**FLIGHT – Introduction Notes**



In this unit, we will be focusing on aircraft design and how to control the movement of devices in motion through the air.

**Types of Flying Objects:**

1. *Floaters* - Technically, these do not fly. The wind controls the speed and direction of flight.

Ex.) Dandelion seeds,

1. *Gliders* - Interact with air currents (moving air) in order to glide. Will always finish lower than where they started.

Ex.) Flying squirrels,

1. *Powered Flyers* - Use and engine or body of energy to fly or gain altitude.

Ex.) Insects,

**Devices we will be studying this unit:**

\*Notes to come!

1. Parachutes
2. Hot air balloons
3. Airplanes
4. Helicopters
5. Jets
6. Spacecraft