



Visit ideas for Pilot Skills (Coding) workshop

Before your visit

Before you bring your class to the RAF Museum, you may want to prepare your pupils by using some of these activity/discussion ideas.

- What is a museum? Has anyone been to one before?
- Why are we visiting the RAF Museum?
- What are we going to see at the Museum? How can we find out?
<https://www.rafmuseum.org.uk/london/>

Key vocabulary which could be useful for your visit:

- Pilot
- Navigation
- Names of aircraft – e.g. Typhoon, Chinook, F35 etc.
- Coding
- RAF (Royal Air Force)

During your visit

- Explore the Museum – in particular the exhibitions in Hangar 1 where you can test your pilot skills
- Find examples of where aircraft use computers (hint – Hangar 6 is good for this)
- Enjoy your 'Pilot Skills' workshop (check your booking confirmation for the session time)

After your visit

- Use coding software to program a moving aeroplane image or create an aeroplane themed game (you could use Scratch or micro:bit)
- Pupils can create a route for others to follow using a compass – use NW, SE etc.
- There are various online reaction tests where pupils can try and improve their times