessons_e.asp.

8. **Training Aids.** Computer flight simulator.

9. **Learning Aids.** Computer flight simulator.

10. **Test Details.** N/A.

11. **Remarks**

a. Concurrent activities will be required based on the number of simulators available.

b. All staff should be familiar with the operation of the flight simulator prior to the EO. This will better prepare them to troubleshoot and instruct.

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