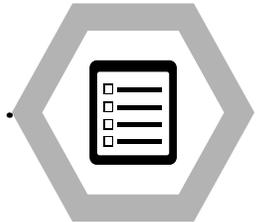


Lesson 4:

Destinations . . . Adopt-A-Pilot Completion Day!



PRE-FLIGHT CHECK

Preparation for Your Classroom Visit

1. Topics You Will Cover:

- Review what the students covered while you were away.
- Celebrate the successful completion of the Adopt-A-Pilot Program.
- Recognize the students for their efforts during Adopt-A-Pilot.
- *(Optional)*: Discuss the Adopt-A-Pilot Tie Contest.
- *(Optional)*: Play games that reinforce geography, science, careers, the **F.L.I.G.H.T.** Values, and all they have learned.

Today celebrates all that the students have accomplished and learned during their Adopt-A-Pilot program. In four short lessons, the students have discovered first-hand how the subjects they are learning in school are used in the ‘real world’. Additionally they have learned a set of values that can be used to guide their thinking for life-long success. Congratulations on a job well done!

2. Materials You Will Need:

Review

- Student Workbook
- Trip Sheet your class used for **LESSON 3A: WHILE THE PILOT IS AWAY ... FEEL THE FORCE!**
- Adopt-A-Pilot Classroom Map (in the Teacher’s Program Supply Box)

Celebration

- Adopt-A-Pilot Completion Certificates (in the Teacher’s Program Supply Box)
- *(Optional)*: Goodie bags or treats
- *(Optional)*: Games and materials available on your EFB: MyMobile365 >Not Flying >Volunteerism & Adopt-A-Pilot >Adopt-A-Pilot >Curriculum >Games



TAKE-OFF

Lesson Guide for Your Classroom Visit



1. Reconnect and Review

- Review **LESSON 3: WHAT IS UP...WITH AVIATION SCIENCE?**

- Invite a few students to share their **3RD SOLO FLIGHT - UP, UP AND AWAY** activity.
- What are the four steps of the simplified Scientific Process?
- Why do you use the Scientific Process and where else could it be used in everyday life.
- What does each letter of the **F.L.I.G.H.T.** Values mean and how did they demonstrate a **HONESTY** and **TENACITY** while you were away?

- If the class is participating, discuss what they discovered in **LESSON 3A: WHILE THE PILOT IS AWAY ... FEEL THE FORCE!**

Note: Doing your own calculations before coming to class will help guide this activity.

-Some fun facts to share:

- Pennsylvania is named after William Penn and Sylvania - Latin for woodlands.
 - Kansas City has more than 200 fountains - second only to Rome.
 - Puerto Rico is home to the only winter baseball league in the nation.
 - Stair number 13 of the Colorado State Capital is exactly one mile above sea level - 5,280'!
 - More facts can be found at: <http://www.50state.com/facts/>
 - Did they notice a 'trend' in the type of flying you do? (Long-haul vs. Short haul, one city that you landed at more than others, east of the Mississippi vs. west, etc.).
 - What did they find most interesting about your trips, overnights, etc.?
 - Is there a state/country/territory the students wish you had flown to during Adopt-A-Pilot that you didn't?
 - Share any pictures or souvenirs.
- Do the students have any questions before you get started?

2. (Optional): Play some Games.

Note: For a complete description of each game, including the rules, questions, paper airplane pattern, bingo cards, materials, etc. visit EFB: MyMobile365 >Not Flying >Volunteerism & Adopt-A-Pilot >Adopt-A-Pilot >Curriculum >Games

- **GAME 1 - 'DING' YOU ARE NOW FREE TO LEARN!**

- Similar to Jeopardy, students work as a team to answer questions about subjects that they have covered during Adopt-A-Pilot Keep score one team will be the **'DING'** champions.

- **GAME 2 - SO YOU THINK YOU CAN FLY?**

- This is a paper airplane contest, each student will 'build' their own paper airplane (a pattern is located) to see first-hand the four forces of flight at work.

- **GAME 3 - 'BINGO' . . . THE SOUTHWEST AIRLINES WAY!**

- This bingo is different than the 'traditional bingo' you've played. Instead of calling out letters and numbers, you will be calling out 3-Letter City Codes.

3. Adopt-A-Pilot Tie Contest

- If the class will be participating this is a great time to discuss the Adopt-A-Pilot Tie contest. Some things to think about when designing the tie:
 - The design that most accurately represents the core principals of the Adopt-A-Pilot program will be selected. What did Adopt A-Pilot mean to you? What did you learn? What did you like best?
 - Think of what would look good on a tie - artwork that is neat, clear, vivid and eye-catching!
 - Only one entry per student and only one student per entry.
- Will you or the teacher be mailing the entry forms to headquarters?
- Previous tie design winners can be found on your EFB: MyMobile365 >Not Flying >Volunteerism & Adopt-A-Pilot >Adopt-A-Pilot >Educational Resources >Resource Photos

4. Let's get this party started

Note: Consider taking individual pictures with each student.

- Light the candles, turn on the music, it is time to celebrate!
- Hand out the Adopt-A-Pilot Completion Certificates. This is a great time to have the students practice good hand shakes.
- If you have arranged to hand out goodie bags (or have a snack) now is the time.
- Congratulations, You've given the students the important gift of your time and knowledge. You have used all your **F.L.I.G.H.T.** Values.



LANDING

Wrapping Up Your Classroom Visit

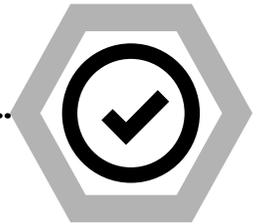
- Thank the teacher and the students for joining you on this journey.
- Ask a few students to share their favorite Adopt-A-Pilot experience.
- Encourage them to remember the Adopt-A-Pilot **F.L.I.G.H.T.** Values as they travel through life.
- Thank them and wish them all well as they continue to expand their horizons. They can do/be anything they want!
- If you want, and as school policy allows, invite them to keep in touch over the coming years so you can cheer them on as they pursue their dreams.



POST FLIGHT CHECKLIST

A Briefing For Your Next Visit

- Check in one final time with the teacher to see if they have any suggestions for the years ahead.



It is Pilot's and Teachers like you that make this program a huge success, thank you from the bottom of our hearts!

- The Adopt-A-Pilot Team

