Pilot Skills (Coding) – Activity Ideas

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.