

PROJECT AIR BEAR

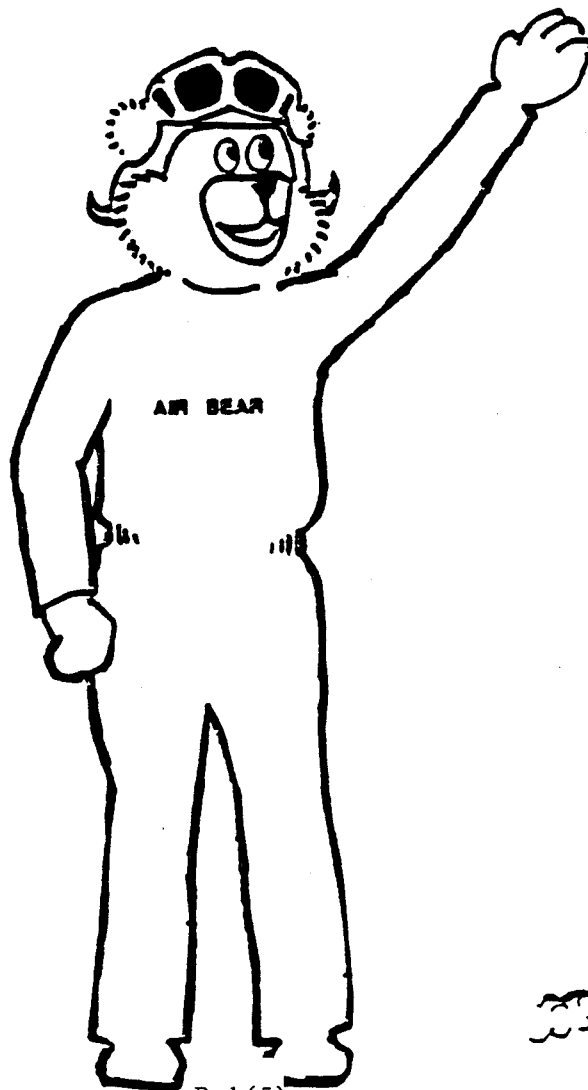
AIR BEAR GOES TO SCHOOL

The Air Bear Program makes learning about airplanes fun. Your students pretend that they are members of the large workforce needed to get Air Bear I airlines off of the ground and on its way to Disney World, Florida.

THE AIR BEAR PROGRAM CAN

1. Introduce exciting career choices to little boys and little girls.
2. Stimulate early interest in reading, science, and math.
3. Eliminate the fears children often have about flying.

AIR BEAR GOES TO SCHOOL



GUIDELINES PROJECT AIR BEAR

AIR BEAR GOES TO SCHOOL

This play can be acted out by a classroom the size of 19-35. The age group is 4-7 years old. 45 minutes to 1 hour to do.

The following is a list of the parts and the props you need to do to act this play out. Remember everyone has an important job. Explain to the children that all of these jobs work together to make it possible for the airplanes to fly.

Make Labels for these to be acted out.

Most of these props can be formed around home.

JOBS ACTED OUT

Pilot
Co-pilot
Control Tower Operators (2)
Ticket Agents (2)
Aircraft Mechanics (2)
Linemen (2)
Flight Attendants (2)

Security
Passengers (remaining)

PROPS FOR JOB

Simulator (Pattern in packet)
Clip board/check list
Tape/microphone/headset
Tickets/home made
Screw driver/wrench
Tire gauge/fuel nozzle
Serving tray/ oxygen mask/
Passenger instruction sheet

Magnet
bags-could be lunch sacks

AIR BEAR

This is a play intended for children to act out taking a pretend trip to Disney World. Everyone has an important part to act out. The teacher talks about the pretend trip they are going to take. The teacher arranges the classroom like an airport. The children walk through purchasing tickets, going through security, and having the flight attendants show them to their seats. After the children have seats on the airline they are introduced to the workers they might see at the airport. At this time introduce the workers and all what their individual jobs are.

1. PILOT-person who flies the airplane.
2. CO-PILOT-Person who helps the pilot fly the airplane.
3. TICKET AGENT-Person who sells tickets for a certain amount of money.
4. SECURITY-Person who checks your luggage to make sure it is safe for you to get on the airline.
5. AIRCRAFT MECHANICS-People who fix the airplanes.
6. LINEMAN-People who put fuel and gas into the airplane. They also check the tires to make sure they have plenty of air.
7. FLIGHT ATTENDANT-Assign seats and make sure the passengers have a comfortable flight.
8. CONTROL TOWER OPERATORS-Tells the pilot when it is safe to land and safe to take off.
9. PASSENGERS-Most important part - they pay money for a ticket to ride on the plane.

Listed on the following page is a step by step description of how I do the program.

AIR BEAR

- . Talk to the children about going to the airport terminal in their own community.
- . Before the presentation cut out labels with the jobs listed on attached sheet There are 13 aviation workers act out the jobs and the rest will be passengers.
- . Place the job labels in a box and have the children draw their parts.
- . Set up the simulator with several chairs behind it for the passengers to sit in. Have the kids who are passengers sit down. Now introduce the aviation workers to everyone and give them their tools and props. You then introduce the workers. You tell a little bit about the jobs they perform in aviation.
- . Pass out the bags to the passengers. Have the passengers act out the roles ticket agents and purchase their tickets.
- . Next the passengers go through security. They pull their bags across the magnet and the security guard checks for safety. You can place some things in the bags so it will be attracted to the magnet.
- . Before taking off on the airlines, you reintroduce the aviation workers. At this time you have the aviation workers act out what their job is. Individual using their props.
- . Now it is time for Air Bear Airline to take off down the runway. Have the control tower operators say it is clear for Air Bear Airline to take off down runway 22. If you want to be really creative you can make a casset tape to play at the time the air line takes off.
- . Finally, the airplane takes off down the runway. Remember this is a pretend trip. You talk about the airplane taking off and what it feels like to be up in the air. Mention the clouds. Ask them what the clouds remind them of. (cotton candy)
- . During the program use such simple words as aviation workers, cockpit, hangar, tower, taxi, runway, take-off, and landing. Say the words and have the kids repeat them back to you.
- . When you have finished the trip all of the kids like to have a chance to sit behind the simulator and be the pilot. Let them one at a time use the simulator, turning the control wheel to the right and to the left.
- . Explain when you pull the control wheel out you go up and when you push it in you go down. When you turn the wheel right or left you go right or left. Compare it to driving a car.

