



SHUTTLEWORTH

Build-a-Plane

Let's collect all the parts and information that we need to design an aeroplane...

A fuselage is what we call the structure that parts of an aircraft attach to. As you walk in, look out for the Concorde model's long, thin, pointy fuselage. Choose a fuselage from the shapes on the wall to draw and start designing your very own flying machine.

Propellers provide thrust. Can you find the propeller from the R101 and answer the question.

Now we need to find an engine to make the propeller turn. Look for the awesome, multiple world record breaking Napier Lion engine in Hangar 2!

Can you find our Gloster Gladiator, also, in Hangar 2 – it was the first RAF fighter to have an enclosed cockpit which at first it's pilots hated! Why was this?

Aircraft need undercarriage so they can take-off and land safely. The amazing Westland Lysander in Hangar 4 has very robust undercarriage – find the spare legs on the wall to see what makes them so strong.

We need some wings to give us lift. Our brilliant Bristol Boxkite in Hangar 5 has an enormous set of wings. They generate a lot of lift, but also lots and lots of drag, too!

In Hangar 6, look for the 'Royal Mail' rudder. It controls our yaw. What is yaw?

Then look on the wall for a pair of elevators. We need these to help control the pitch of our aeroplane (climbing and descending)!

Now we have some wings to fit them to, you can roll on back to our SE5a in Engineering Workshop where you can find out all about ailerons and what they do (see what we did there?!).

Why not colour in your design (There are colouring in materials in the restaurant) and ask your parents to post a picture of it on Shuttleworth Kids facebook? There'll be a cool prize for some lucky winners, chosen by our engineers.



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Build your plane on this page. Don't forget to tell us what your machine is called, what it is good at and who would be good at flying it.

