

## Science of Flight Program – Provisional programme

- 2 sessions flying a light aircraft
- 1 session in a 737 flight simulator
- 1 day designing and building a flying machine – hopefully with student teams of 3 or 4 who will be given some hints as to how they might make a flying machine out of the collection of bits we will give them. Rules would be it must fly and not be a projectile or rocket. There will be a prize for the team with the machine that remains airborne for the longest.
- Seminar, lectures and workshops on flying
  - Introduction to flight
  - A brief history of flight
  - Why pigs don't fly
  - The maths of flight (1 session for all, 1 session for those who like maths)
  - Making an aerofoil
- Possible day trip - tbc

## Dyslexia Program – Provisional programme

- Improving your
  - Spelling
  - Reading
  - Memory
  - Organisation
  - Exam technique
- How can my family and friends help?
- What's wrong with my brain?
- Why is English so hard?
  - History of English – the mongrel offspring of 6 languages.
  - What, yacht, and 144 ways to spell circle.
  - The Dr. Johnson episode.
  - Rules that don't work.
  - Being able to just spell (to me) is like being able to just fly.
- Diagnostic tests – not a formal assessment but tests designed to help students exploit their strengths and navigate their weaknesses.
- Discussion groups.
- Using films and audio books.
- Using I.T.