

Lesson 2: Design and Execute Scenarios Summary Sheet

Lesson 2-1: Sources of Scenarios

Designing scenarios should be second nature for the seasoned instructor – they probably just don't realize it!

Here are some ideas for great scenarios:

- Use details from a recent flight
- Replay your favorite flying story turn the "this happened to me" into " if this happened to you, what would you do"
- Look for the "I Learned About Flying from That" (Flying) or "Never Again" (AOPA Pilot) type of articles in magazines
- NTSB reports
- ASRS reports

Lesson 2-2: Guidelines for Developing Scenarios

- 1. Make it realistic with preflight activities (flight planning, paperwork, and details from the Pilot's Operating Handbook) and conducted with proper and formal radio communications phraseology.
- 2. Bring in issues that involve several disciplines (weather, regulations, terrain, etc.).
- 3. Design scenarios to illustrate a point and apply knowledge in a practical situation.
- 4. Do not include simultaneous equipment failures, back-to-back unrelated situations, or near-death situations.
- 5. Look for opportunities in the scenario for the pilot to make decisions.
- 6. Fill the scenario with routine, simple opportunities for decision making. Good scenarios are straightforward and simple.
- 7. Allow a variety of outcomes depending on the decisions made by the student.
- 8. Scenarios should include the importance of preflight and taxi.
- 9. Scenarios should not be long cross-countries and should strive to put the pilot beyond the halfway milestone.
- 10. Prepare the student for success:
 - Inform the student of details to plan and execute the flight successfully (objective of what the student is expected to learn or experience, planned destination(s), weather, and aircraft).
 - b. Inform the student of the materials and cockpit tools he should bring to the scenario (charts, headset, timer, kneeboard, etc.).
 - c. Include the approximate time the scenario is expected to require.
- 11. Scenarios should foster open communication so there is active participation during debriefing.
 - a. Share best practices or known instances of consistent achievement of the desired outcomes.
 - b. Create strategies expected to lead to successful outcomes (don't trick students or intentionally set them up for undesirable outcomes).
 - c. Establish descriptions of un/successful performance.
- 12. Good scenarios take time to construct and test.
 - a. Learn from students what they find effective in the training airplane.
 - b. Design one scenario and use it.
 - c. Lessons learned from the first scenario ensure that the instructor has the correct recipe. before attempting others.
- 13. Scenarios must have a purpose and consequences adult learners learn better when they relate what is being accomplished to that which is real.