EO C431.02 – DEMONSTRATE TURNS, CLIMBS AND DESCENTS IN A FLIGHT SIMULATOR

1. **Performance**: Demonstrate Turns, Climbs and Descents in a Flight Simulator

2. **Conditions**:

   a. Given:

      (1) Flight simulator,

      (2) Supervision, and

      (3) Assistance as required.

   b. Denied: Nil.

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

3. **Standard**: The cadet shall demonstrate turns, climbs and descents in a flight simulator.

4. **Teaching Points**:

TP	Description	Method	Time	Refs
TP1	Explain any safety considerations related to the location or design of the flight simulator.	Interactive Lecture	5 min	C3-156
TP2	Explain: a. how to manipulate the necessary control inputs, to include: 1. the control column or yoke, 2. the rudder pedals, and b. the location of necessary instruments, to include: 1. the airspeed indicator (ASI), 2. the vertical speed indicator (VSI), 3. the altimeter, and 4. the turn coordinator.	Interactive Lecture	10 min	C3-139 C3-156
TP3	Explain, demonstrate and have the cadets practice turns, climbs and descents using a flight simulator.	Demonstration and Performance	70 min	

5. **Time**:

a.	Introduction / Conclusion:	5 min
b.	Interactive Lecture:	15 min
c.	Demonstration and Performance:	70 min
d.	Total:	90 min

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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.

   b. A demonstration and performance was chosen for TP 3 as it allows the instructor to explain and demonstrate turns, climbs and descents in a flight simulator while providing an opportunity for the cadets to practice the skills under supervision.

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 Center*. (2007). Retrieved October 2, 2007, from http://www.regions.cadets.forces.gc.ca/pac/aircad/flight/casc_lessons_e.asp

8. **Training Aids**: Flight simulator.

9. **Learning Aids**: Flight simulator.

10. **Test Details**: Nil.

11. **Remarks**:

   a. All staff should be familiarized with the operation of the flight simulator prior to the cadets arriving. This will allow them to troubleshoot, and give them a better perspective for instructing.

   b. Additional instructors are required for this lesson. There should be one instructor per two flight simulators.

   c. Cadets who are qualified Advanced Aviation may assist with this instruction.

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