

INVESTIGATING

Early Aviators in Heroes of the Sky: Early Adventures in Flight at Henry Ford Museum®

NAME: _____



- Simulated cabins of the Boeing 40, Ford Tri-Motor, and Douglass DC3.
- Be a Wingwalker.
- Try on the gloves and attempt the tasks at the "Bundle Up Shack."
- Make and fly a paper airplane.



ALTITUDE: the height of a given thing above sea level

DAREDEVIL: an adventurous person

BARNSTORMER: a pilot that does numerous stunts or races airplanes



Draw the object that you think is most interesting or important in this exhibit. Use the back of this page!

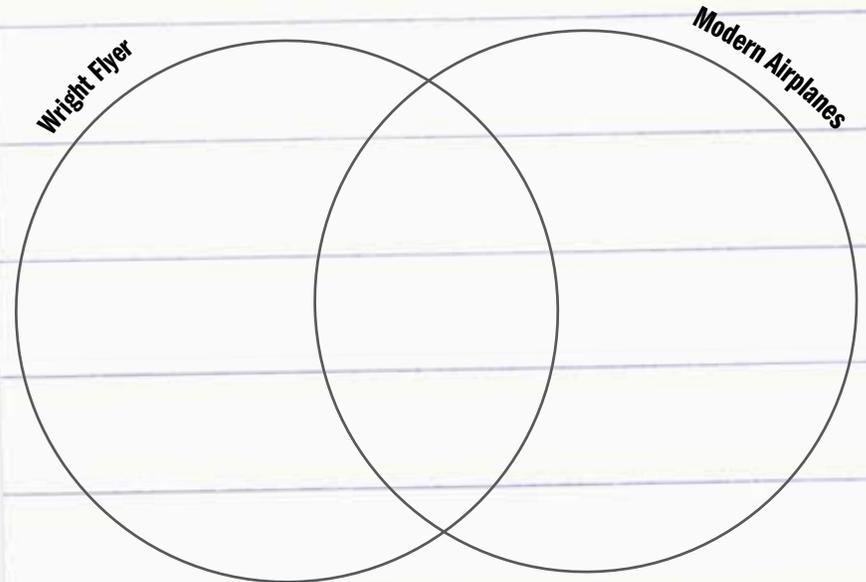


CREATIVE THINKING & PROBLEM SOLVING

- What changes do you predict for airplanes and air travel in the next 100 years?
- What might be some of the related challenges?
- What solutions can you propose for the challenges?

TEAM UP & TALK

1. Find the Wright Flyer. Examine different aspects of the airplane and compare it to modern airplanes in the Venn diagram below.



2. Many of the early airplane pilots had nicknames like Slim Lindbergh or Flying Schoolgirl Stinson. Imagine that you are an adventurous pilot or barnstormer. Combine an adjective with your last name.

Adjective _____

Your last name _____

What daring deeds (stunts or flights) would you do?

3. Who is your favorite hero/heroine of the sky? Why?





CHAPERONE TIP SHEET

The Henry Ford’s History Hunters have been especially aligned to reinforce 21st-century skills, such as creativity and innovation, critical thinking and problem solving, and communication and collaboration. Use this tip sheet to engage students in the learning process.

Please remember that the person who does the work does the learning. Use an asking vs. telling approach.



Here are some questions to ask the students as you tour the Heroes of the Sky exhibit.

In the First Flight Gallery ask:

- What do you think were some dangers of flying the Wright Flyer?

In the Explorer section ask:

- At what temperature does water freeze? How does that compare to weather in the Arctic?

In the Barnstormers section ask:

- Which stunts look cool? Which stunts seem scary?
- What nicknames did pilots and stunt fliers choose? Why did they choose those names?

In the Entrepreneurs section, near the simulated airplane cabins, ask:

- Who do you think flew in the early Boeing 40? Was it families on their way to a vacation? Or was it only the rich and famous? Do you think everyone liked traveling on planes?

Toward the end of your trip through the exhibit ask:

- Why do you admire your specific hero or heroine of the sky?
- Look for the plane with the Ford logo (the Ford Tri-Motor). Why do you think Henry Ford tried to make planes but then went back to other vehicles?

If the students are having trouble finding the “Must See & Do” items, you can guide them to these areas.

- Simulated airplane cabins: at the front of the exhibit in the Entrepreneurs section
- Be a Wingwalker: in the red and yellow tent in the back of the Barnstormers section
- Bundle-Up Shack: toward the front of the Explorers section
- Make and fly a paper airplane: in the back corner of the exhibit in the Inventors section