

Didactical aspects of Flight Instruction in Sailplanes

Introduction

My first glider flight was when I was 17 years old. I wanted to be a professional pilot but ended up being an architect. However, gliding always remained part of my life. Due to family and moving abroad I took a break from gliding twice.

At 21 I became an instructor and discovered that I liked to teach. Moreover, that teaching is rather complex. Every student is different, and I thought a lot about how to teach, be it gliding or architecture. In the end it is the same, it's about supplying the tools of how to develop themselves.

After my second break from gliding, I decided to return to instructing. One of the exams is on the didactical aspects of teaching gliding. In preparation for the exam, I wrote this presentation. My intent was to teach myself the subject (I learn the most by teaching a subject). Much of it based on my experience as a glider instructor (about 2600 flight and 390 hour of instructing).

However, It appeared to be useful for other people preparing for the exam. Of course, not everybody understands Dutch hence this translation. I hope it will be useful, not only for potential instructors, but for the more experienced instructors as well.

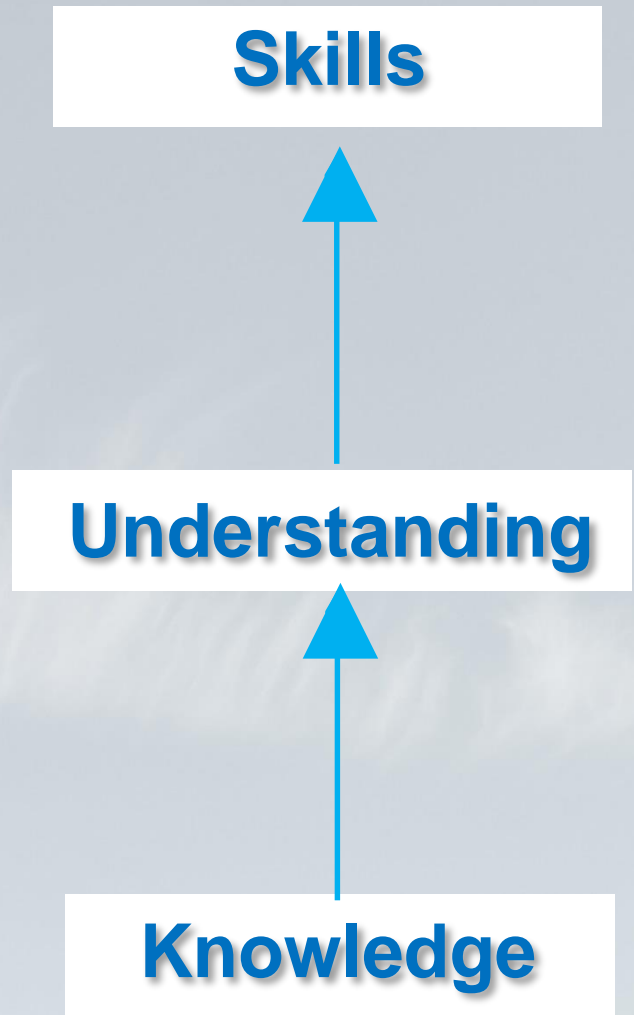
This text does not use gender-specific phrasing for improved legibility and easier understanding. The text uses neutral nouns that equally refer to everyone without discrimination.

Content

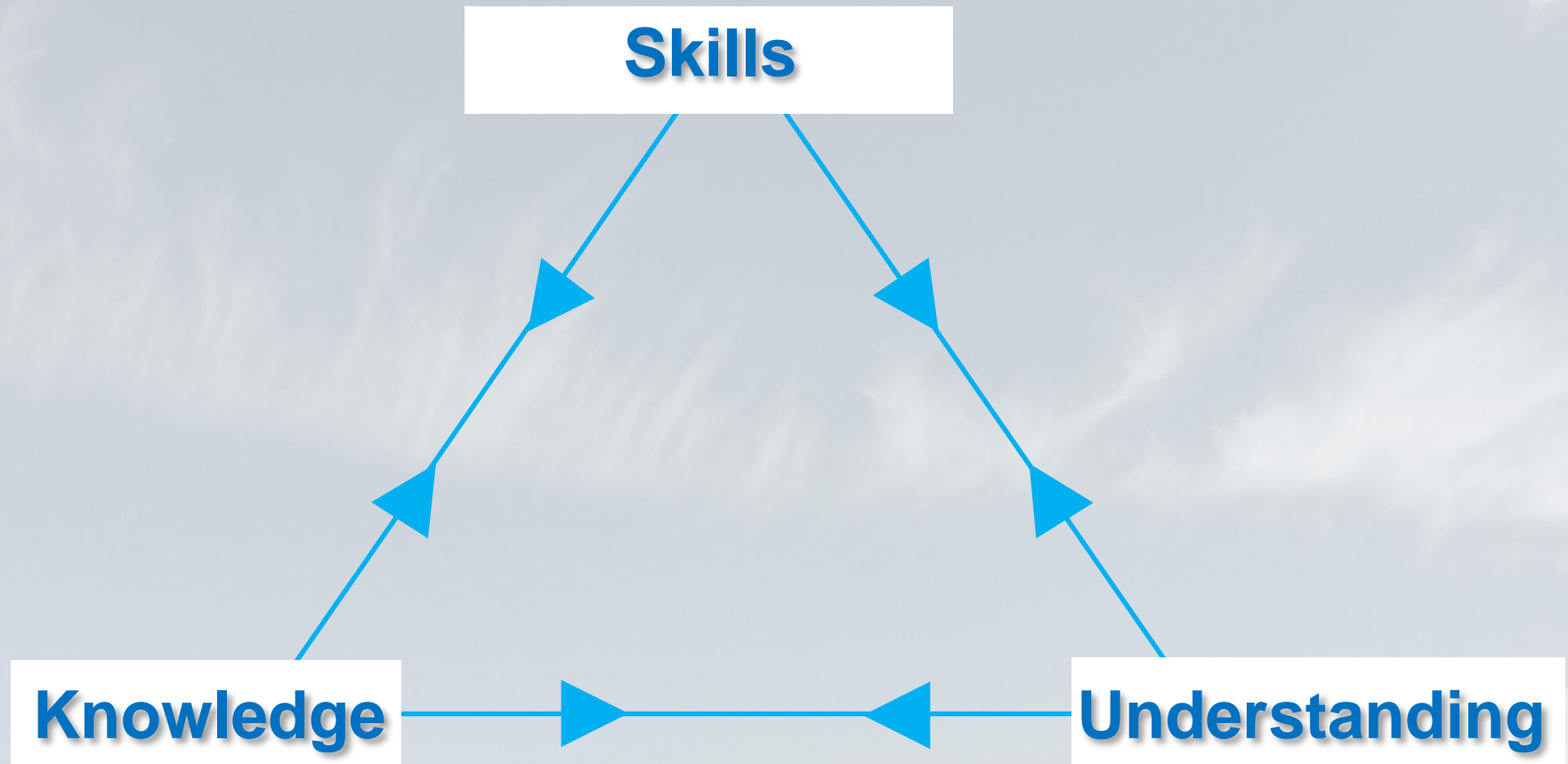
1- What it takes to be a Glider Pilot	4
2- Learning process and Teaching process	7
3- On the Complexity of Gliding	16
4- Instruction before, during and after the flight	22
5- Instruction Techniques	30
6- Analysis of Mistakes	37
7- Evaluate	42
8- Motivation and Demotivation	49
9- Competence and Awareness	52
10- Learning Speed	55
11- Communication: Sending and Receiving	58
12- Situational Awareness	64
13- Handling concurrency	73
14- Simulations	77
15- Procedures: Follow or Deviate	85

1

**What it takes
to be a
Glider Pilot**



Cyclical Interaction



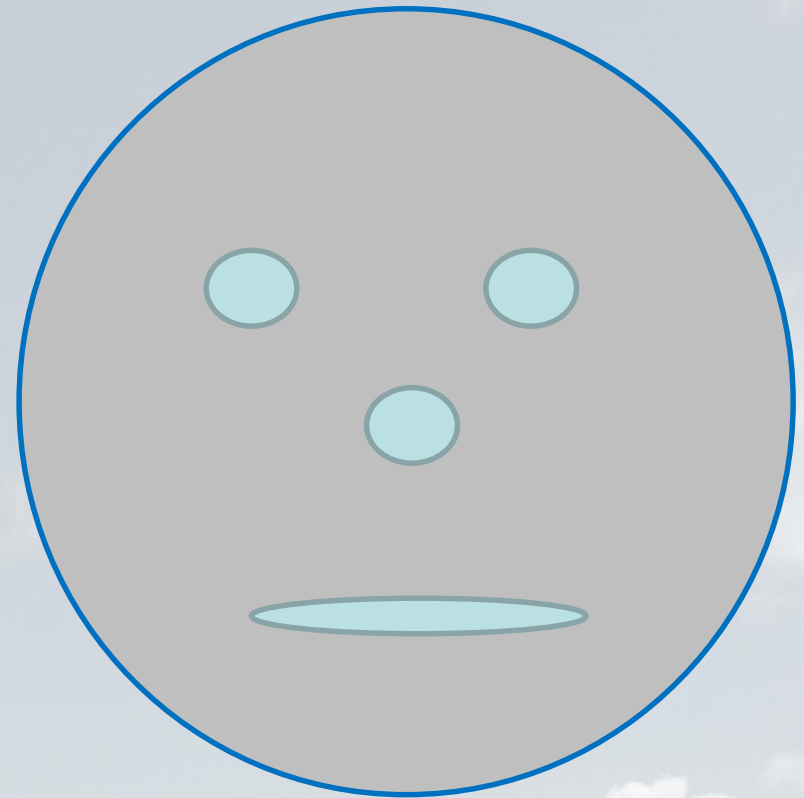
2

Learning process and Teaching process

At the beginning of the training



Instructor



Student

Transfer process

Teaching process



Instructor

Learning process



Student

Students and their Learning style

Thinks they know everything, remarks are unnecessary

Thinks they still don't know and want every aspect to be explained and/or demonstrated again and again

Wants to have a complete understanding and acts only then

Wants to do it immediately and on the way to learn how to do it right

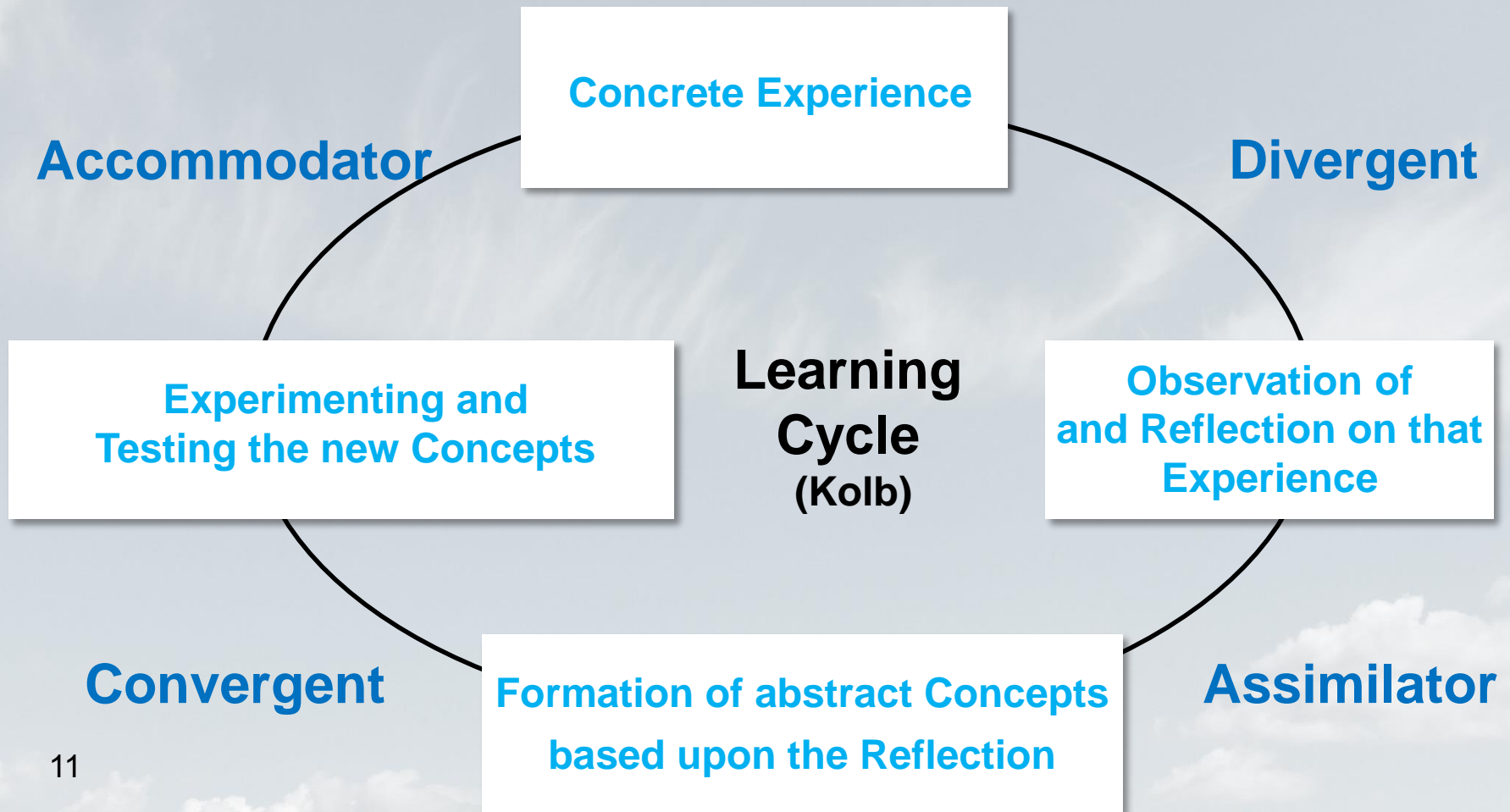
Is busy with everything at the same time without doing even one thing right

Concentrates on one aspect but “forgets” all the other aspects

Every Student

Experiences, Observes, Reflects, Conceptualizes,
Experiments and Tests

(But to varying degrees)



Instructors and their Teaching Styles

Explains everything over and over

Corrects every (even small) points of improvement of the student

Let's the student mess around

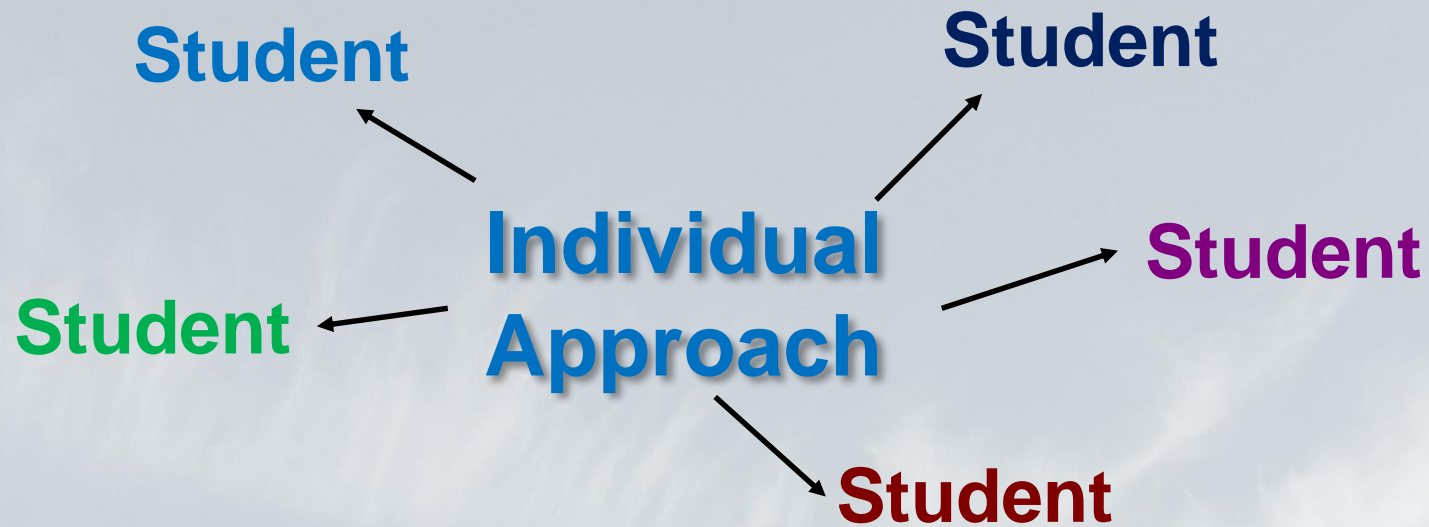
Discusses after the flight extensively all points of improvement

Gives compliments on everything

Flies themselves most of the flight (aware or unaware)

Student can do nothing right

Teaching Style for the instructor

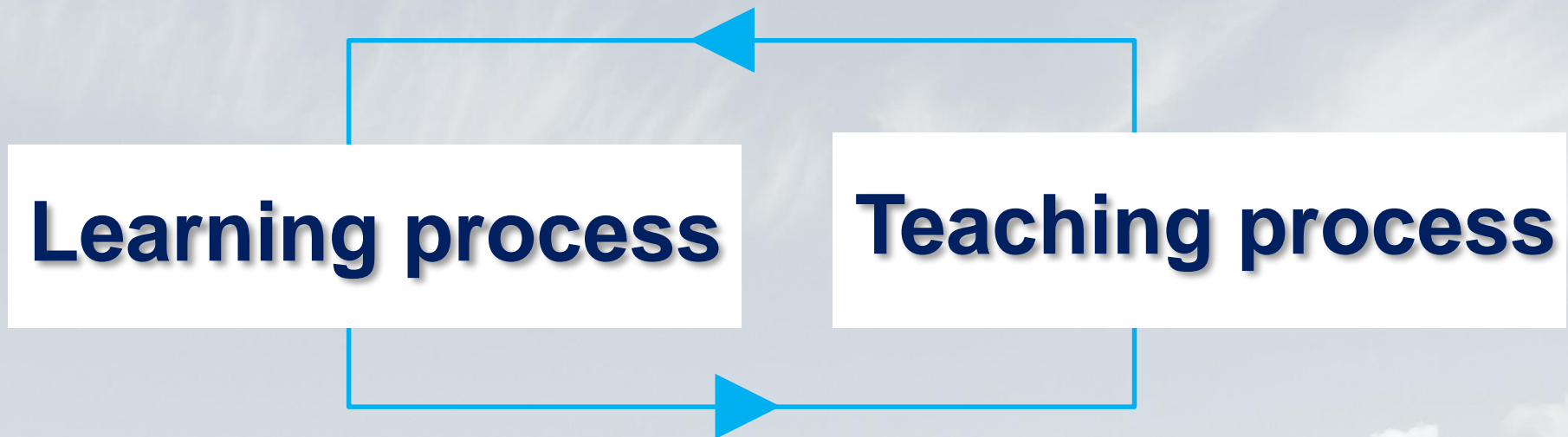


Every student has thier own “Point of Entrance”

Goes through all phases of the Learning Cycle

Cyclical Interaction

**Learning and Teaching happen simultaneously
and are inextricably linked**



Reflection

Experience



Process



Collecting the optimal Information

Reflection

Is the engine of the Learning process

Student: Looking in the Mirror

Instructor: Hold up the Mirror

3

On the Complexity of Gliding

Even a relatively simple exercise has great Complexity

There is an abundance of moments of

Decision

Reflection

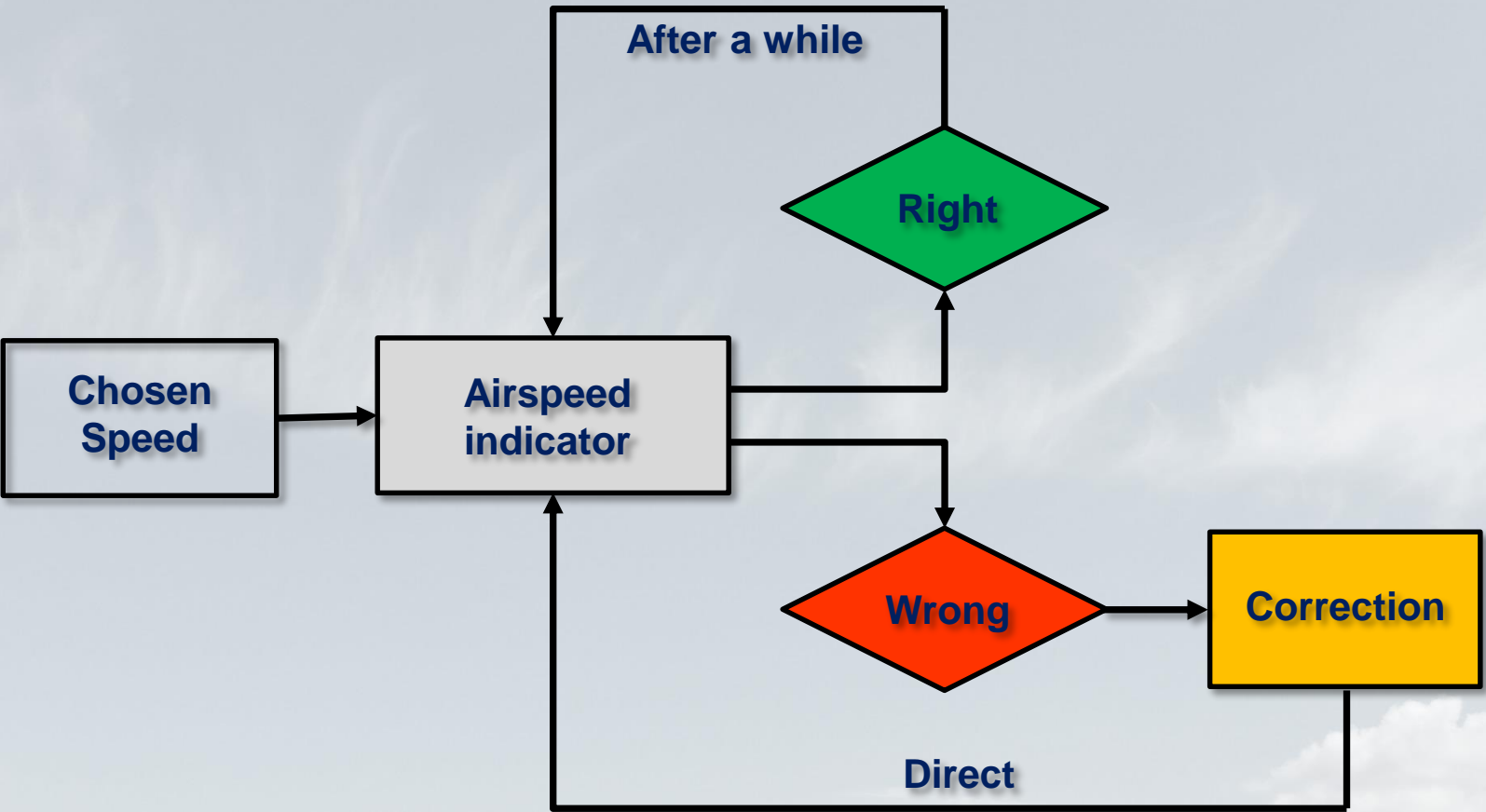
Information

Example:

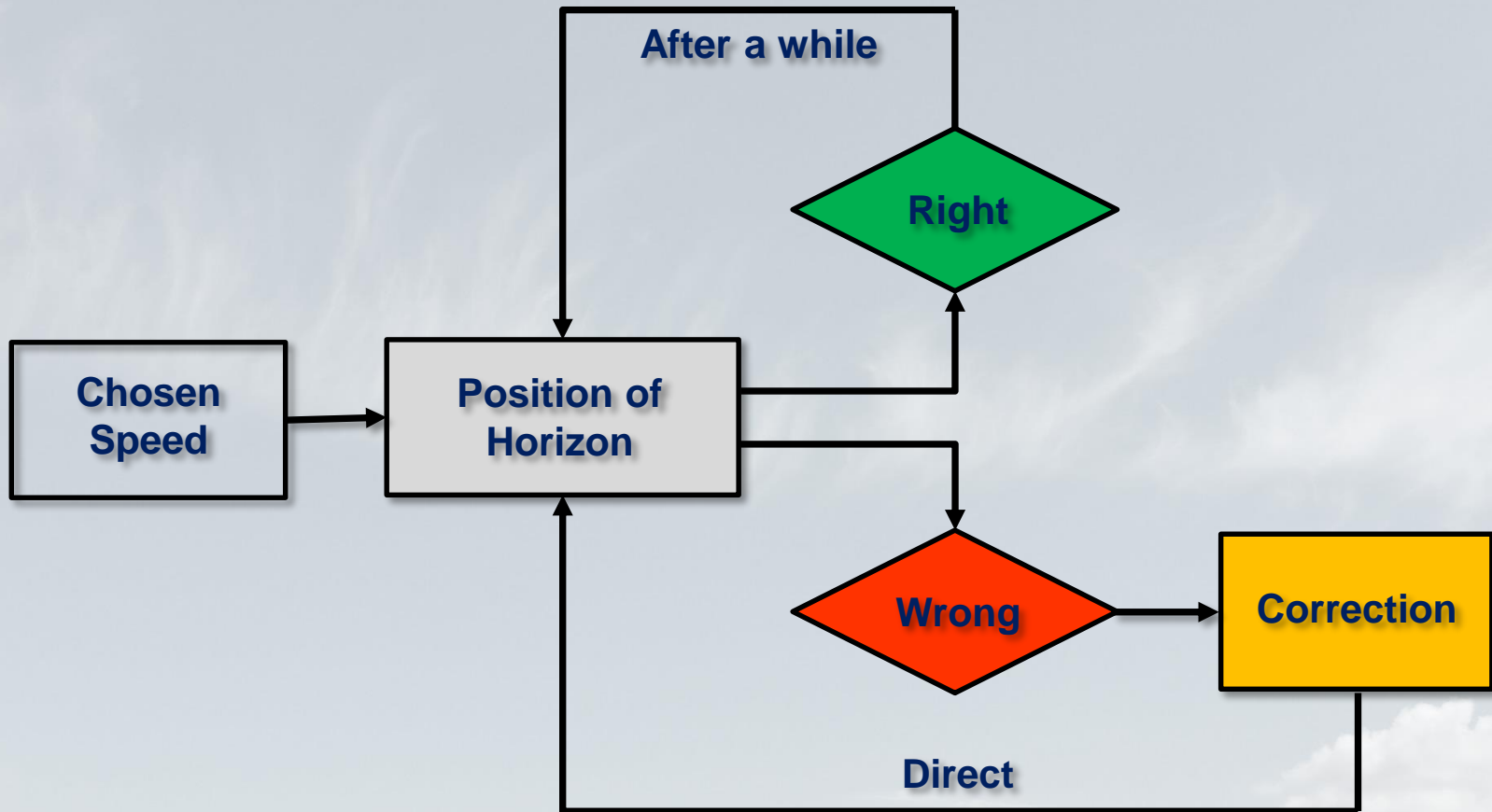
Maintaining a certain Speed

The example is not meant to be an exercise on how to teach flying at a certain speed, its only purpose is to show the complexity of a relatively simple exercise

Maintaining a certain Airspeed: Speed indicator



Maintaining a certain Airspeed: Horizon



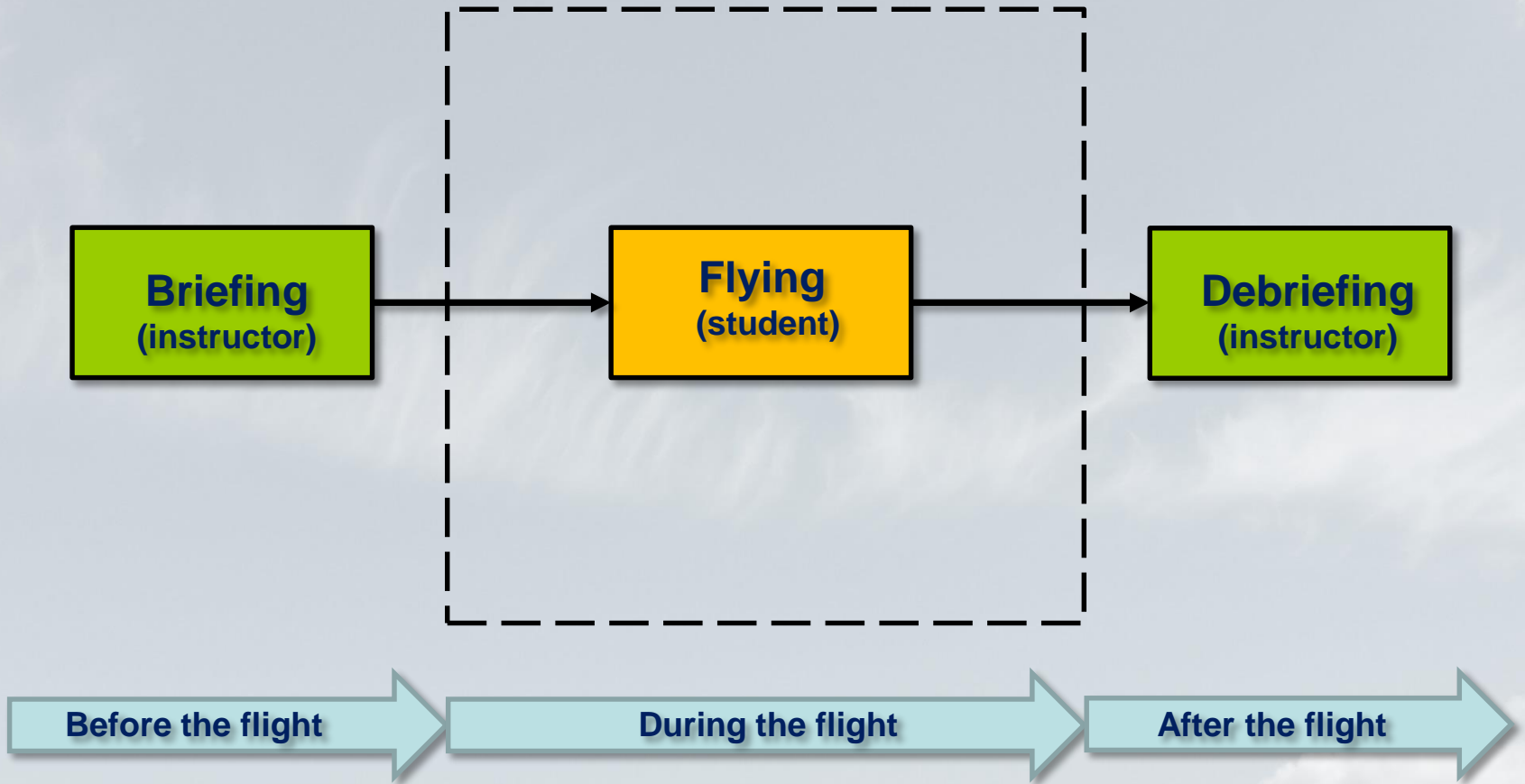
Cyclical Interaction



4

Instruction before, during and after the Flight

Flying + Briefings



What is discussed before the flight (Briefing)

Instructor

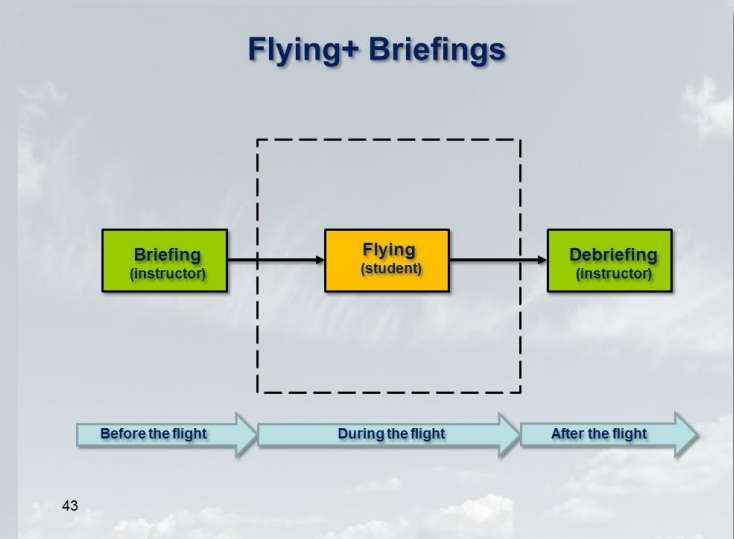
What are we going to do

How much are we going to do

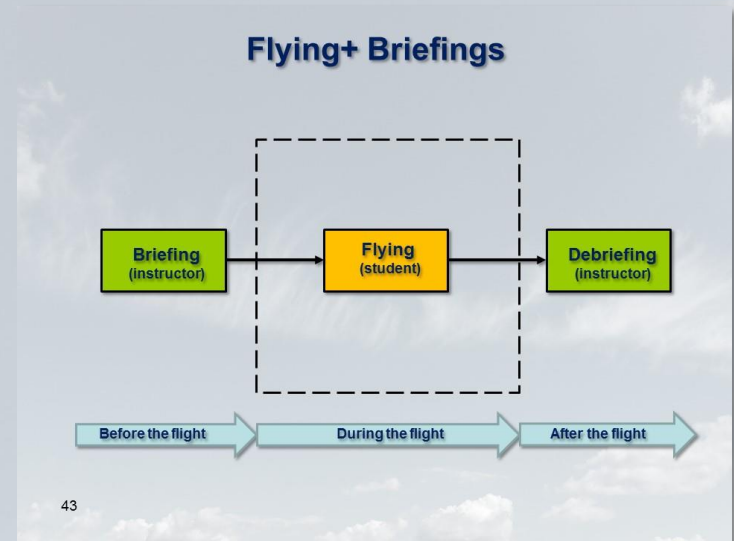
We don't give a briefing for everything we are going to do

Student

Student indicates what he wants to do or to improve



What is discussed after the flight (Debriefing)



Instructor

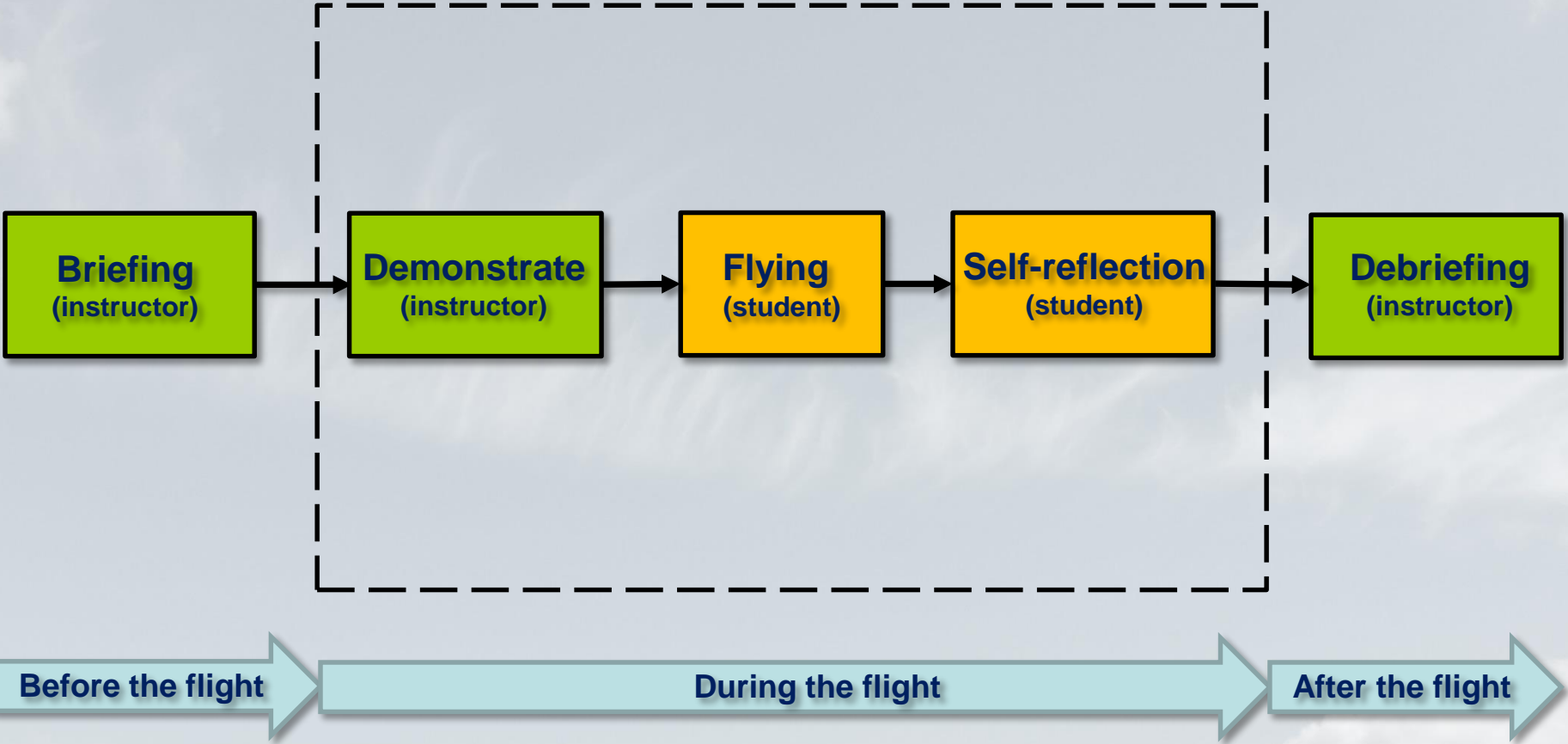
Analysis of the flight or part of it (reflection)

What to improve → How to improve

Student

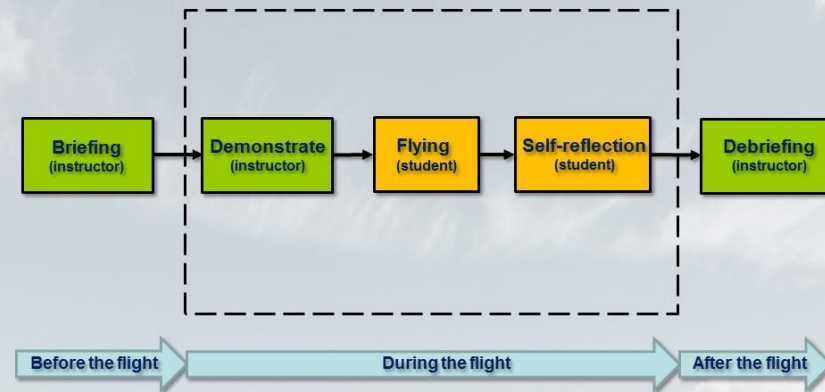
Let's the student do the debriefing (self-reflection)

Flying + Briefings + Demonstration + Reflection



Types of Reflection

Flying+ Briefings + Demonstration + Reflection



39

Reflection by the Instructor

Verbal reflection → Verbal intervention

Physical intervention → Correction
Physical intervention → Intervention
Physical intervention → Demonstration

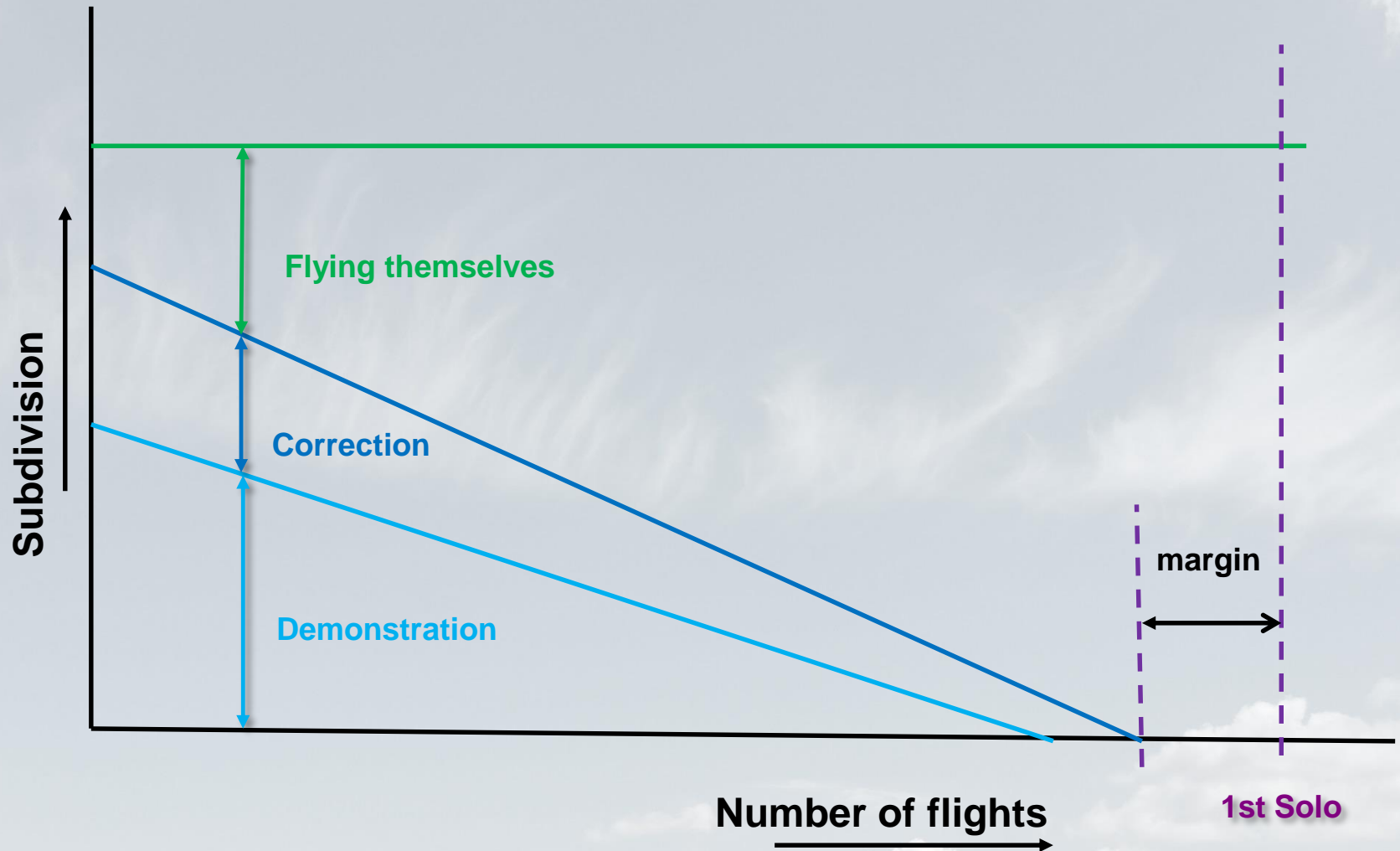
Reflection by the Student (Self-reflection)

Verbal reflection → Verbal

Physical reaction → Action

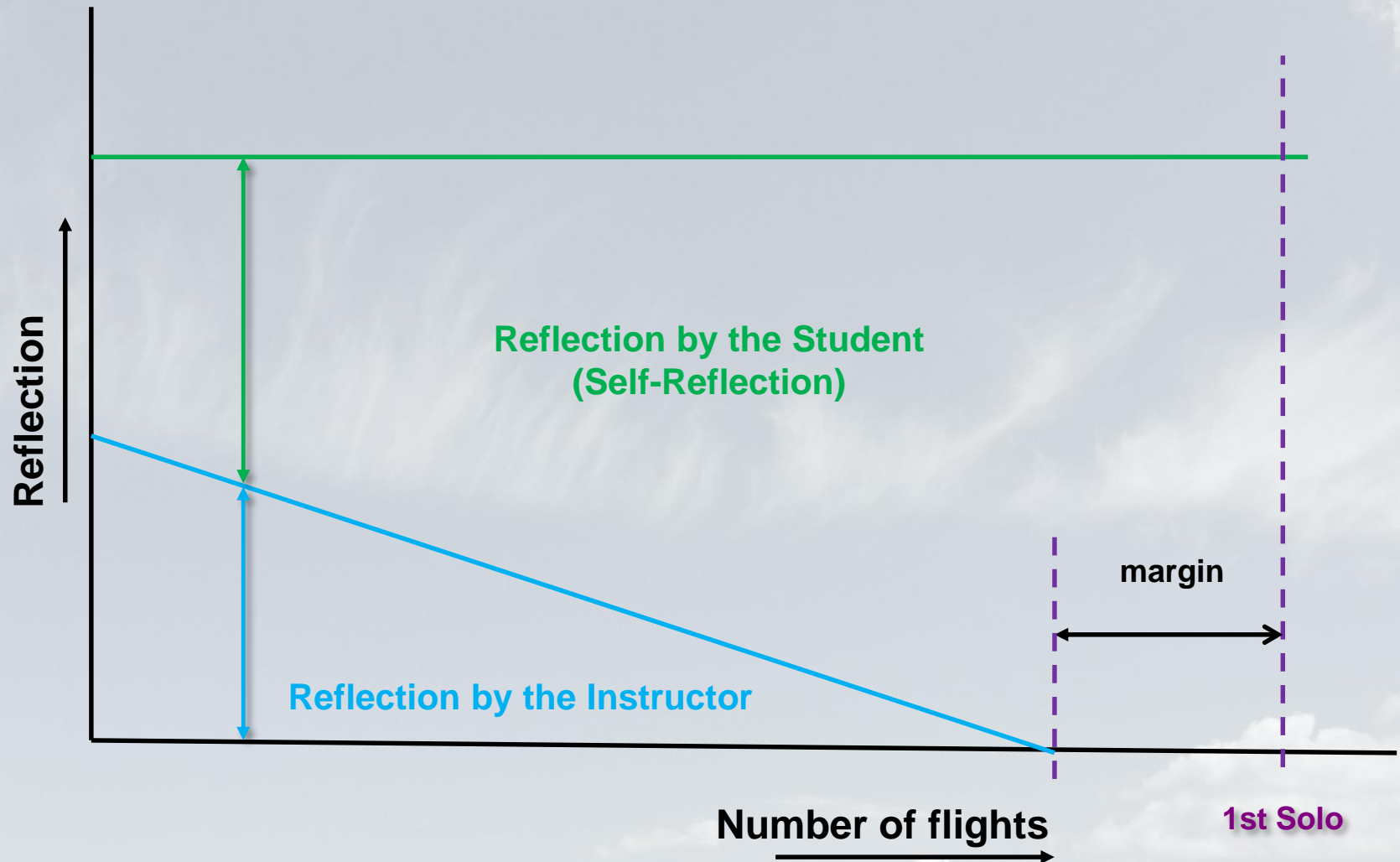
Development during the training

Demonstration → Correction → Flying themselves



Development during the training

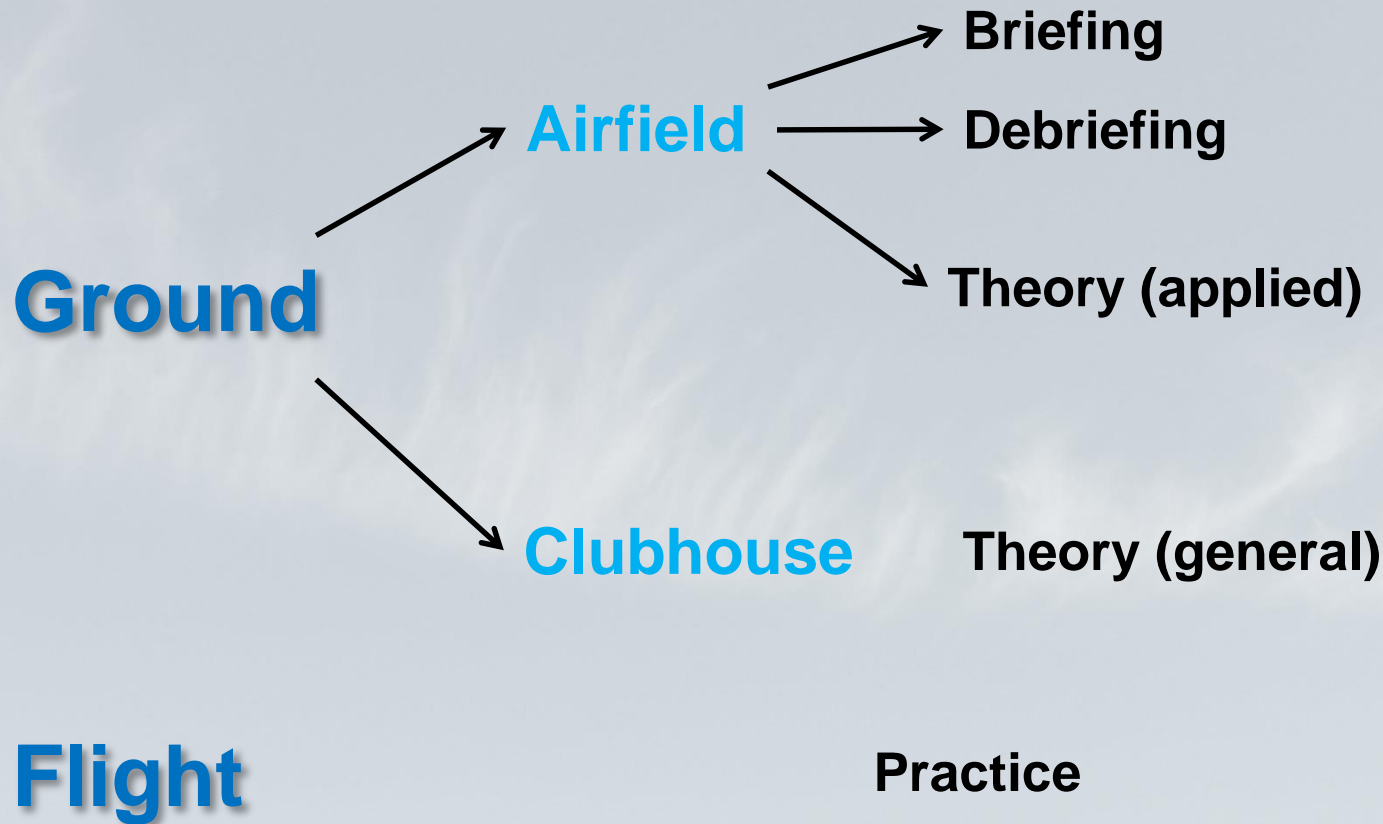
Reflection by Instructor → Self-Reflection



5

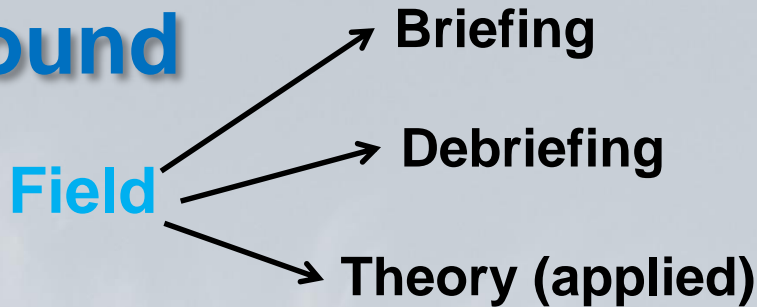
Instruction Techniques

Instruction moments



Types of transfer:

Ground

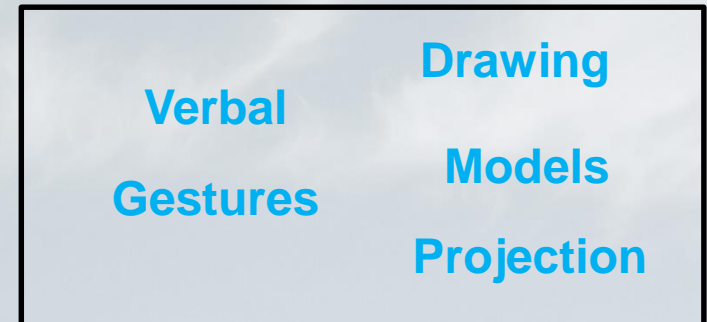
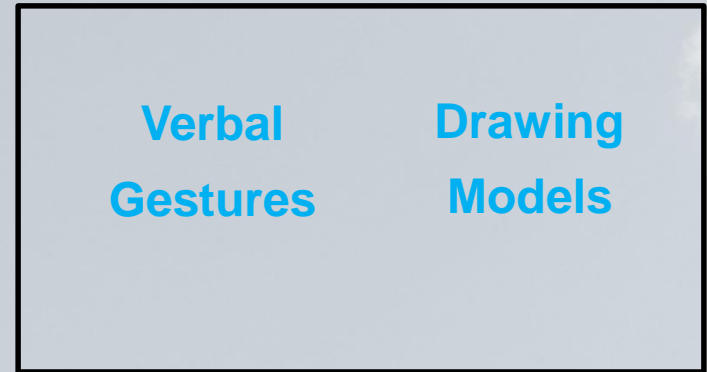


Clubhouse Theorie (general)

Flight

Practice

Means of transfer



Transfer resources on the Ground

Verbal

Verbal

Student translates into Images and Process

Gestures

Visual

Images and Process

Supporting and Strengthening of the Verbal

Drawing

Visual (2D en 2^{1/2}D)

Image and Process

Layered (Colors)

Projection

Visueal (2D en 2^{1/2} D)

Image and Process

Layered (Colors)

Models

Visual (3D)

Build up Model

Process

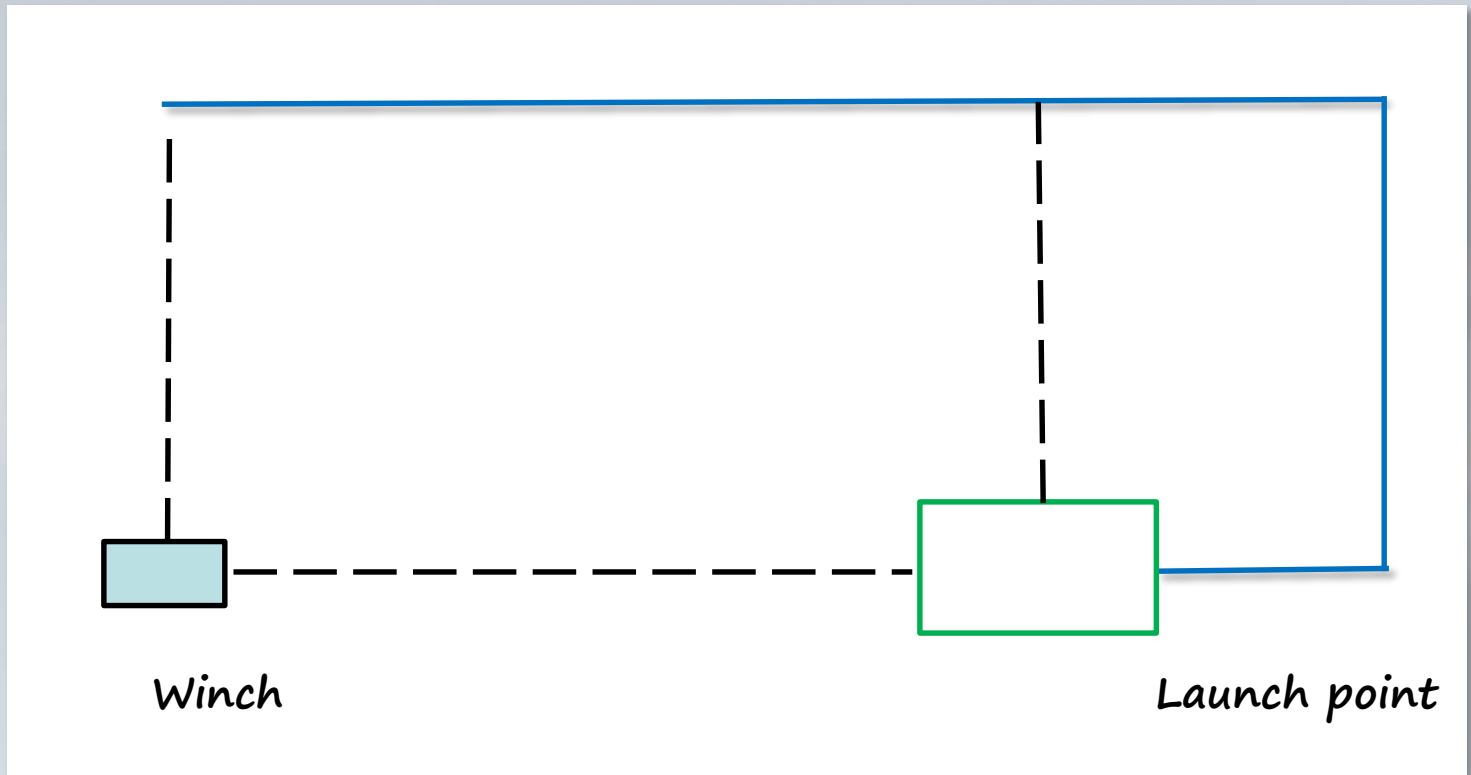
Prepared Model

Static

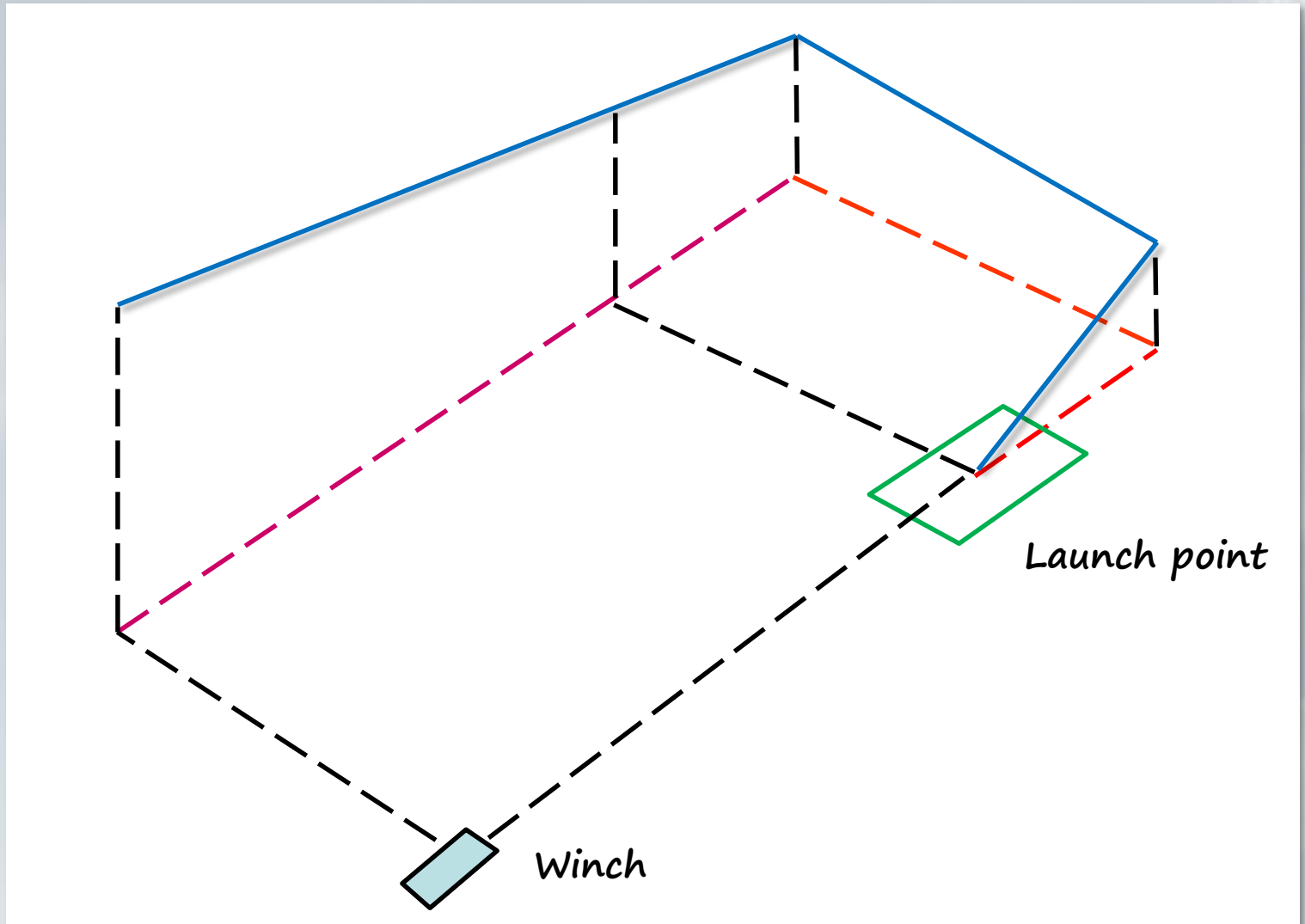
Dynamic

2 D Representation

Circuit



2^{1/2}D Representation (Isometry): Circuit



Types of transfer during the Flight

Verbal

Verbal

Student translated into Image and Action

Demonstrate

**Visual
Feeling**

Verbal and Feeling enhance each other

Intervention

**Verbal
Not Feeling**

Telling the Student not to move the Controls

6

Analysis of Mistakes

Reason for the Mistakes

Did not learn well

Did not understand fully

Not Aware

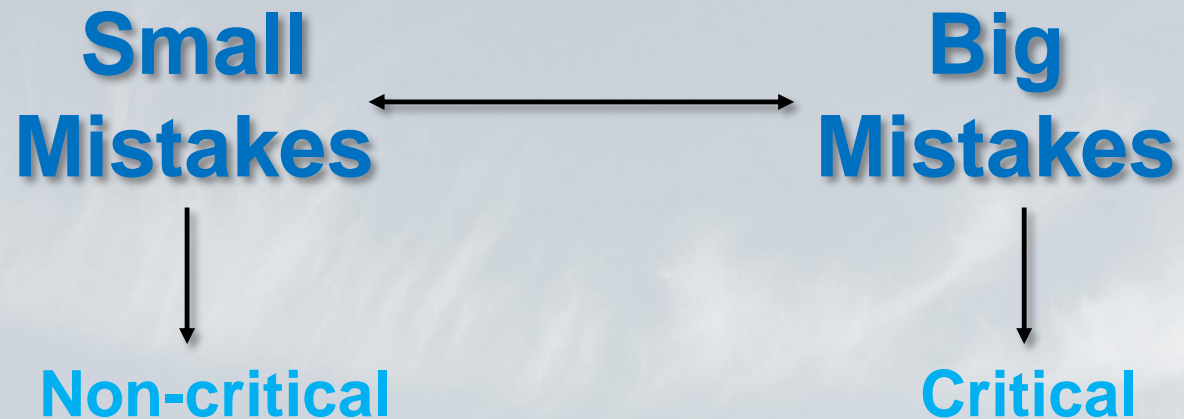
Not enough attention

Conscious Choice

Too much pressure

It's always a Mixture

Types of Mistakes



How to deal with Mistakes

Mistake

```
graph TD; Mistake --> Failure[Moment of failure]; Mistake --> Improvement[Moment of improvement];
```

Moment of failure

or Moment of improvement

I can not do it

I can't do it yet

I can never do it

I can do it almost

Yes, I can do it

How does the Student know which Mistake(s) were made?

Recognized by student

Instructor tells student

Self-Reflection

Reflection by somebody else

7

Evaluate

Evaluating several facets

What is Evaluating:

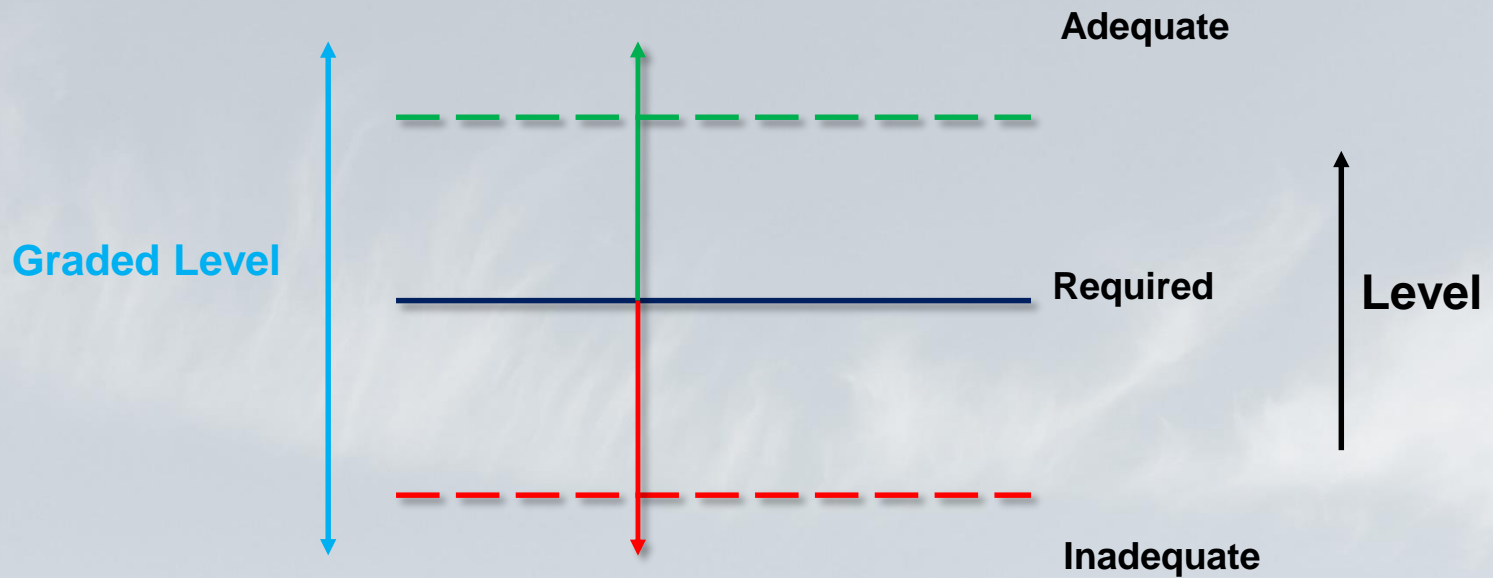
What do we Evaluate

How do we Evaluate

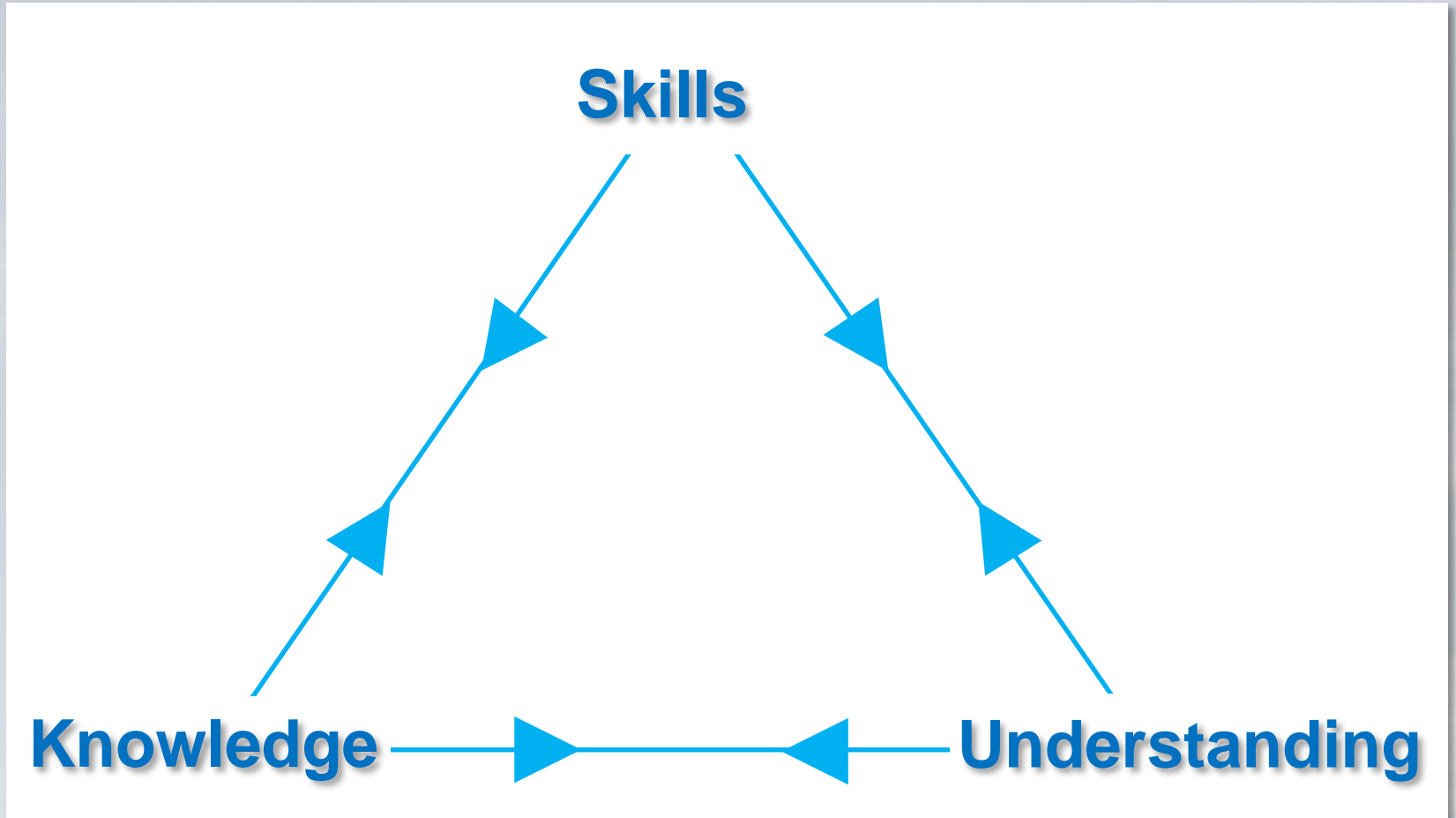
Who are we Evaluating

When do we Evaluate

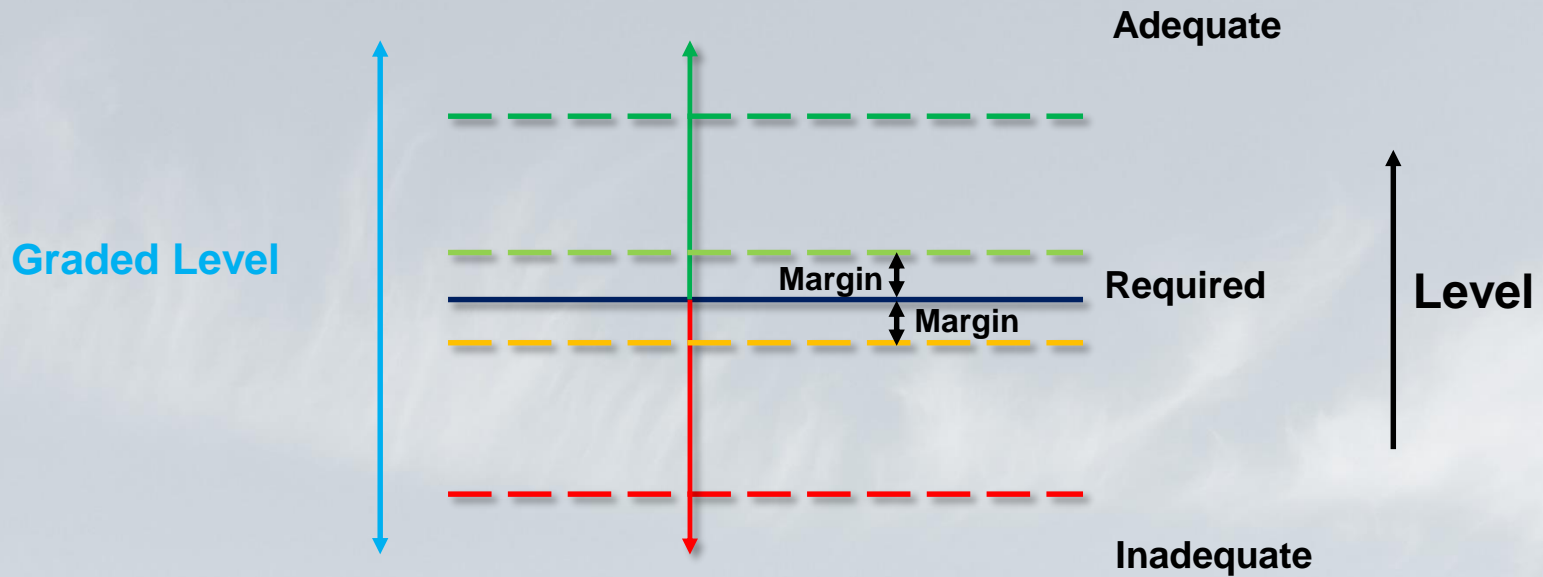
What is Evaluating



What do we Evaluate



How do we Evaluate



Who are we Evaluating

Student

Self-reflection

Instructor

Reflection + Rating

Examiner

Rating

When do we Evaluate Evaluation Moments

A Flight

During the Flight

Limited

After the Flight

More extensive

After several Flights

During the Flight

Limited

After the Flight

Much more extensive

8

Motivation and Demotivation

Students and their motivation

Motivation ↔ **Demotivation**

There is no progress

There is regression

Others are doing it better than me

I still can't fly solo

From Demotivation to Motivation

Demotivation → **Motivation**

There is no progress



We are getting more experienced in things we already know

There is regression



We learn how to cope with regression, learn from it and improve our flying

Others are doing better than me



Let's put our energy in our own flying

I still can't fly solo



Analyse why this is the case

9

Competence and Awareness

The Extremes and what's in between:

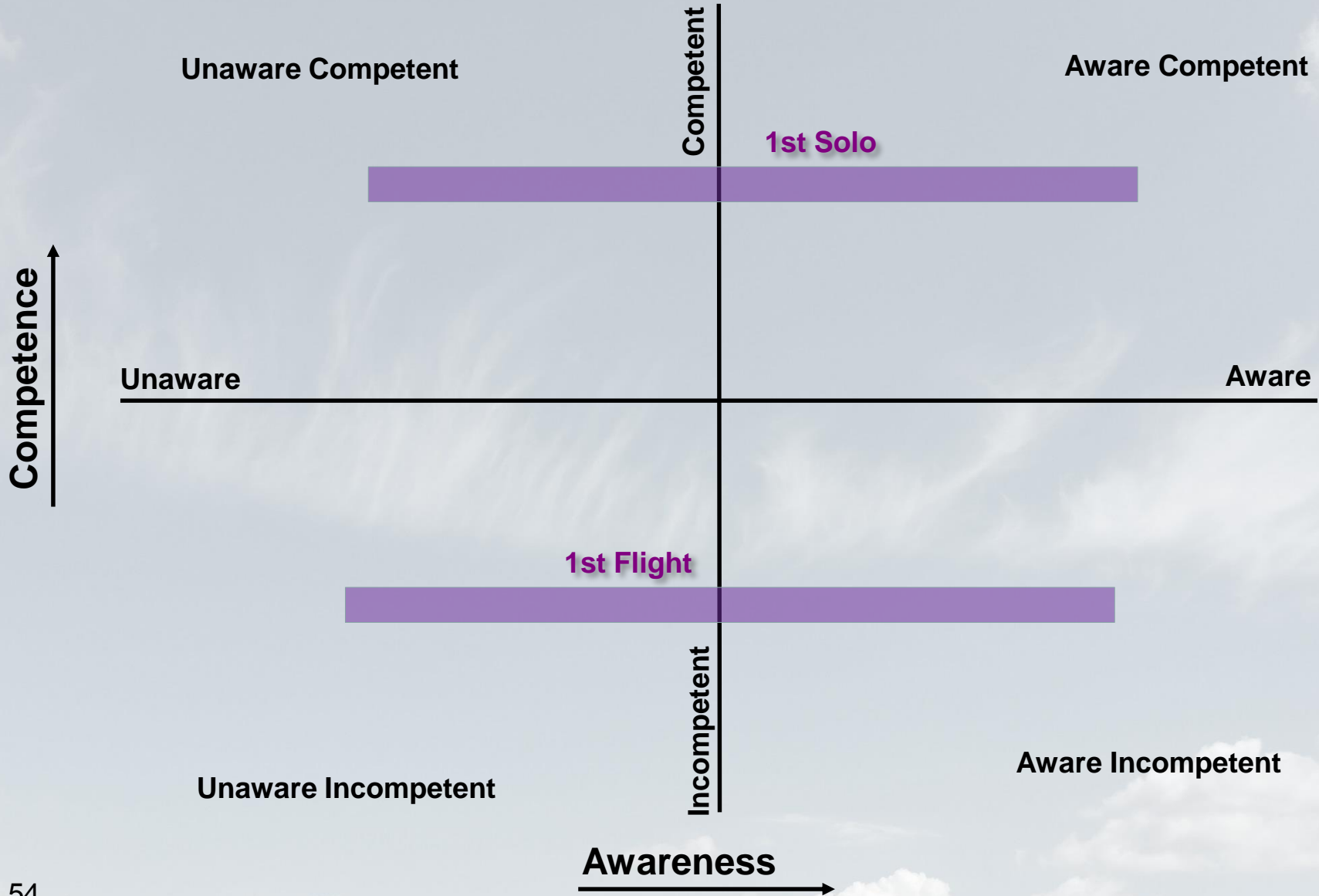
Incompetent ↔ **Competent**

Unaware ↔ **Aware**

Be able to judge which level



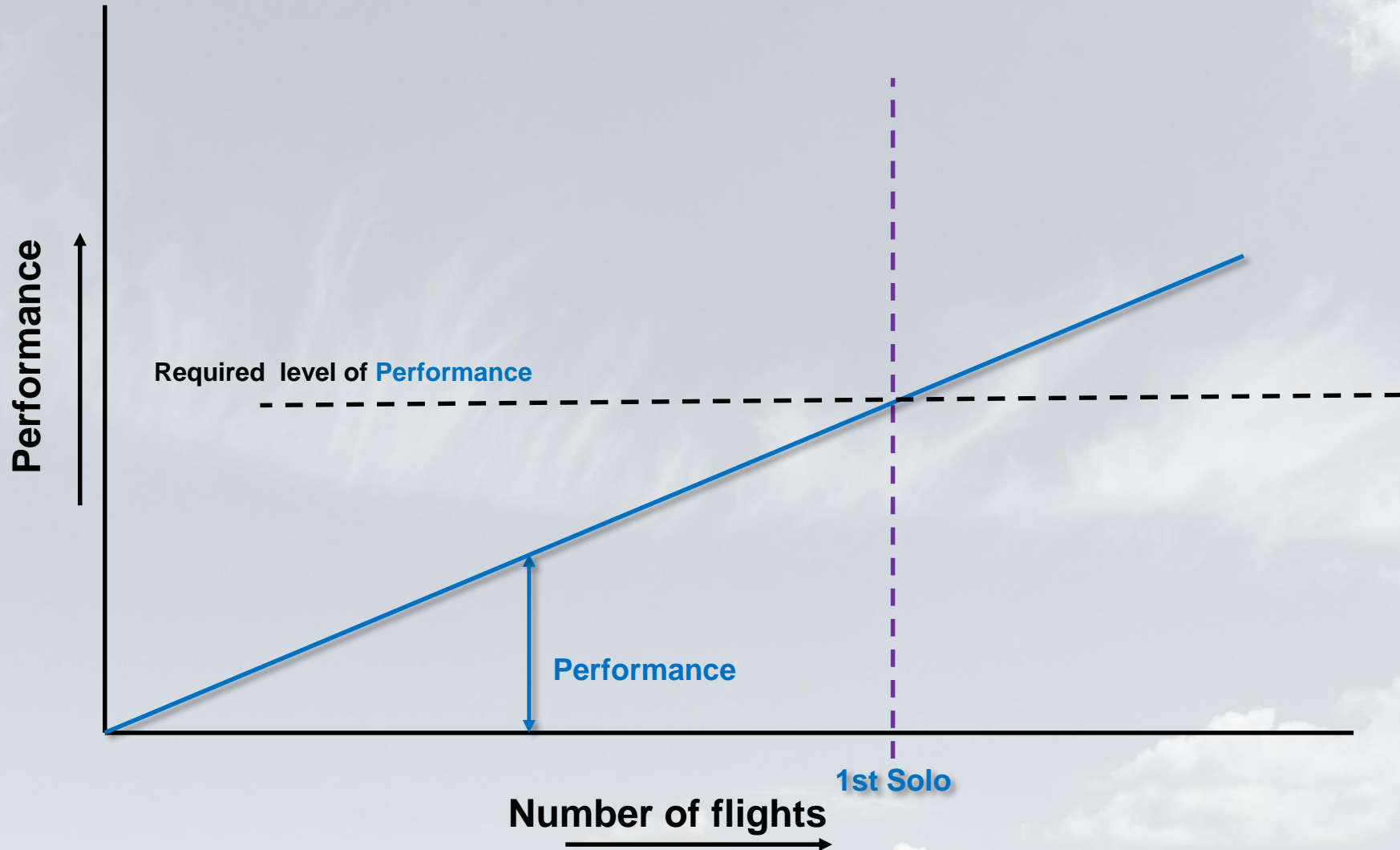
Competence – Awareness: Four quarter model



10

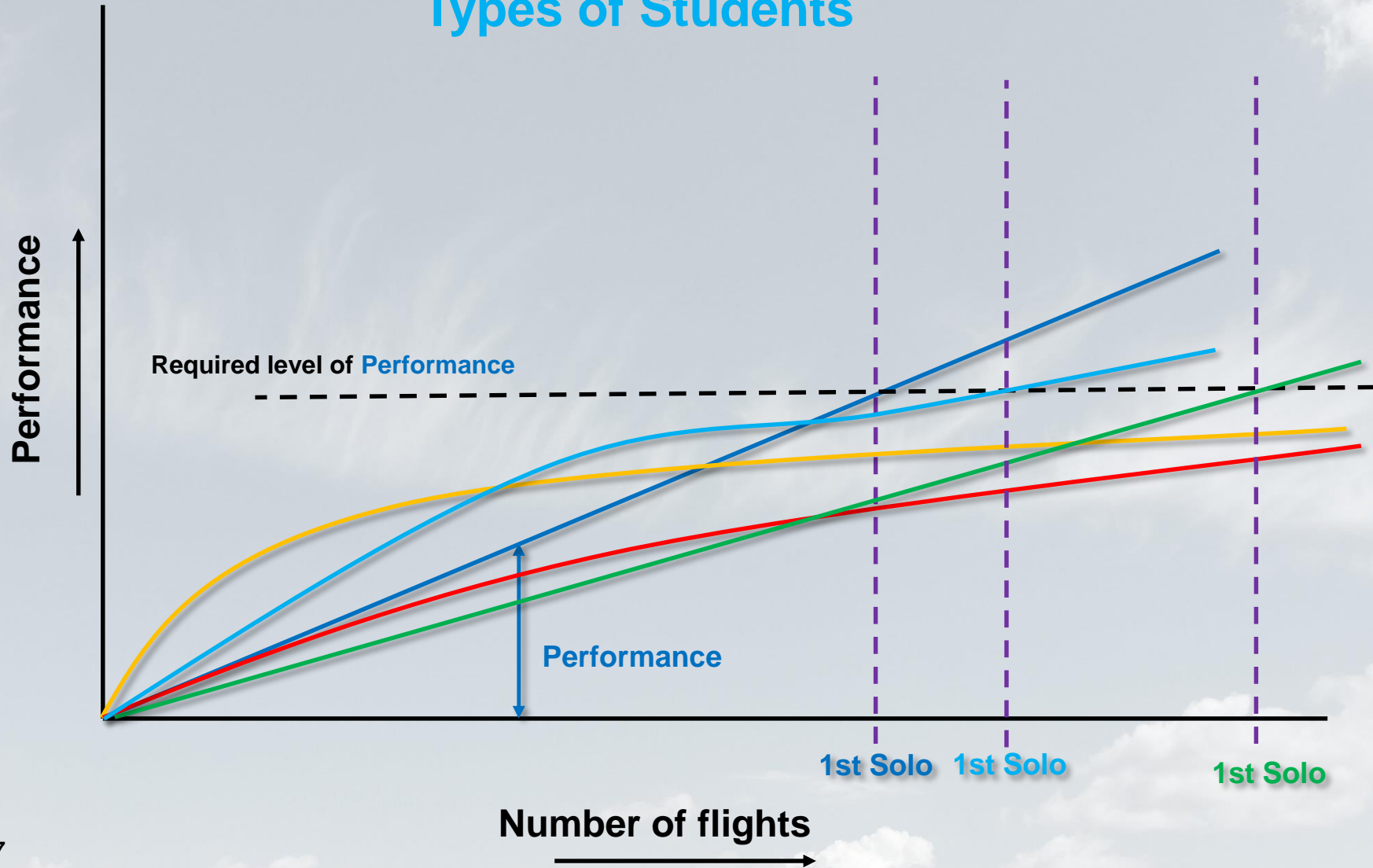
Learning Speed

Learning Speed



Progress of Learning Speed

Types of Students

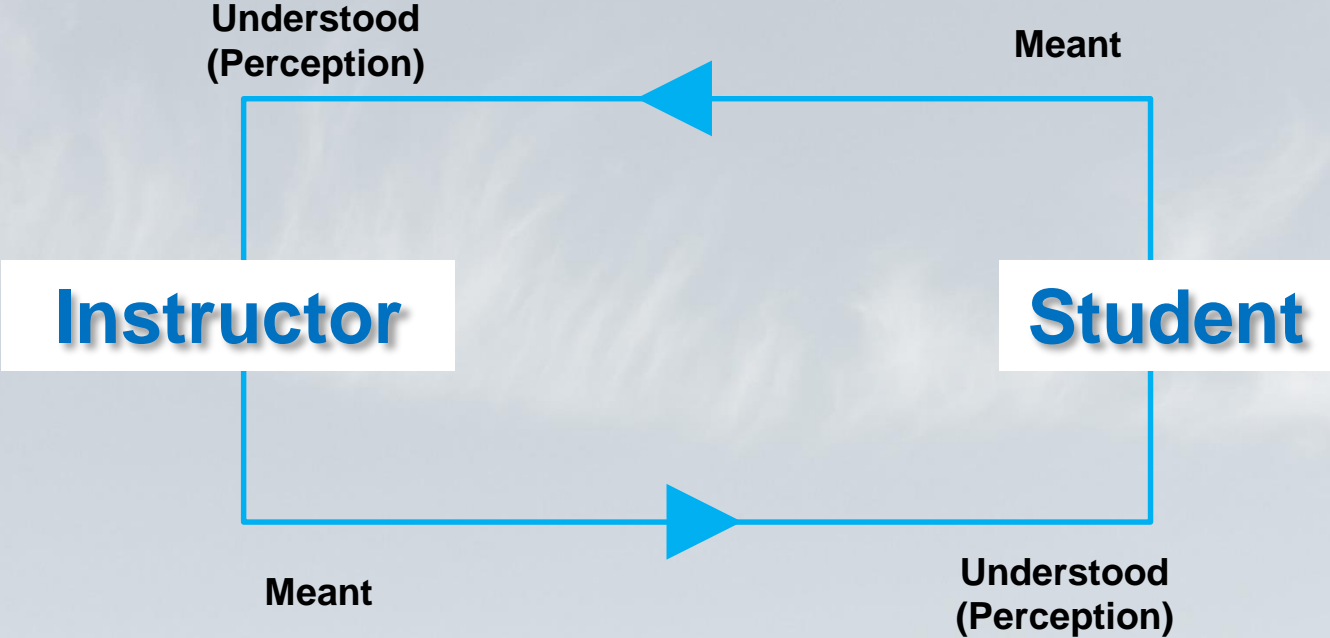


11

Communication: Sending and Receiving

Communication: Sending and Receiving

Meant and Understood



Linear Communication

Instructor

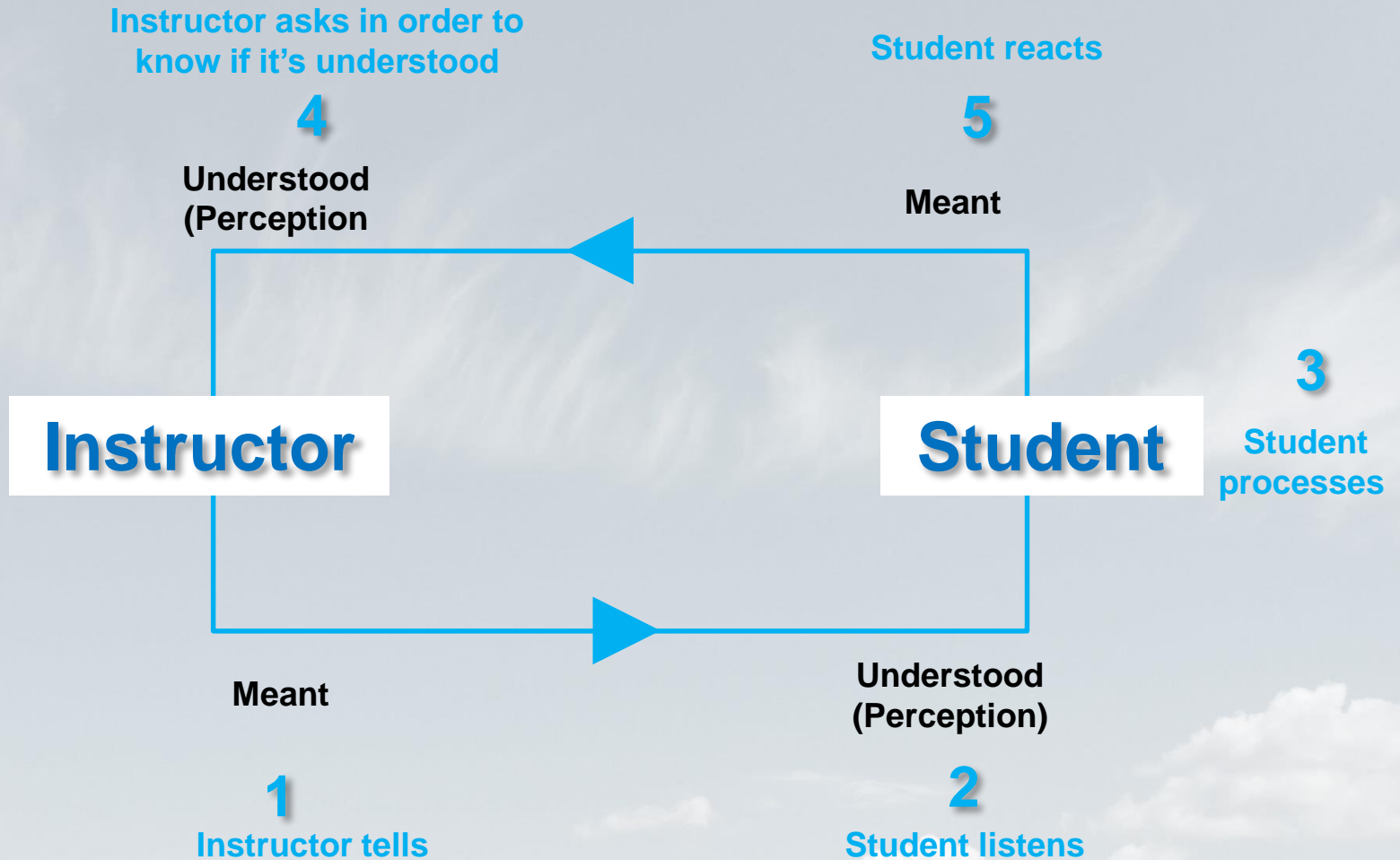


Student

Cyclical Communication



Optimal Cyclical Communication



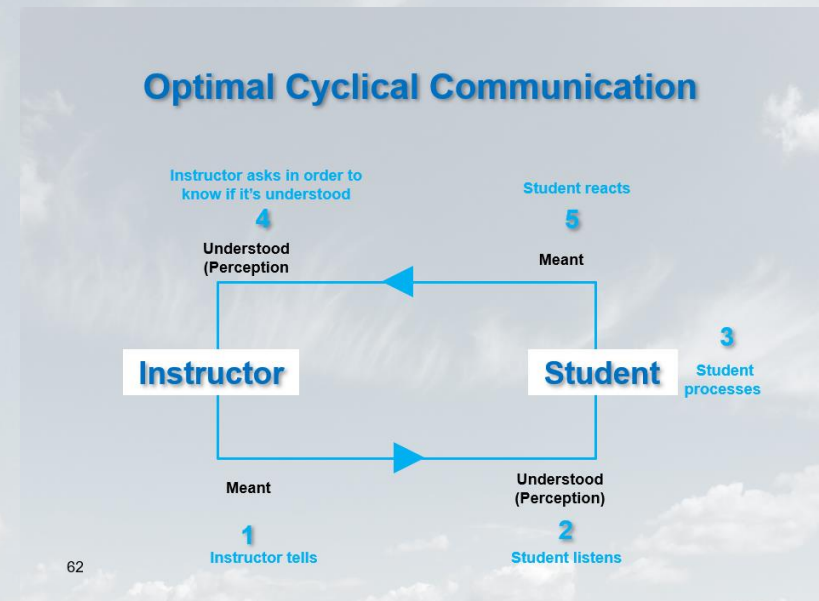
Communication

Aspects of Optimal Communication

Clear

Precise

Right amount of Information



12

Situational Awareness

Situational Awareness



Situational Awareness :



4 How is the weather

2 How does the glider move

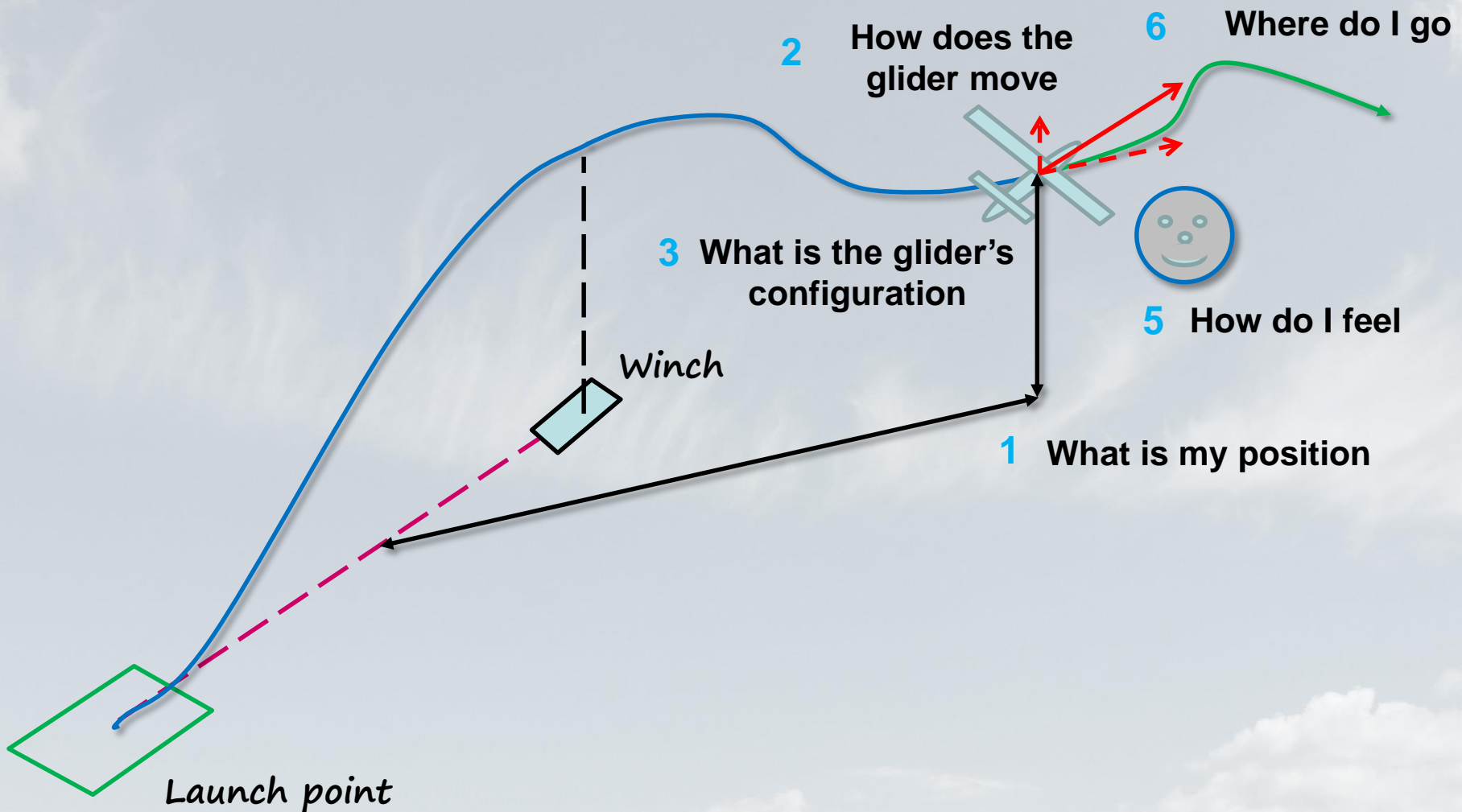
6 Where do I go

3 What is the glider's configuration



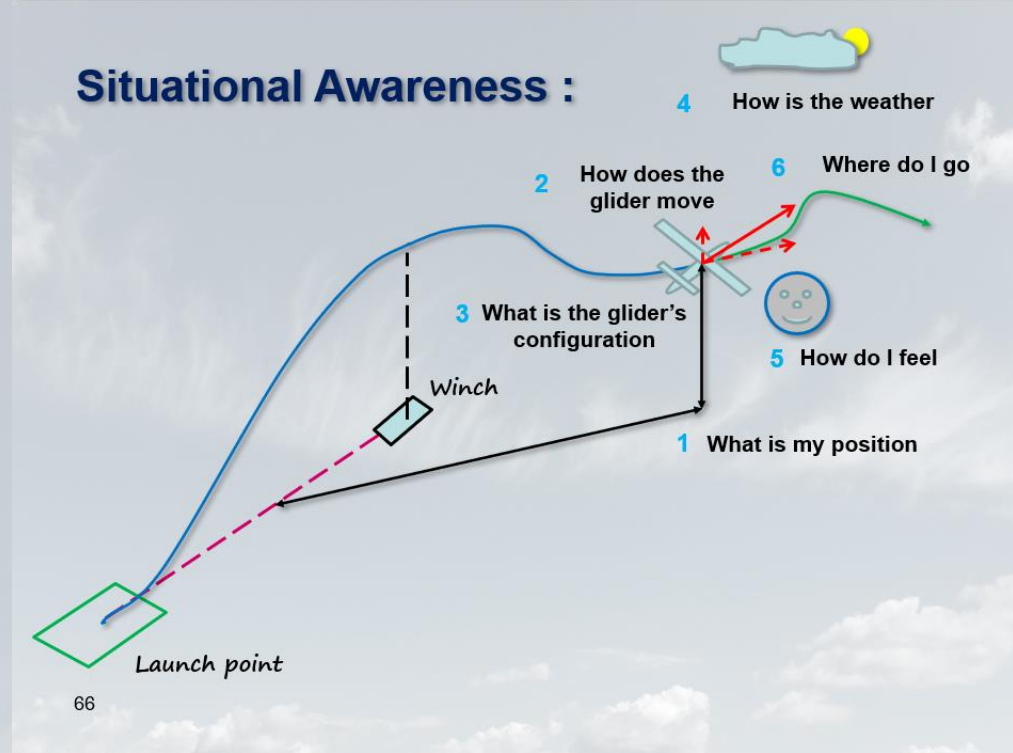
5 How do I feel

1 What is my position



What is my position:

1



In relation to the airfield:

Distance

Altitude

In relation to my gliding angle

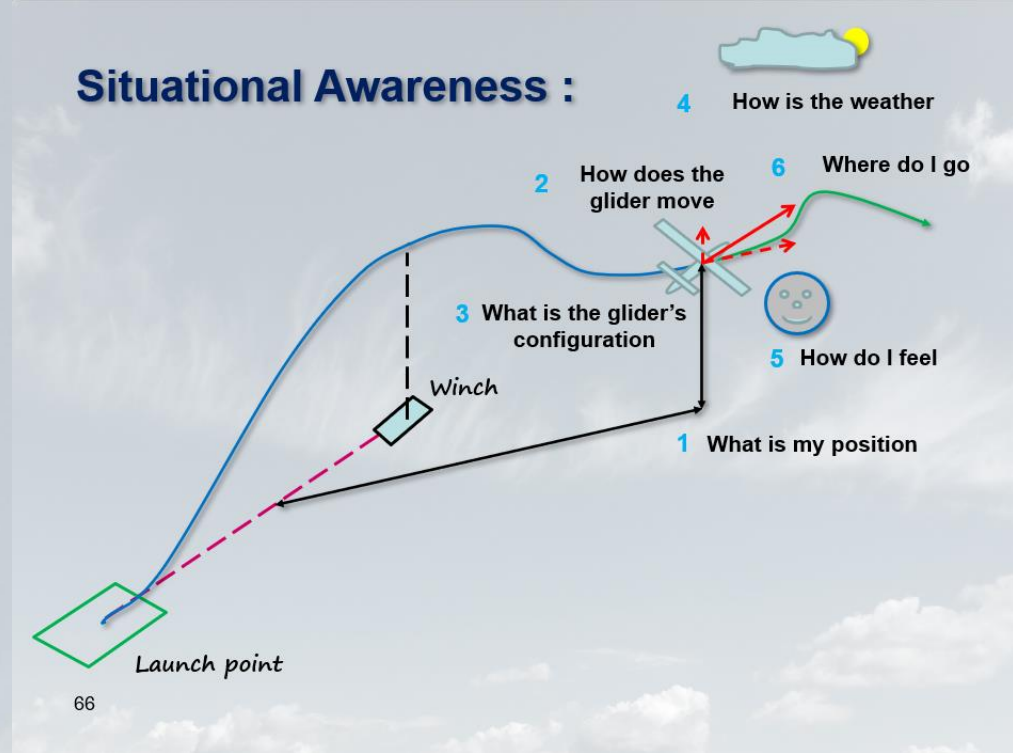
Absolute (or relative)

Ascending

Decending

How does the glider move:

2



Speed:

Horizontal Speed

Vertical Speed

Minimal

Optimal

Maximal

Ascending

Decending

Position relative to:

Angles relative to the axes

Longitudinal axis Bank

Vertical axis Slipping / Skidding

Lateral axis Pitch

What is the gliders configuration:

3

Wheel

Retracted
Extended

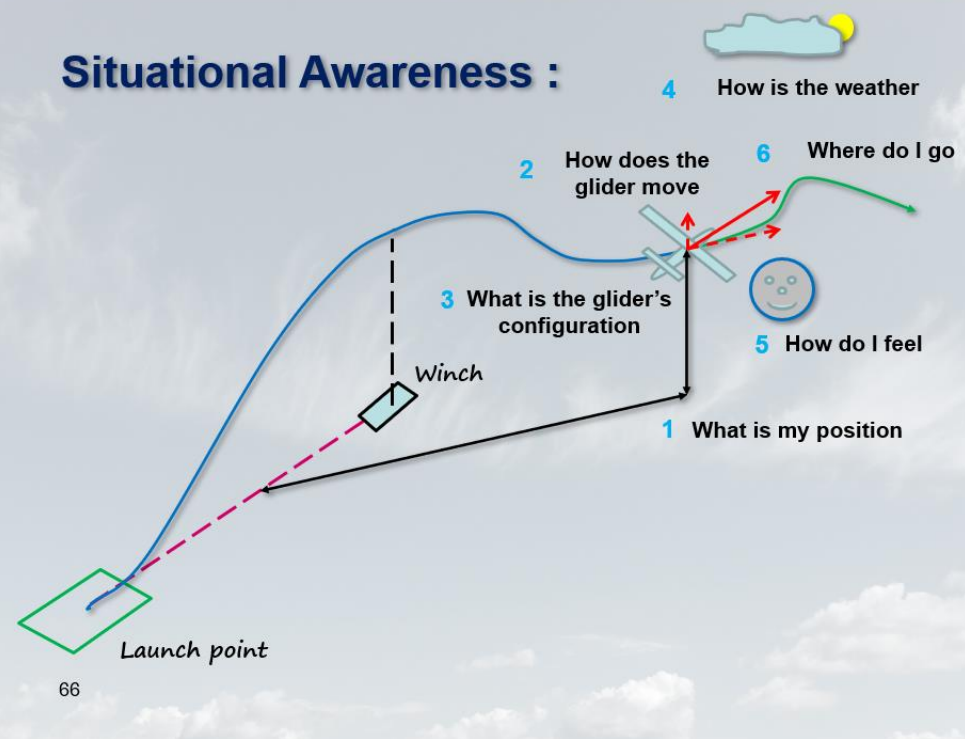
Brakes

Which position
Locked

Flaps

Position for a certain air speed

Situational Awareness :



Hook

Gravity or Nose hook
Cable connected
Cable released

Ventilation

Fresh air
Condensation on the
Canopy

How is the weather:

4

Wind:

Speed

Limits

Direction

Limits

Change

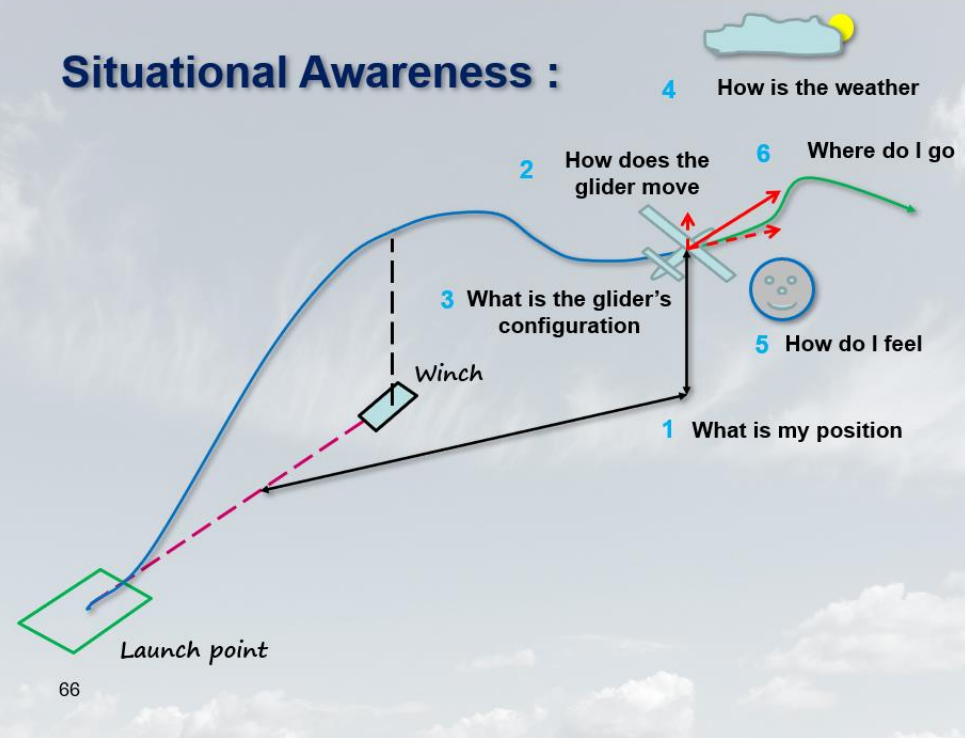
Gradient

Clouds:

Type + Cu
 - Cb

Cloud cover

Situational Awareness :



Precipitation:

Type

Intensity

How do I feel:

5

Drinking

Dehydration

Toilet

Kidneys

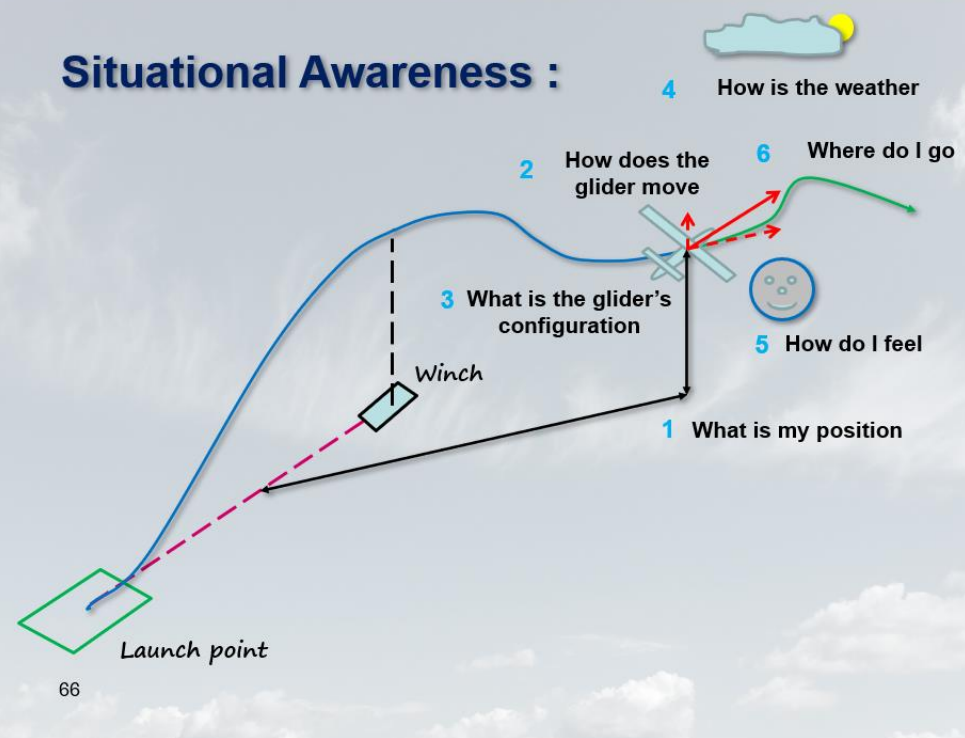
Sweetening

Too warm
Dehydration

Nauseous

Throw up

Situational Awareness :

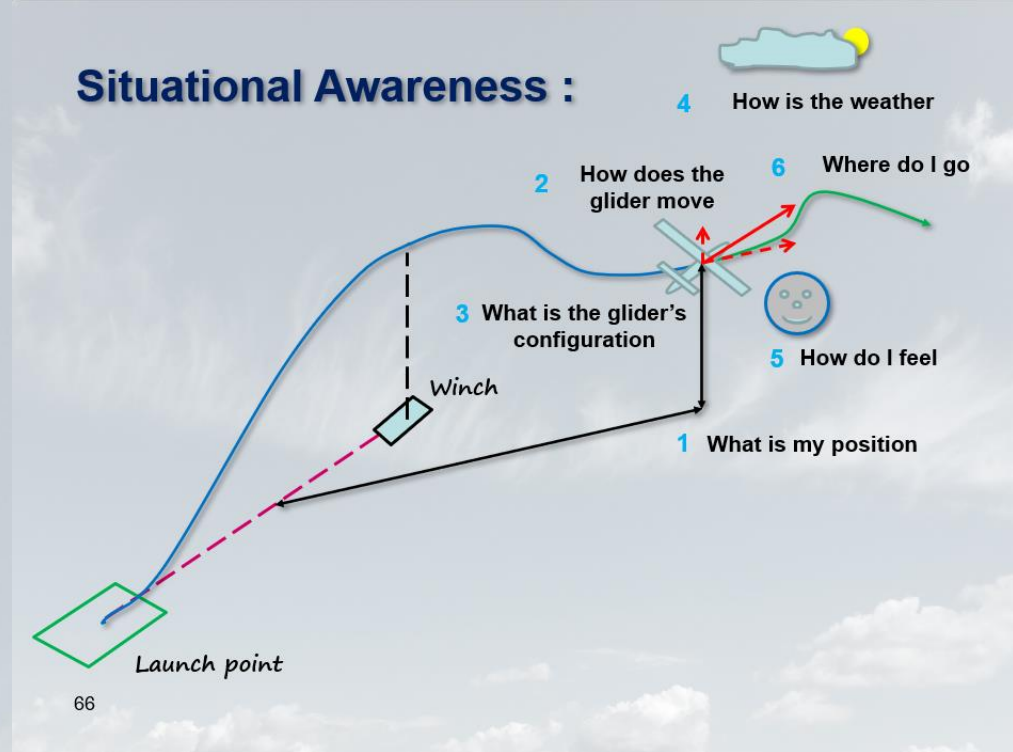


Tired

Concentrated

Where do I go:

6



What will be my coming situation in regard to:

- 1 What is my position
- 2 How does the glider move
- 3 How is the glider
- 4 How is the weather
- 5 How do I feel

13

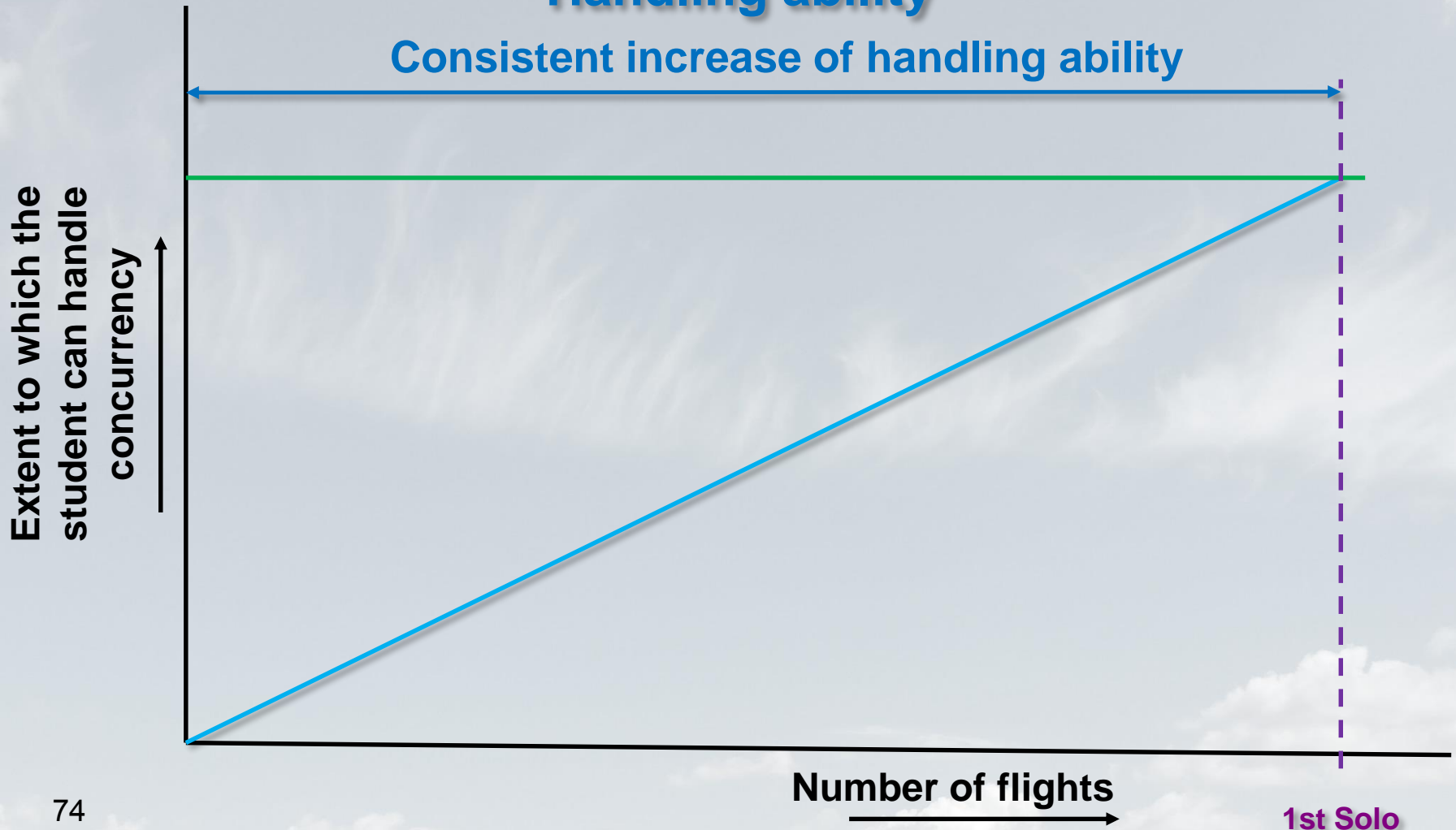
Handling Concurrency

Concurrency

The extent to which the student can handle concurrency

Handling ability

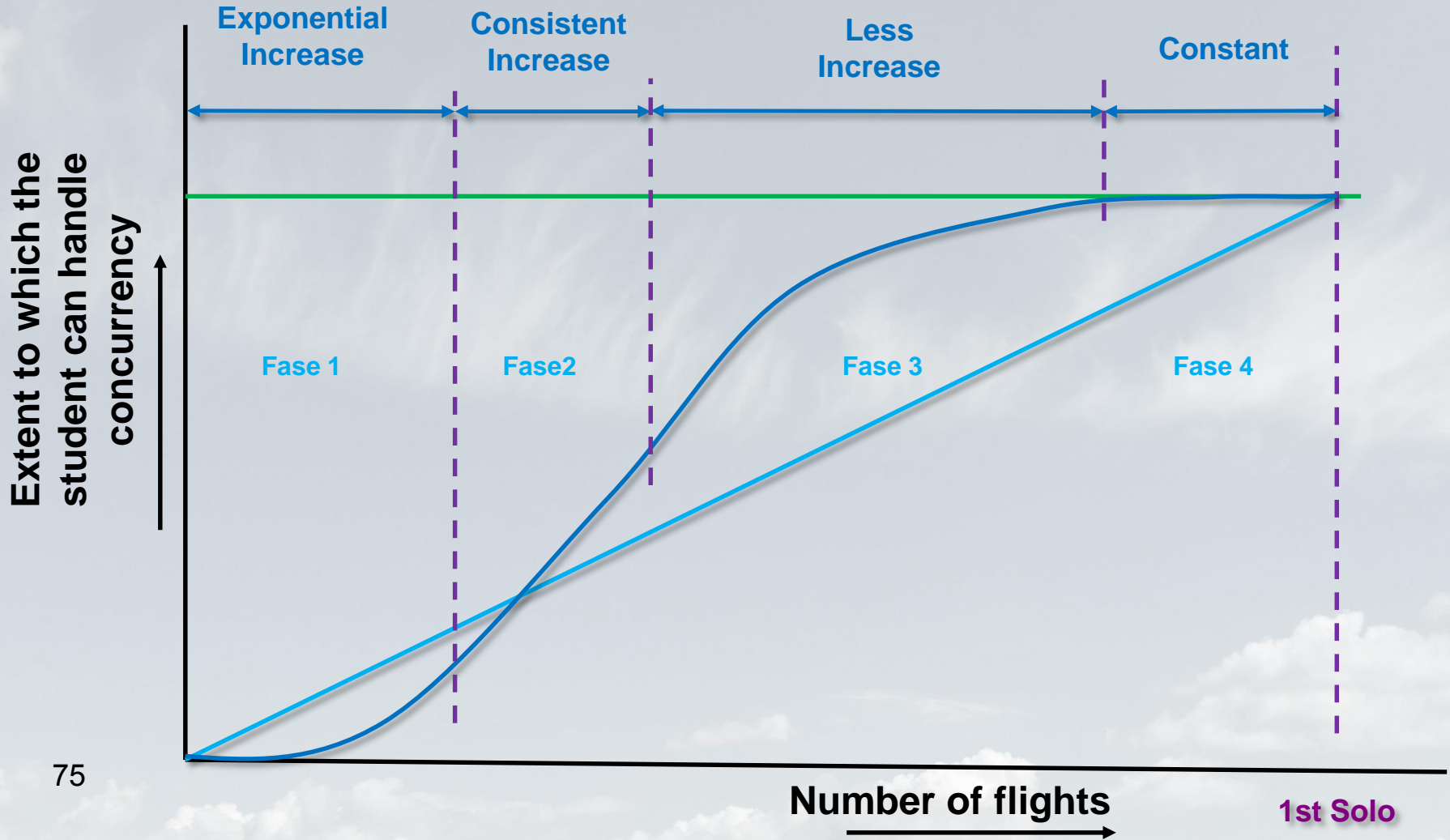
Consistent increase of handling ability



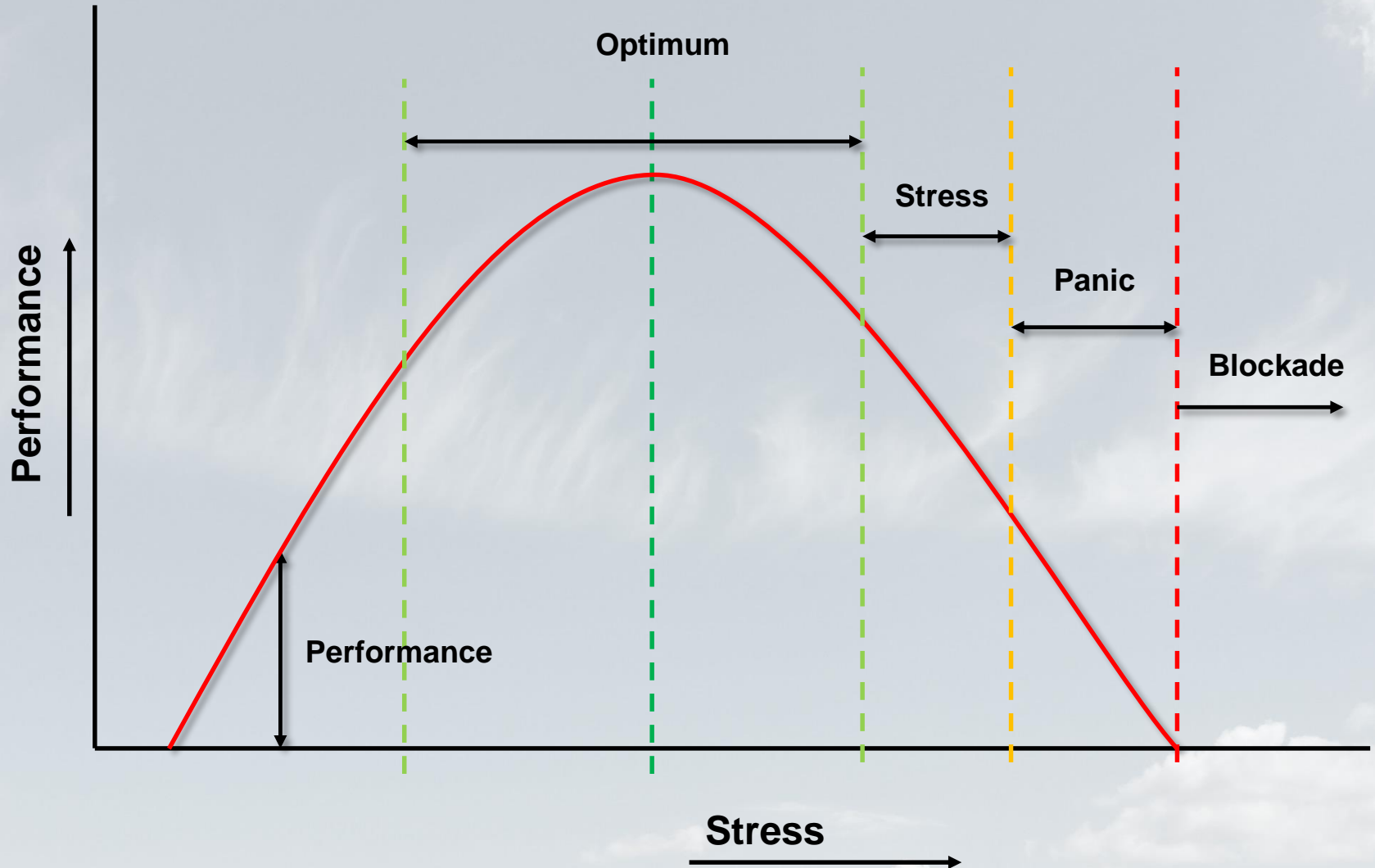
Concurrency

The extent to which the student can handle concurrency

Handling ability



Stress and Performance



14

Simulations

Types of Simulations

Malfunctions

**Malfunctioning
Systems**

**Flying too
low / far**

Cable break

Instruments

**Drifting away
in a Thermal**

Airbrakes

**Far from the
High Key Point**

Cable break:

Below 100 m (300 ft)

Simulation:

Instructor releases the cable

Element of surprise:

As an exercise **0**

As a check **+**

Danger:

Stall

How quick is the reaction/ Intervention by Instructor

Landing after the winch

How quick is the reaction/ Intervention by Instructor

Shortened Circuit

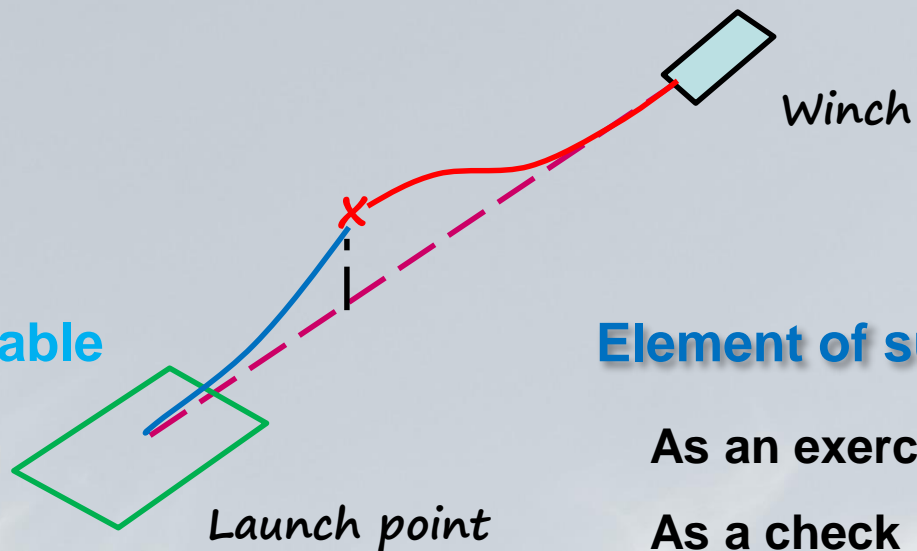
Intervention by Instructor

Duty Pilot was not informed

Inform the Duty Pilot

Winch operator was not informed

Inform the Winch operator
(through the Duty Pilot)



Cable break:

Above 100 m (300 ft)

Simulation:

Instructor releases the cable

Danger:

Stall

How quick is the reaction / Intervention by Instructor

No Shortened Circuit

How quick is the reaction / Intervention by Instructor

Flying the Standard Circuit

How quick is the reaction / Intervention by Instructor

Shortened Circuit but turn too late

How quick is the reaction / Intervention by Instructor

Gliders in the Circuit

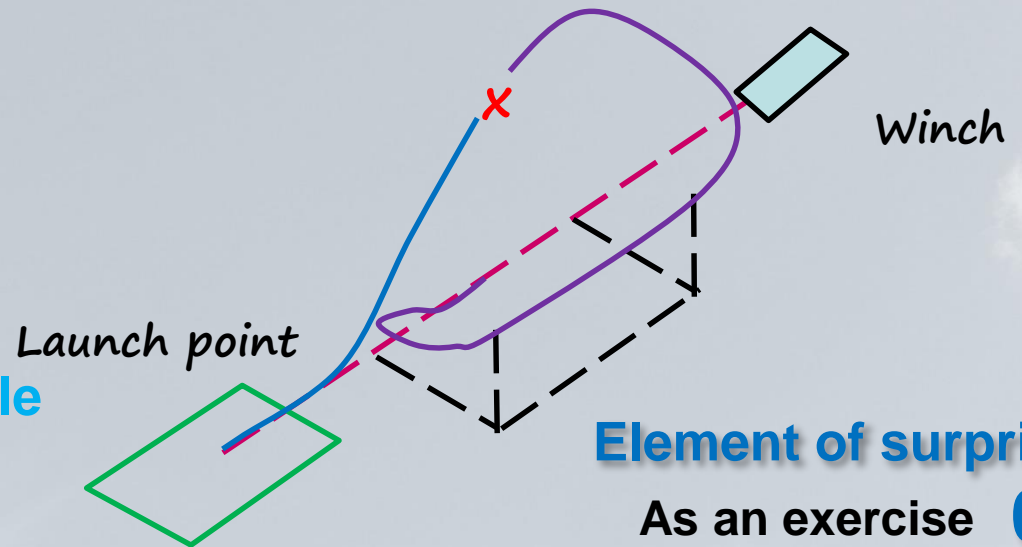
Before takeoff consultation with the Duty Pilot

Duty Pilot was not informed

Inform Duty Pilot

Winch operator was not informed

Inform winch operator (through Duty Pilot)



Element of surprise:

As an exercise **0**

As a check **+**

Instruments malfunction:

Simulation:

Instruments are covered

Element of surprise:

As an exercise 0

As a check check 0

Danger

Airspeed: too low How quick is the reaction / Intervention by Instructor

Altitude: too low How quick is the reaction / Intervention by Instructor

Airbrake's malfunction:

Simulation:

Keep airbrakes closed

Side-Slip only above 10 m (30 ft)

Element of surprise:

As an exercise 0

As a check check 0

Danger:

Too high on Final How quick is the reaction / Intervention by Instructor

Too low on Final How quick is the reaction / Intervention by Instructor

Too Low: Drifting away in a Thermal

Simulation:

Drifting away in a Thermal

Element of surprise:

As an exercise +

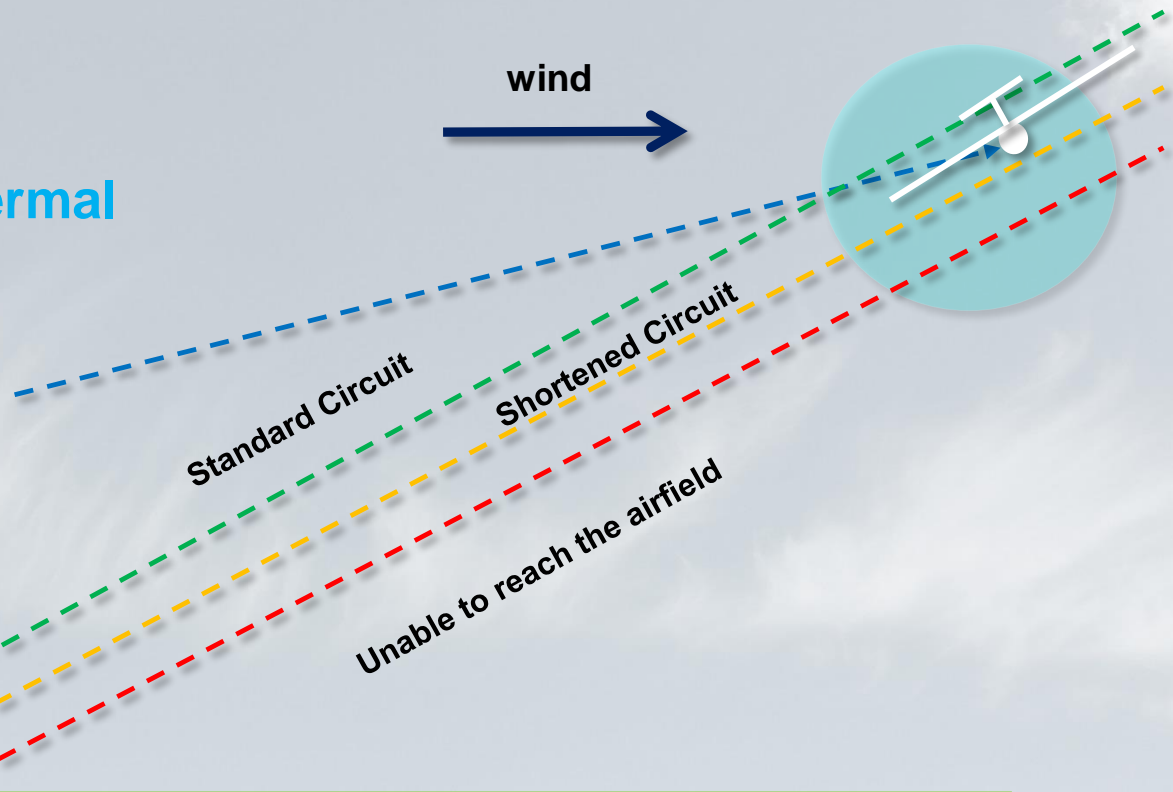
As a check +

200 m (600 ft)

Launch point

High Key Point

wind



Danger:

Still thinks a shortened circuit can be flown

Too low: Too far from the airfield

Simulation:

Let the student fly away from the field

Element of surprise:

As an exercise **0**

As a check **+**

Launch point

200 m (600 ft)

High Key Point

Standard Circuit
Shortened Circuit
Unable to reach the airfield

Danger:

Still thinks a shortened circuit can be flown

15

Procedures: Follow or Deviate

Follow versus Deviate

Follow in order to follow:

Cockpit check **Cable release check**
Downwind check

Follow in order to (if necessary) deviate:

Circuit

Follow Procedures:

Cockpit Check

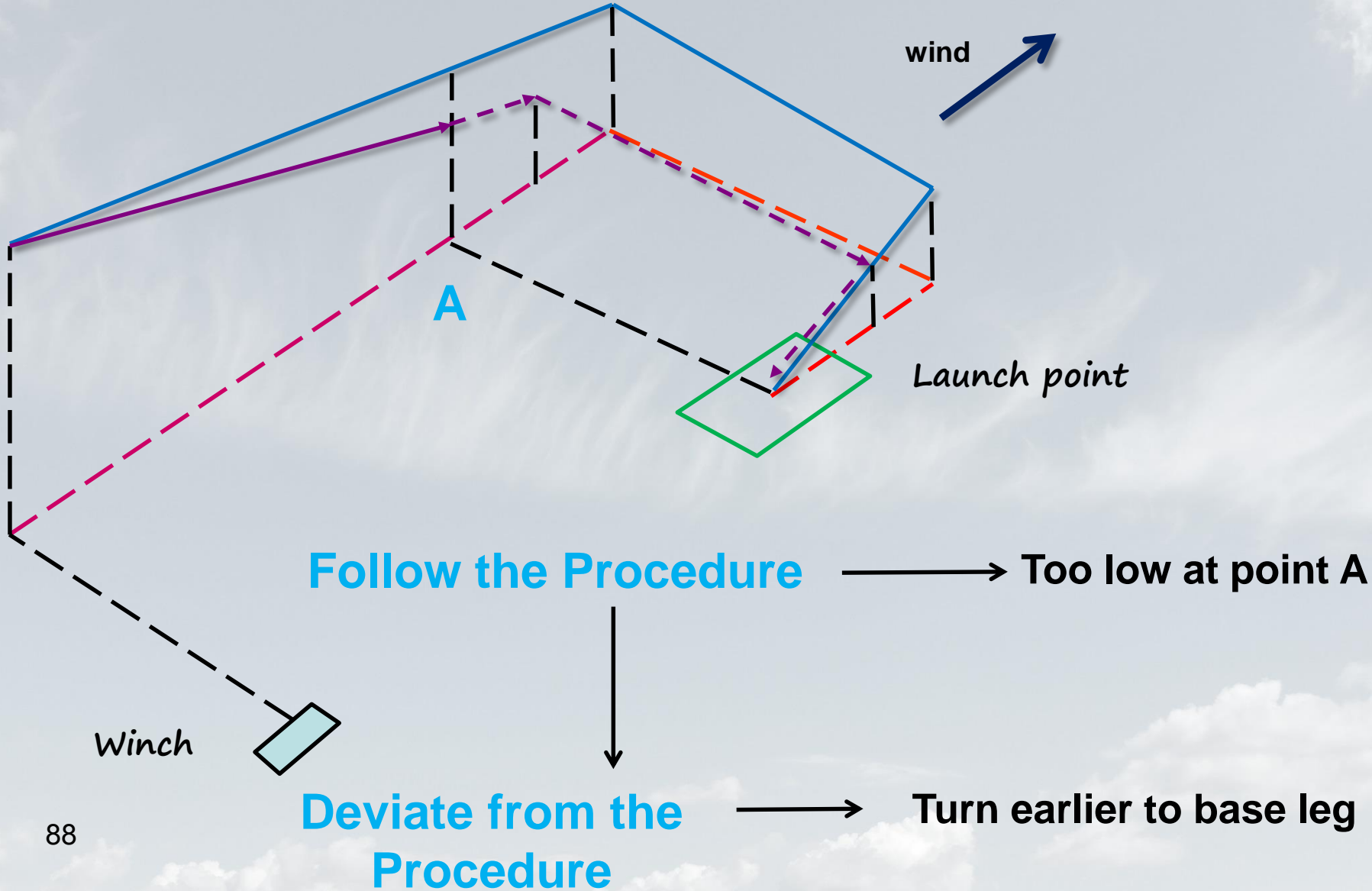
Check after releasing the cable

Downwind Check

Fixed order (avoids forgetting items)

Easy to remember

Follow procedures to know when to deviate:



Copyright

© Martin W Smit 2021

Non-Commercial use allowed