

# Let's Fly a Plane!

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**Illustrator:** Sharath Ravishankar

Level 3

Welcome, Captain. Please take the seat next to your co-pilot.



Press the buttons to enter your flight details.

The screen contains six input fields arranged in a 3x2 grid:

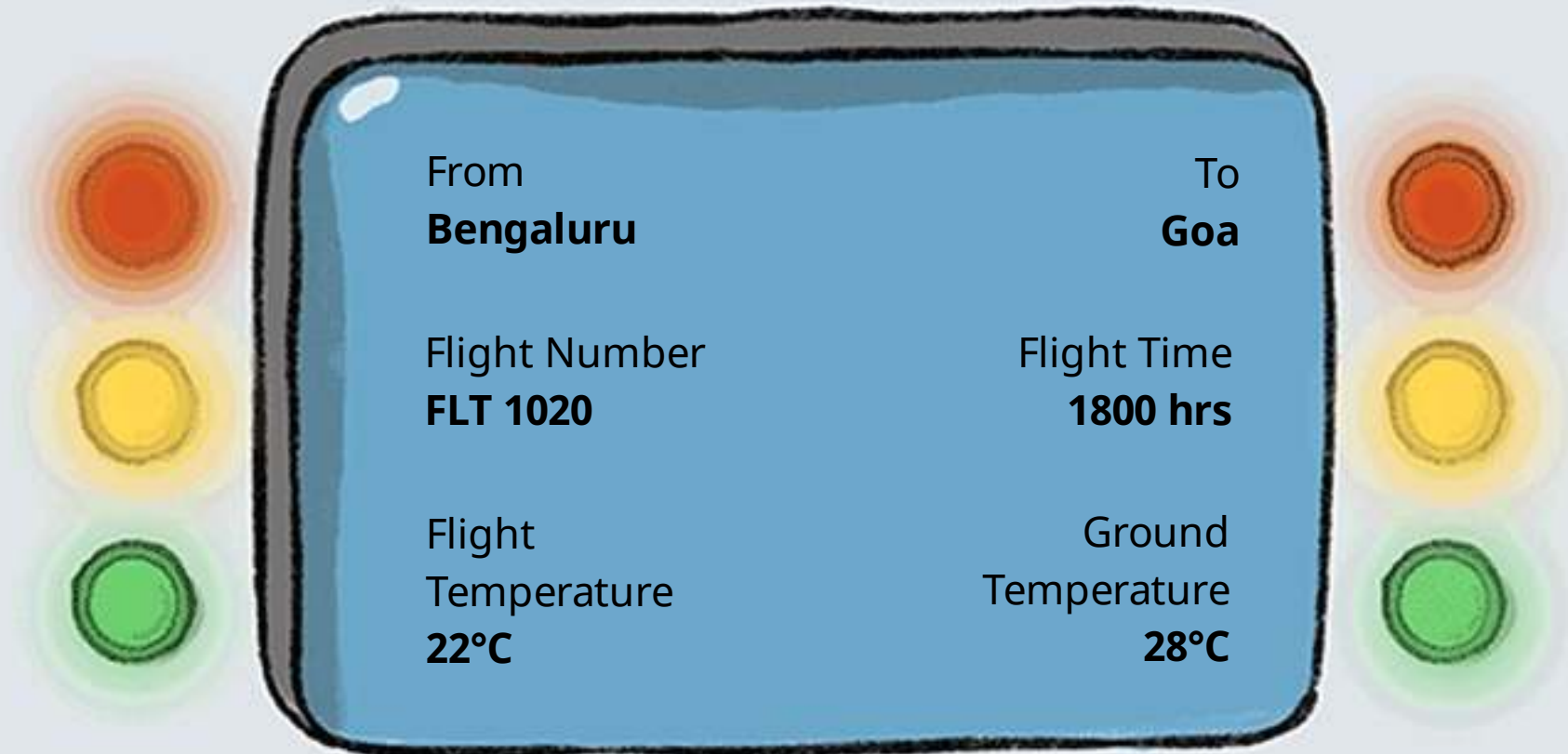
From _____	To _____
Flight Number _____	Flight Time _____
Flight Temperature _____	Ground Temperature _____

On the left and right sides of the screen are three indicator lights, each with a colored center and a grey outer ring:

- Top: Orange center
- Middle: Yellow center
- Bottom: Green center



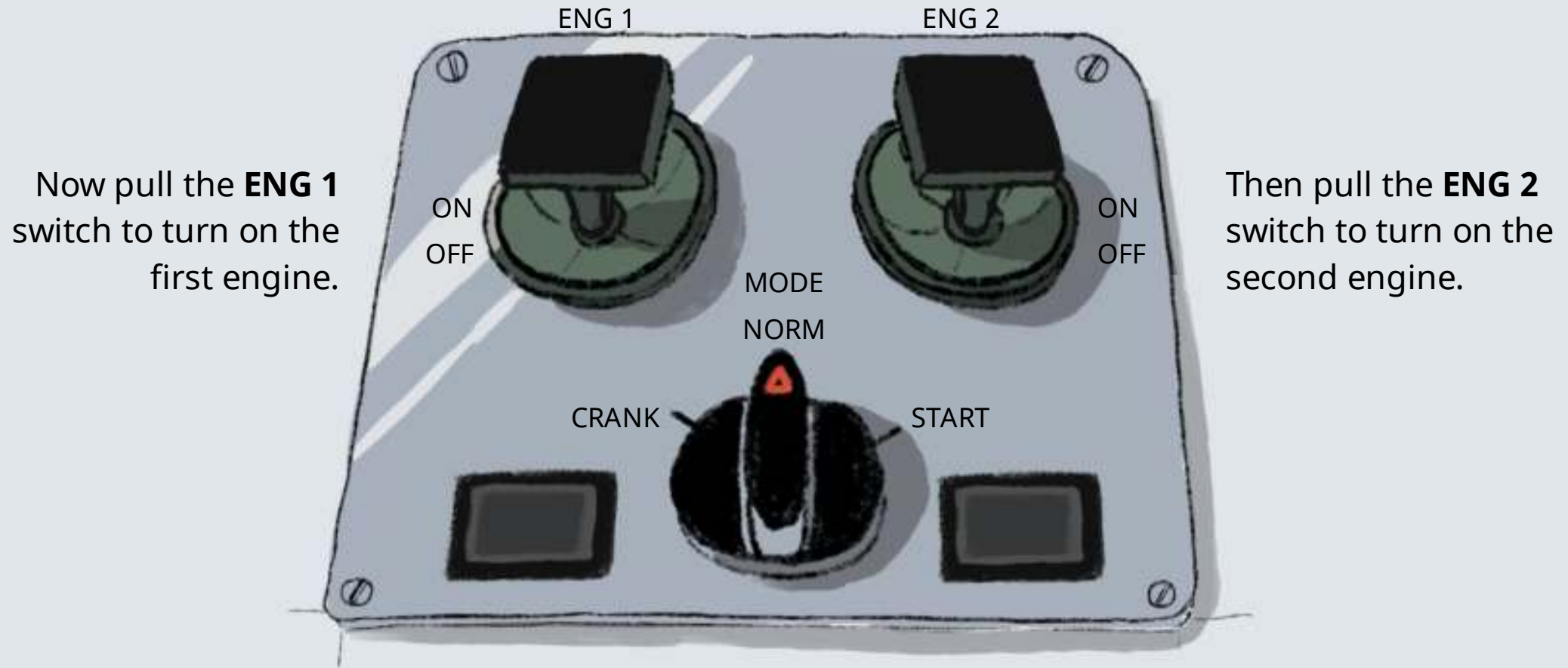
Thank you for entering your flight details.



It looks like we're flying to Goa today.

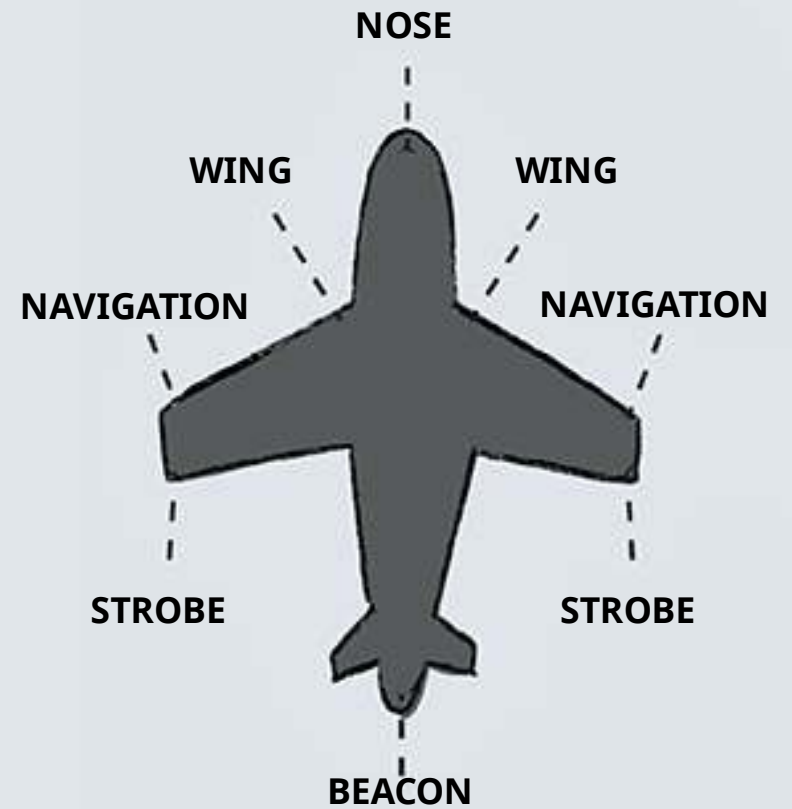
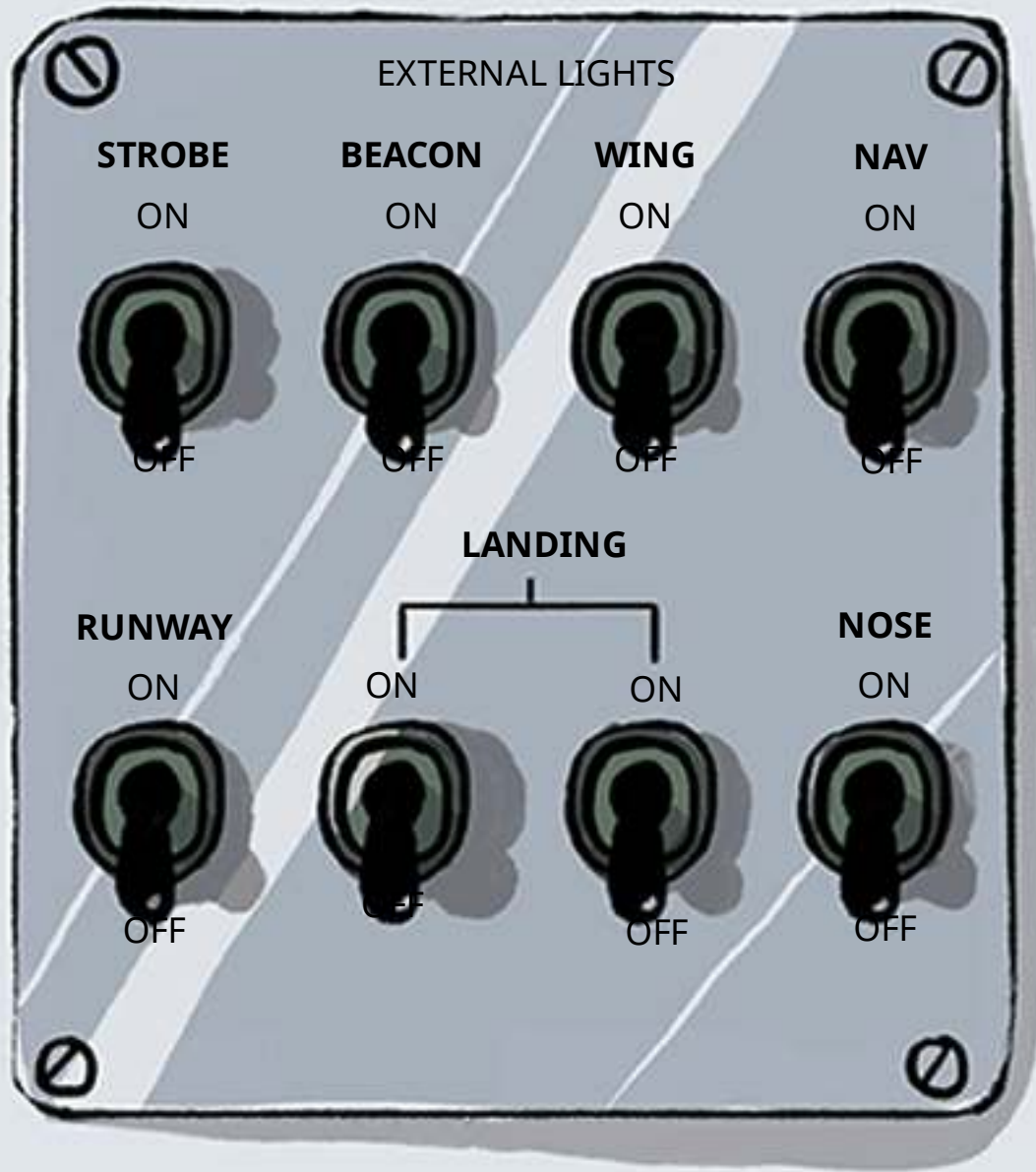
Time to switch on our aeroplane.

Start the aeroplane by turning the bottom knob to the 'START' position.



Nice! Our engines are ready for flight!

Flick the switches to turn on the outside flight lights.



Good going!  
The lights are on!

Push the thrust lever forward to power up the flight engines.



Now pull the joystick down to lift the aeroplane into the air.



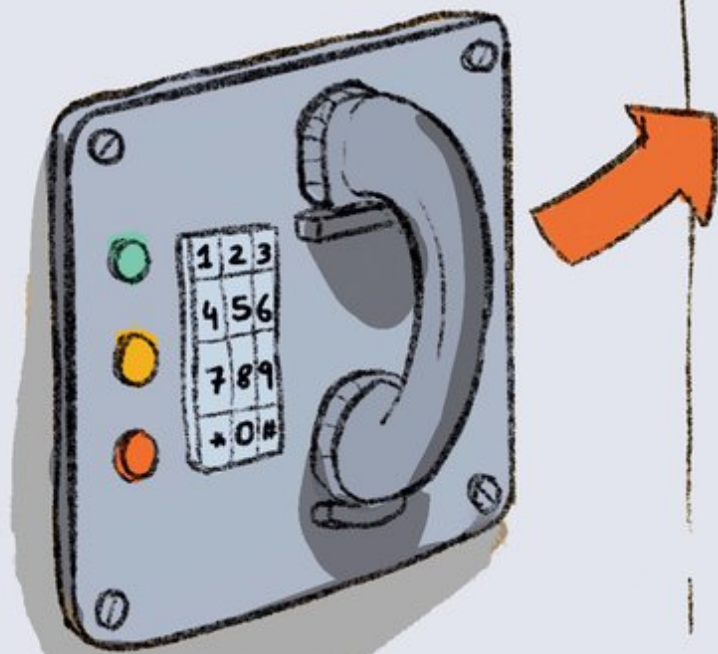


Congratulations, Captain!  
We're up in the air.



Uh-oh! Stormy skies ahead.

Pick up the phone to make a  
passenger announcement.



"Ladies and gentlemen, please tighten your seatbelts. We are soon going to experience a bit of turbulence."



Let us avoid the storm clouds by pulling the joystick to the left.

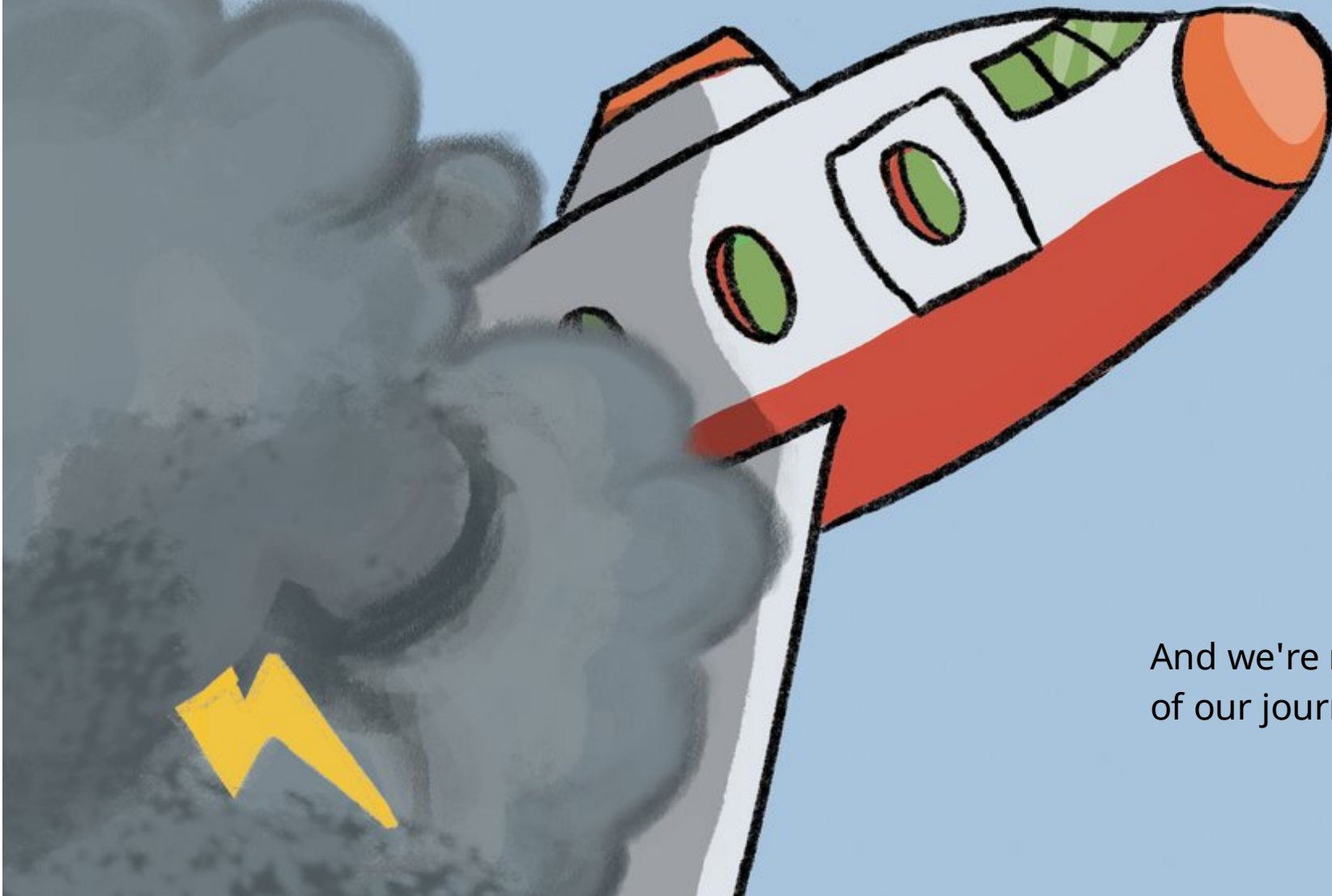


Good! This made the aeroplane turn left.

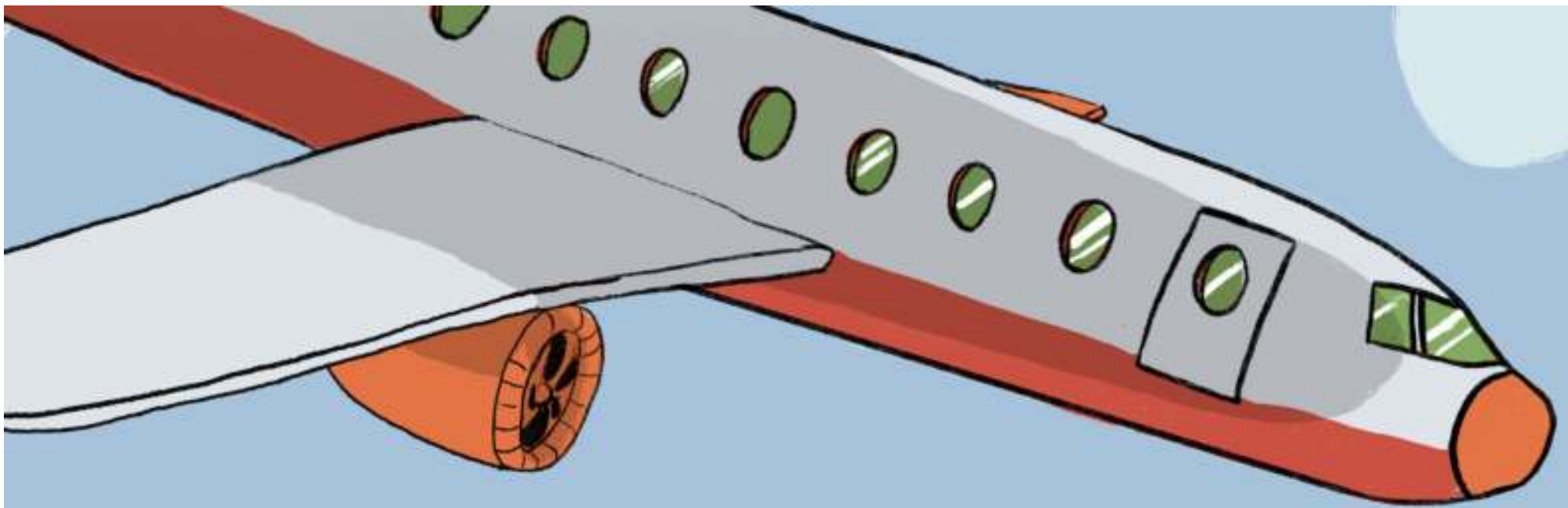
Push the joystick to the right to move the plane to the right.



Good job, Captain! We flew around the storm instead of through it.



And we're near the end  
of our journey.



Let's head to the airport by pushing the joystick forward.

This points the nose of the plane downward.



Our plane is almost at it's destination.



Pull the lever to let out the landing gear.

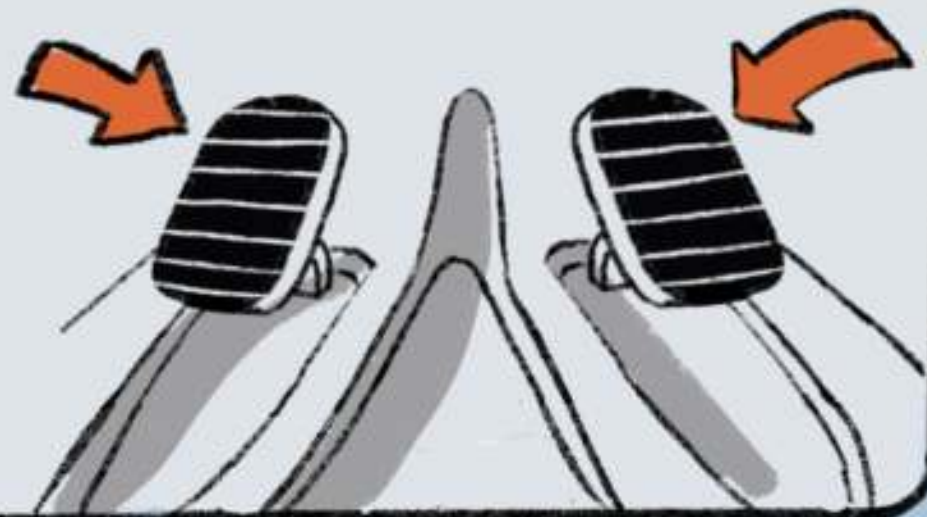


The landing wheels are out.



Good job, Captain!  
The plane is on the ground.

Finally step on the rudder pedals to bring the aeroplane to a smooth stop.



Nice landing, Captain.  
See you on our next flight!





## Build your own cockpit

Pilots learn and practice flying aeroplanes using devices called simulators. A simulator is like a video game—it creates the experience of flying a plane without actually stepping inside one.

You can also practice flying a plane by building your own simulator. All you need are this book and some common objects to get you started. You can use your school bag as the pilot's seat, a clip board as your flight screen, your lunch box as the thrust lever, a water bottle as a joystick and a pair of slippers as the rudder pedals.

Let your imagination soar and let's fly a plane!





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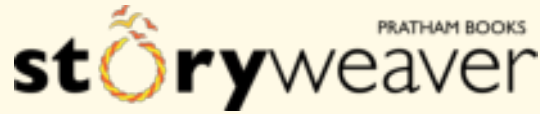
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# Let's Fly a Plane!

(English)

Have you ever dreamed of being a pilot? Open this book, step into the cockpit and let's fly an aeroplane!

This is a Level 3 book for children who are ready to read on their own.



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