

TEAM A TEAM B TEAM C TEAM D TEAM E TEAM F TEAM G TEAM H TEAM I TEAM J



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VIRTUAL REALITY STATION

The Activity is a version of charades; each team will get a chance to go through the stages of travel/Aviation. Each player will be given a card with an industry related Activity for example;

- Travel Agent Booking a flight
- Traveller Check-in at the airport (Kiosk or Counter)
- Passenger In the plane - (Boarding , Flying)
- Final Destination - (Cape town -Table Mountain , Durban Harbour , Soweto Towers)
- **Duration:** 5min to assemble headset (fastest wins the most points), 20min (max) to complete task – each player gets 5 min (points earned), 10min – to write /describe the activity in relation to the industry (points earned)
- **Judges:** 1 or 2 people from Sabre - Airlink to supplement



DRONE STATION

A detailed class room session where we discuss the equipment needed to fly a drone and demonstrate how drones fly and manoeuvre, functions that are used to manoeuvre a drone in a flight box and lastly safety requirements with regards to piloting of drones in the open and public spaces, as mandated by SAMAA and SACAA. A practical session where students fly a Line Of Sight drone, beginning with basic hovering and moving on to flying simple and then more complex circuits will be the final test.

Duration: 3 hrs
Judges: 4



3

APPCAR

- Assemble the robot car
 - Drive the robot
 - Calibrate to drive accurately
 - Auto-pilot Coding
- Duration:** 3 hrs
Resources: 40 chairs, 4 trestle tables – white screen for power point, cargo for 4*30 suitcases, kids to bring own smartphones
Judges: 5



5

SIMULATE STATION

There will be three different types of simulators where each learner will be expected to spend no more than 10 minutes per simulator.

- a) The DRA simulator will test throttle control,
- b) the Sakhikamva simulator will test take off skills
- c) the WITS simulator will test flying with objects around and landing skills

Duration: 45 minutes maximum
Resources: 4 Sakhikamva PC simulators, one Wits simulator, one DRA simulator
Judges: 3 (1 per simulator)



4

PUZZLE STATION

A unique puzzle will be developed for the activation with a games specialist. Each group will be given two pictures of a plane, however, one will have components missing. The group will have to identify the parts that are missing and the team who finds the most, as well as before the other teams would have won the 'Amazing Race/Obstacle Course' Tournament component of the day.

Duration: 45min
Judges: 4

TEAM K TEAM L TEAM M TEAM N TEAM O TEAM P TEAM Q TEAM R TEAM S TEAM T

INVENTIONS STATIONS

STATION RULES

1. Extra Points: Work with people from other teams build paper plane / send through hooks
2. With own team members put together signs/pieces collect to build final product
3. First 6 teams (5 members per team) move to next round provided their inventions score high
4. Certification Ceremony

