

**PO 530**

1. **Performance:** Fly a Cross-Country Flight Using a Flight Simulator
2. **Conditions:**
  - a. Given:
    - (1) Self-study package,
    - (2) Flight simulator,
    - (3) Visual Flight Rules (VFR) Navigation Chart (VNC),
    - (4) Supervision, and
    - (5) Assistance as required.
  - b. Denied: Nil.
  - c. Environmental: Classroom or training area suitable to complete the self-study package.
3. **Standard:** The cadet will fly a cross-country flight using a flight simulator, by:
  - a. plotting a VFR cross-country flight, to include:
    - (1) marking the original airport;
    - (2) plotting to the second airport recording landmarks; and
    - (3) plotting to the original airport recording landmarks;
  - b. determining distance and time to calculate aircraft speed; and
  - c. flying the VFR cross-country flight using a flight simulator, to include:
    - (1) taking off from the original airport;
    - (2) flying and landing at the second airport;
    - (3) taxiing to the airport apron;
    - (4) taking off from the second airport; and
    - (5) flying to and landing at the original airport.
4. **Remarks:** The cross-country flight should be planned for a maximum of 60 minutes.
5. **Complementary Material:** PO 530 (Fly a Cross-Country Flight Using a Flight Simulator) is a complementary package designed to provide an opportunity for the cadet to plot and fly a VFR cross-country flight using a flight simulator.

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**EO C530.01**

1. **Performance:** Fly a Cross-Country Flight Using a Flight Simulator
2. **Conditions:**
  - a. Given:
    - (1) Self-study package,
    - (2) Visual Flight Rules (VFR) Navigation Chart (VNC),
    - (3) ICAO chart ruler,
    - (4) Flight computer,
    - (5) Flight simulator,
    - (6) Supervision, and
    - (7) Assistance as required.
  - b. Denied: Nil
  - c. Environmental: Classroom or training area suitable to complete the self-study package.
3. **Standard:** The cadet shall fly a cross-country flight using a flight simulator by completing a self-study package.
4. **Teaching Points:** Have the cadet complete the self-study package, which includes:
  - a. plotting a visual flight rules (VFR) cross-country flight on a VNC, to include:
    - (1) marking the original airport;
    - (2) plotting to the second airport recording landmarks; and
    - (3) plotting to the original airport recording landmarks;
  - b. determining aircraft speed; and
  - c. flying the VFR cross-country flight using a flight simulator.
5. **Time:**
  - a. Self Study: 90 min
  - b. Total: 90 min
6. **Substantiation:** A self study was chosen for this lesson as it allows the cadet to plan and fly a cross-country flight using a flight simulator at their own pace. This encourages the cadet to become more self-reliant and independent by focusing on their own learning instead of learning directed by the instructor.
7. **References:**
  - a. A0-001 A-CR-CCP-263/PT-001. (2000). *From the ground up*. Ottawa, ON: Aviation Publishers Co. Ltd.
  - b. C3-345 Flight Simulator Navigation. (2009). *Air navigation*. Retrieved October 22, 2009, from <http://www.navfltsm.addr.com.basic-nav-general.htm>

8. **Training Aids:** Nil.
9. **Learning Aids:**
  - a. Self-study package,
  - b. VNC,
  - c. ICAO chart ruler,
  - d. Flight computer,
  - e. Flight simulator, and
  - f. Pen / pencil.
10. **Test Details:** Nil.
11. **Remarks:** The cross-country flight is planned for a maximum of 60 minutes.