



Alberta Aviation Museum
 11410 Kingsway NW
 Edmonton, Alberta
 T5G 0X4

1. Museum Tour (60 minutes)

Take a guided tour through the indoor exhibits and restorations, including a chance to sit in the F-86 Sabre cockpit. Outdoor exhibits will be included if weather permits. Ideal for children ages 5 and up.

2. Scavenger Hunt

Explore the museum and match clues to the names of our aircraft. Works great in combination with the guided tour.

3. Glider Golf (30 minutes)

<u>Equipment</u> <ul style="list-style-type: none"> - 1 large die (singular of dice) - 6 empty 5 gallon water jugs - 1 “paper airplane each participant 	<u>Set-up</u> <ul style="list-style-type: none"> - Start line indicated on floor. Players stand behind this line to begin activity. - Space 6 numbered water jugs on floor, at range of about 15 to 20 feet from start line
<u>Activity</u> <ul style="list-style-type: none"> - Players are formed into a line, with birthday kid 1st in line - Player releases die close to the floor - Number rolled on die indicates target selected - Player attempts to hit target with glider, feet cannot leave floor - If target is missed, player advances to site where glider landed and tries to hit target again. - Number of tries recorded for each player, until target is hit. - Cycle through the line of players 2 or 3 times, while totals are recorded - Player with the lowest score wins the game 	

4. Spot Landing Competition (30 Minutes)

<u>Equipment</u> <ul style="list-style-type: none"> - Floor Mat - Target circle (hula hoop) - 1 paper airplane for each participant 	<u>Set-up</u> <ul style="list-style-type: none"> - Single team, or two teams compete with duplicate equipment - Start line indicated with the floor mat - Hula-hoops are arranged stretching outwards from the starting point
<u>Activity</u> <ul style="list-style-type: none"> - The players stand in a line with the birthday kid 1st - The player uses the paper airplane to “hit” each target in order - If a target is missed, it’s the next player in lines turn - Winner is the first person to land all the target in a row 	

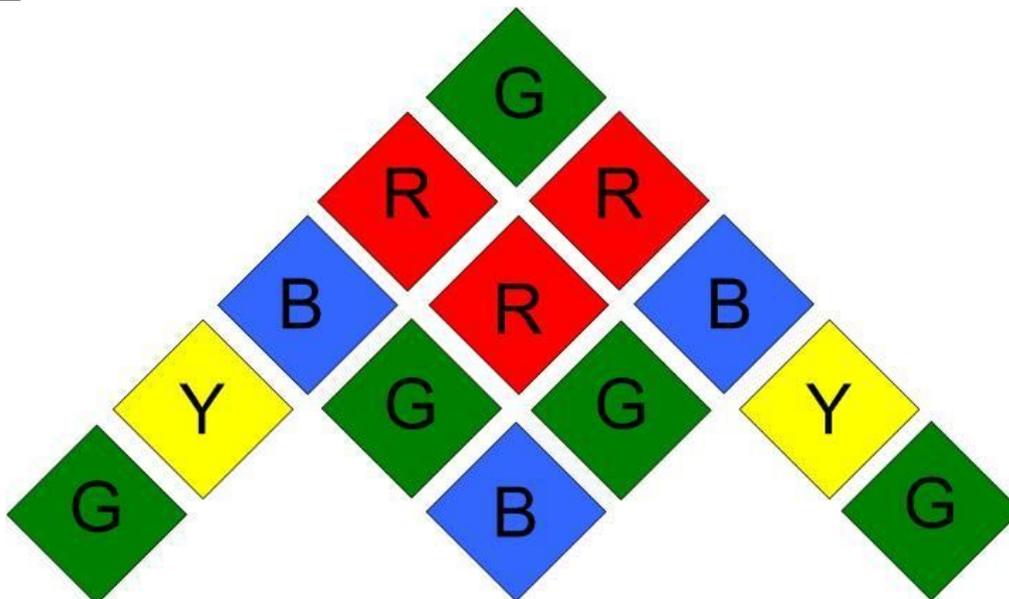


Alberta Aviation Museum
 11410 Kingsway NW
 Edmonton, Alberta
 T5G 0X4

5. Stealth Bomber (30 Minutes)

<p><u>Equipment</u></p> <ul style="list-style-type: none"> - Foam floor mats (supplies) - 1 large dice - 12 interlocking floor mats 	<p><u>Set-up</u></p> <ul style="list-style-type: none"> - Single group or 2 competing teams use interlocking mats to form the outline of a stealth bomber - Each team is given one “free center square” red mat to start building their aircraft - Each team will also have 11 additional mats, with which to construct their aircraft to a given pattern
<p><u>Activity</u></p> <ul style="list-style-type: none"> - Teams alternate, different player drops die - Player releases die at waist level, dropping it to the floor - To add each mat <ul style="list-style-type: none"> - yellow mat roll 1 - green mat roll 2 - blue mat roll 3 - red mat roll 4 - miss a turn roll 5 - wild card roll 6 - After aircraft outline is complete each player takes a landing shot from a designated distance. 3 gliders must hit a red square to shoot down the bomber - If time available, reverse game for deconstruction 	

Mat Layout





Alberta Aviation Museum
 11410 Kingsway NW
 Edmonton, Alberta
 T5G 0X4

6. Aircraft Carrier Landing (30 minutes)

<p><u>Equipment</u></p> <ul style="list-style-type: none"> - 6 colored floor mats for target - 1 large dice - 6 empty 5 gallon water jugs - 1 paper airplane for each player 	<p><u>Set-up</u></p> <ul style="list-style-type: none"> - Start line indicated on floor. Players stand behind this line to begin activity. - Space 6 numbered water jugs on floor, at range of about 15 to 20 feet from start line - Flight deck is assembled from 6 floor mats on floor 20 feet beyond the last water jug. (2 wide, 3 long)
<p><u>Activity</u></p> <ul style="list-style-type: none"> - Each team will shoot a carrier approach by hitting all six targets, one after the other, determined by a drop of the die, finishing by landing on the flight deck. Players take one target turn each, in succession. - All targets must be hit, one by one. After the target nearest the flight deck is hit, the next player must roll a 6 to take the landing shot. The flight deck must be hit from the last target, no moving up. - players are formed into a line - player releases die at waist level, dropping to floor <ul style="list-style-type: none"> - number rolled on die indicates target selected - player attempts to hit target with paper airplane, feet cannot leave floor - if target is missed, player advances to site where paper airplane landed and tries to hit target again. - number of tries recorded for each player, until target is hit. 	