[an error occurred while processing this directive]

Activities

Piloting the Wright Flyer

Name: _____ Date: _____

On December 17, 1903, Wilbur and Orville Wright made history when they took off from Kitty Hawk, North Carolina in the engine-powered Wright Flyer. In this Planet Diary activity, you'll grab the controls of their famous plane.

Directions

- Start at NOVA's Wright Brothers' Flying Machine. Read the introduction, then click *Launch Interactive*.
- Before you take off, you need to learn how to steer the plane. Click *hip cradle* on the diagram. Read the description on the right. Test the steering with the hip cradle control panel at the lower left. Then answer question 1 in the Workspace.
- Click *elevator* on the diagram and read the description. Then click *elevator control* to learn how it worked. Experiment with using the elevator control panel. Answer question 2.
- Click *rudder* on the diagram and read the description. Answer question 3. Then find out about the *engine*, then answer question 4.
- Ready to take the Flyer for a ride? Go to Nova's Lift and Drag. Click the picture of the plane to launch the interactive graphic. Read the screens below *Getting Airborne*. Answer the last two questions.
- Click *Take Off* to see how air moves around a plane's wings. Click *Wing Designs* to explore how air moves differently over each of the wing shapes.

Workspace

1. How did a pilot use the hip cradle to steer the Flyer?

2. What was the job of the elevator control?

3. Why was a rudder added to the plane?

4. What was the engine's only control?

5. When a plane goes aloft, what is the "action" and what is the "reaction"?

6. What does a plane's wing need to do to produce lift?

Copyright © Savvas Learning Company LLC. All Rights Reserved
Privacy Policy Terms of Use Rights and Permissions

Find us on Facebook Follow