

# Parts of Airplane



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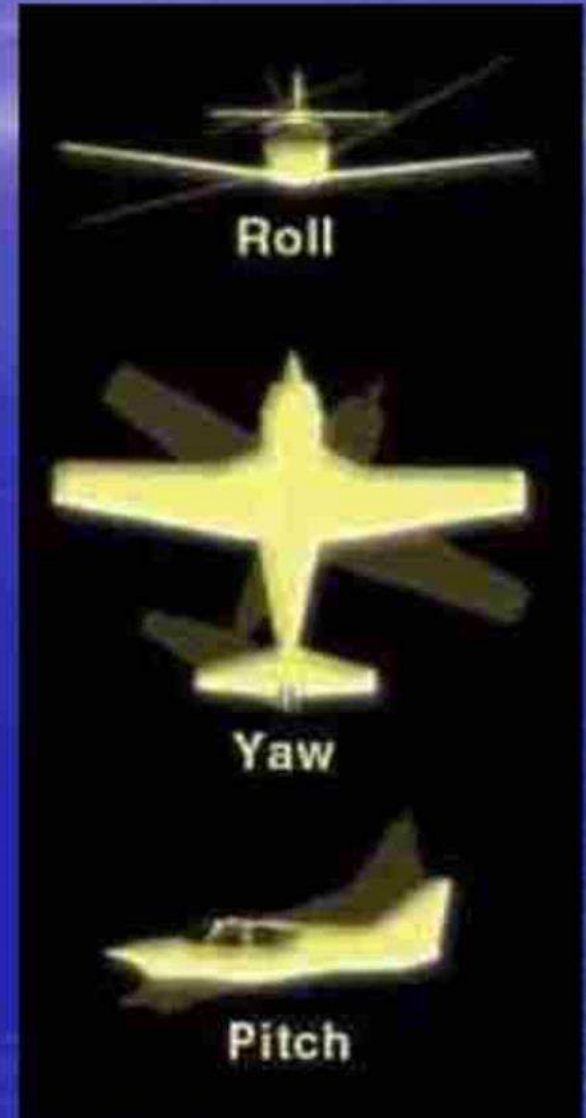
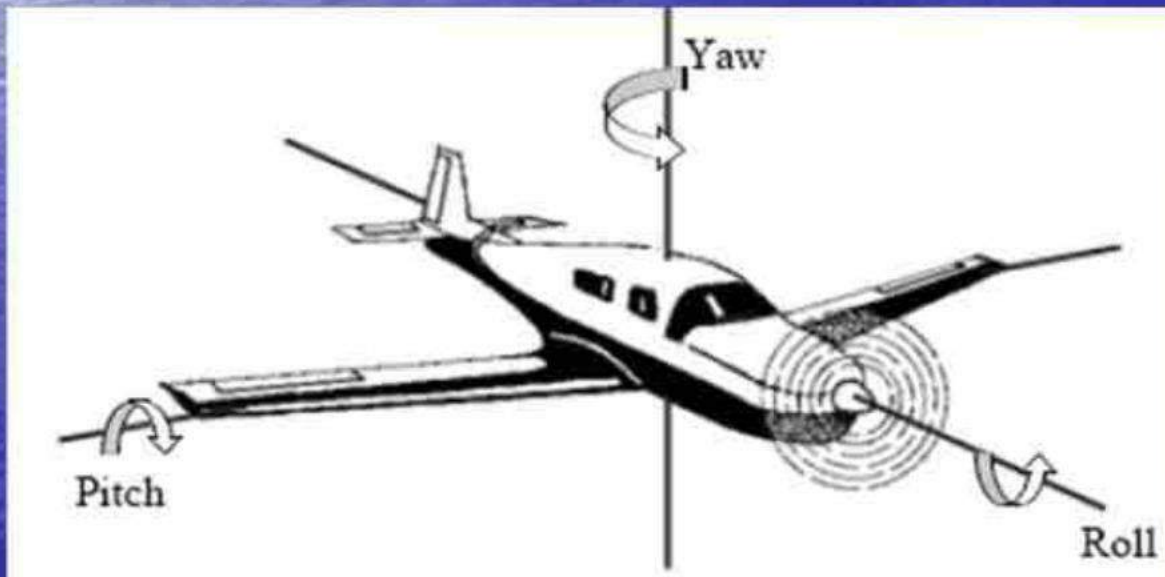
# Seminar Overview

- Yaw, Pitch, and Roll
- Airplane Parts
- Four Forces
- Bernoulli's Principle



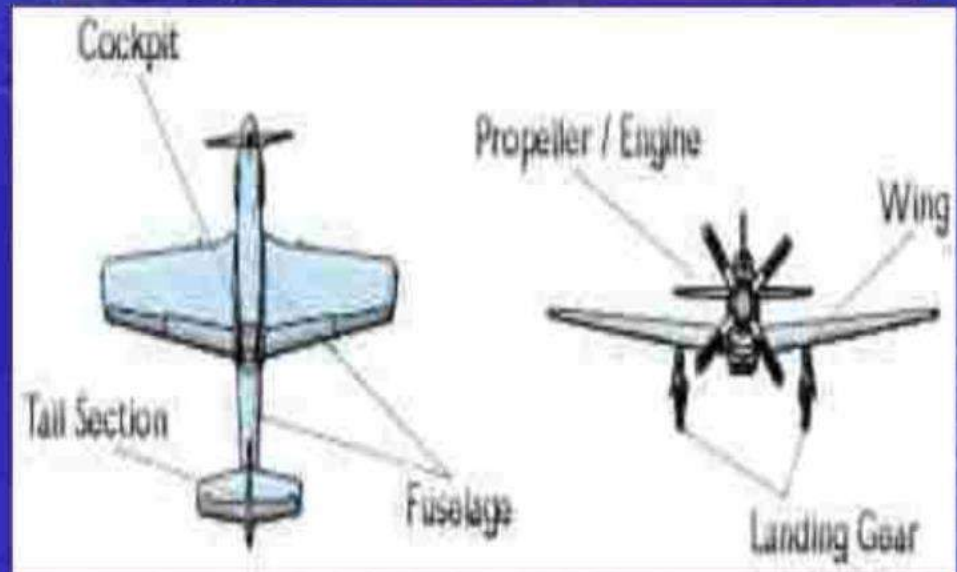
# Yaw, Pitch, and Roll

- Yaw – side to side
- Pitch – up and down
- Roll – rolling motion



# Airplane Parts

- Fuselage
- Wings
- Ailerons
- Flaps
- Rudder
- Horizontal Stabilizer
- Vertical Stabilizer
- Elevator





# Airplane Parts continued...

- Propeller
- Engine
- Engine Cowell
- Cockpitt
- Landing Gear
- Nose Gear
- Spinner



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# Fuselage

- The body of the airplane that all the other parts are attached to it.
- Can be made of many different substances such as aluminum or wood.



Wood Fuselage  
of Model  
Airplane



# Wings

- The part of the plane that creates lift and controls roll.
- Has a rounded leading edge and tapered trailing edge which helps create lift.
- The wing design uses Bernoulli's Principle.



Wing

# Wings



High-wing



Mid-wing



Low-wing





# Ailerons

- Located at the top of the trailing edge of the wings.
- Controls roll.
- Move up and down to control the direction of wind blowing over and under it.





Left turn



# Flaps

- Located at the trailing edge of the wing near the fuselage.
- The Flaps increase lift.

Flaps

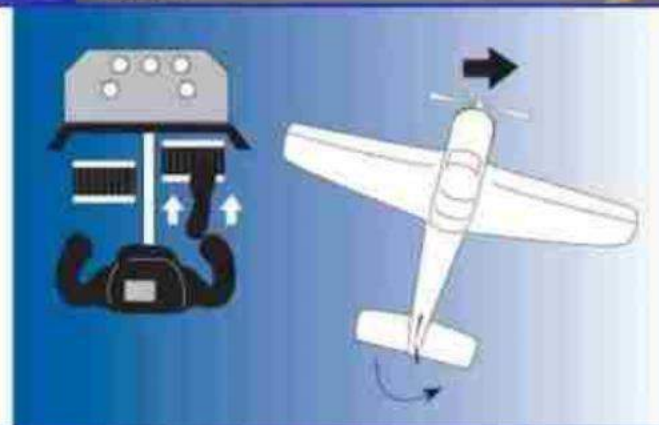


# Rudder

- Provides side to side control of airplane.
- Controls yaw.



Push right rudder pedal and the plane turns right



Push left rudder pedal and the plane turns right



# Horizontal Stabilizer

- Horizontal with the fuselage.
- Helps airplane to maintain level flight.



Horizontal  
Stabilizer