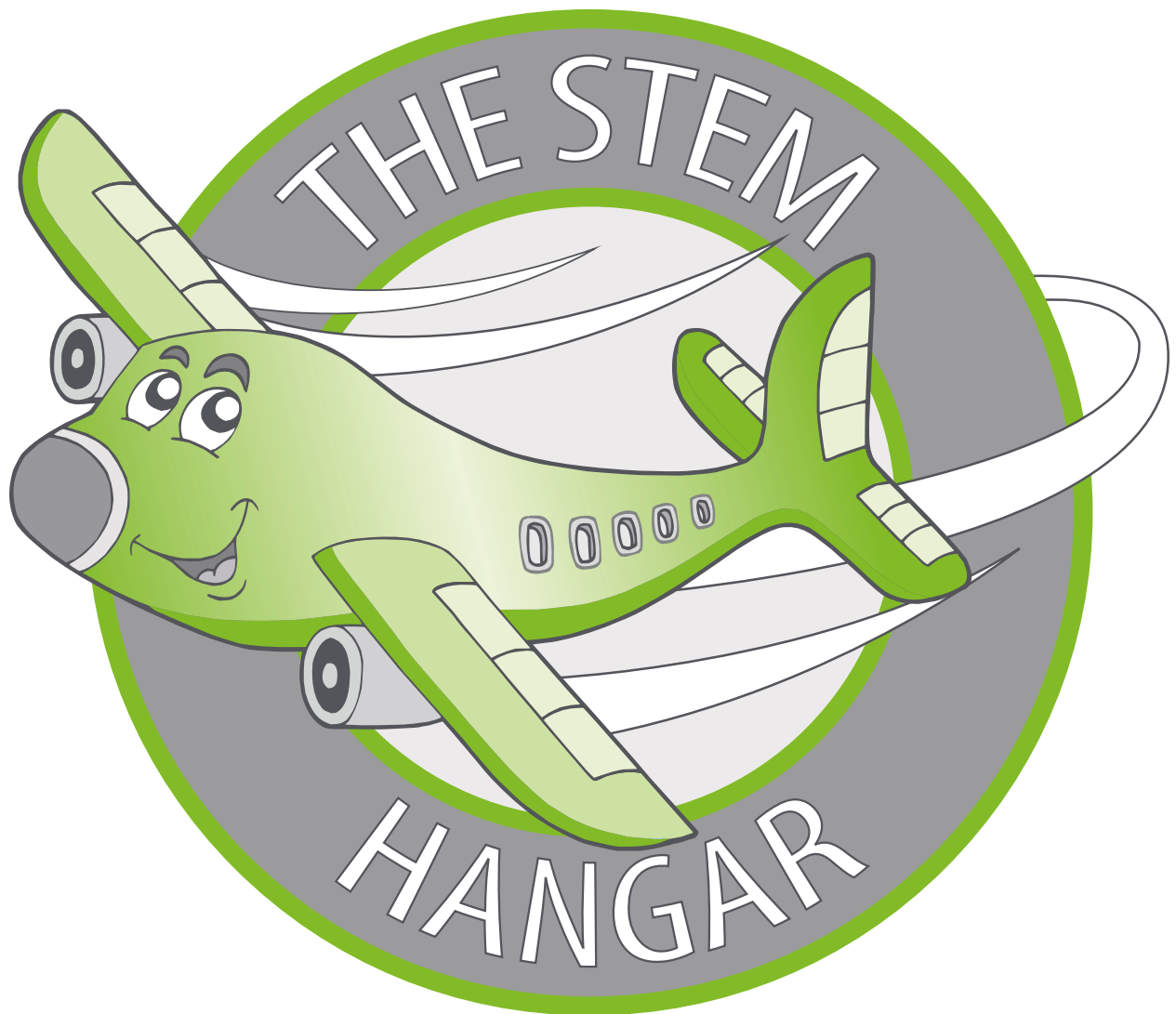


Earning Your Wings

2018-2019



Welcome to The STEM Hangar Flight School! We are so excited that your child is joining our program. Trainees will be working through 8 levels of flight instruction with a current commercial airline pilot (former Air Force or Navy fighter pilot).

In level one, "Ground School", there will be up to 14 trainees in our two hour class. If your child shows an interest in moving forward after ground school, she or he will move to Level 2, labeled, "Jr. Flight Engineer" Beginning with Level 2, and continuing through Level 8, there will be only 4 students with our 1 instructor pilot, so please be aware that specific time slots will be at a premium (our pilots are actual working pilots and we need to work around their schedules).

Attached you will find the basics of what will be covered at each level and other important information.

Training LEVEL	Age	# of Trainees to # of Pilot Instructors	Time Frame	Training Fees (price listed for the whole level)	Recognition along the way
1-Ground School	Gr. 6-adult	14 to 1	(1) Two hour session	\$40.00/level	Certificate
2-Jr. Flight Engineer	Gr. 6-adult	4 to 1	(2) Two hour sessions	\$80.00/level	_____
3- Sr. Flight Engineer	Gr. 6-adult	4 to 1	(2) Two hour sessions	\$80.00/level	Sticker (Certificate)
4- Jr. First Officer	Gr. 6-adult	4 to 1	(2) Two hour sessions	\$80.00/level	_____
5-Sr. First Officer	Gr. 6-adult	4 to 1	(2) Two hour sessions	\$80.00/level	Sticker (Certificate)
6-Jr. Pilot in Command	Gr. 6-adult	4 to 1	(2) Two hour sessions	\$80.00/level	_____
7-Sr. Pilot in Command	Gr. 6-adult	4 to 1	(1) Two hour session	\$80.00/level	Wings
8-TopGun	Gr. 6-adult	1 to 1	(1) One hour session	\$80.00/level	T-Shirt
SOLO Simulator Flights	Gr. 6-adult	1	Call us to schedule time in the simulator!	\$25.00 per hour or \$15.00 for a 30 minute session	

Training LEVEL	General Flight Plan
1-Ground School	<ul style="list-style-type: none"> ■ Anatomy of the airplane- Control Surfaces ■ Introduction to the various types of aircraft ■ History of Aviation ■ Discussion, Demonstration, Activity, and More!
2-Jr. Flight Engineer	<ul style="list-style-type: none"> ■ Mechanical Systems ■ 6 Degrees of Freedom ■ How and why control surfaces move
3- Sr. Flight Engineer	<ul style="list-style-type: none"> ■ Awareness of Flight Control Positions ■ How to control pitch and roll ■ How to control yaw
4- Jr. First Officer	<ul style="list-style-type: none"> ■ Introduction to rudder pedals and brakes ■ Introduction to throttle, propeller pitch, and fuel mixture controls
5-Sr. First Officer	<ul style="list-style-type: none"> ■ Introduction of the yoke movements ■ Introduction to taxi operations ■ Introduction to takeoff
6-Jr. Pilot in Command	<ul style="list-style-type: none"> ■ Introduction to landing ■ Takeoffs and landings ■ Cruise Flight
7-Sr. Pilot in Command	<ul style="list-style-type: none"> ■ Introduction of the traffic pattern ■ Glide slope and decent rate ■ Consecutive take off and landing
8-TopGun	<ul style="list-style-type: none"> ■ Slow flight ■ Stalls ■ Stall recovery ■ Emergency Landings
SOLO Simulator Flights	<ul style="list-style-type: none"> ■ Fine tune your skills in time that you schedule for yourself